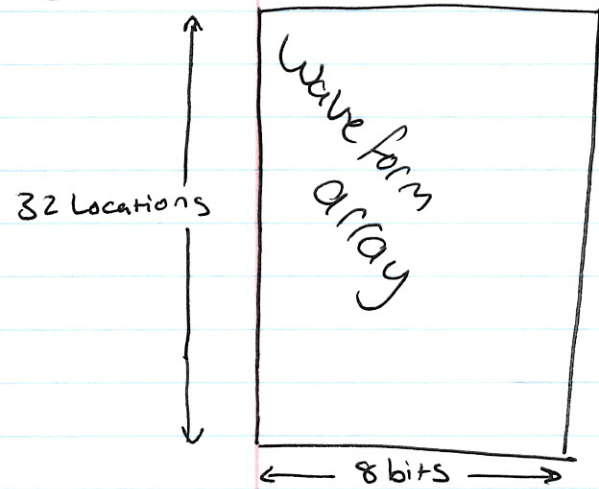
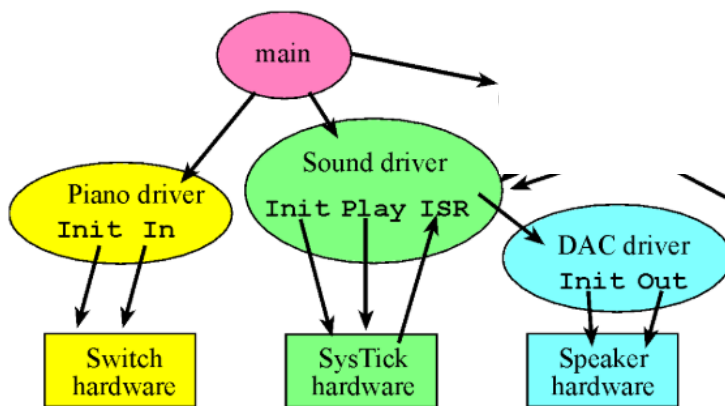


Audio C...

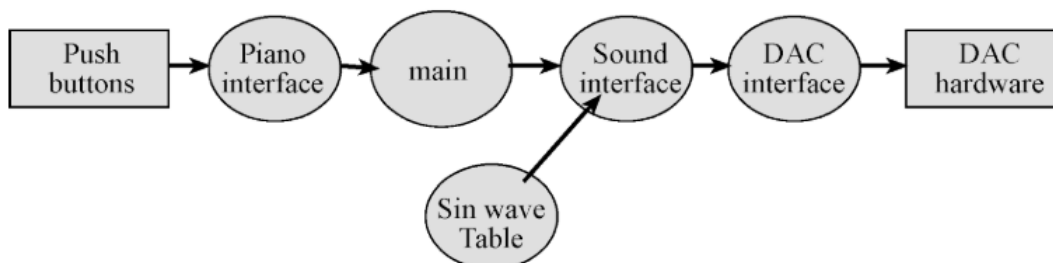
## Data structures



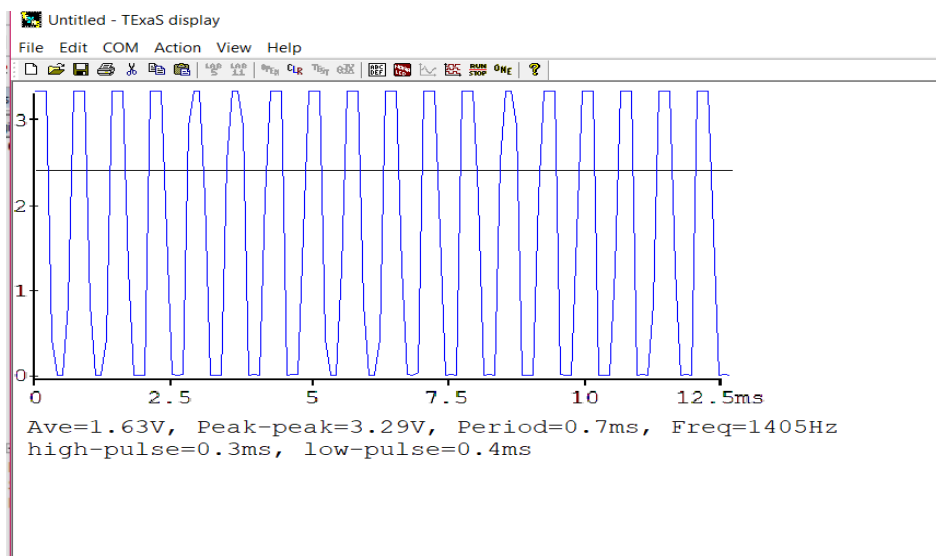
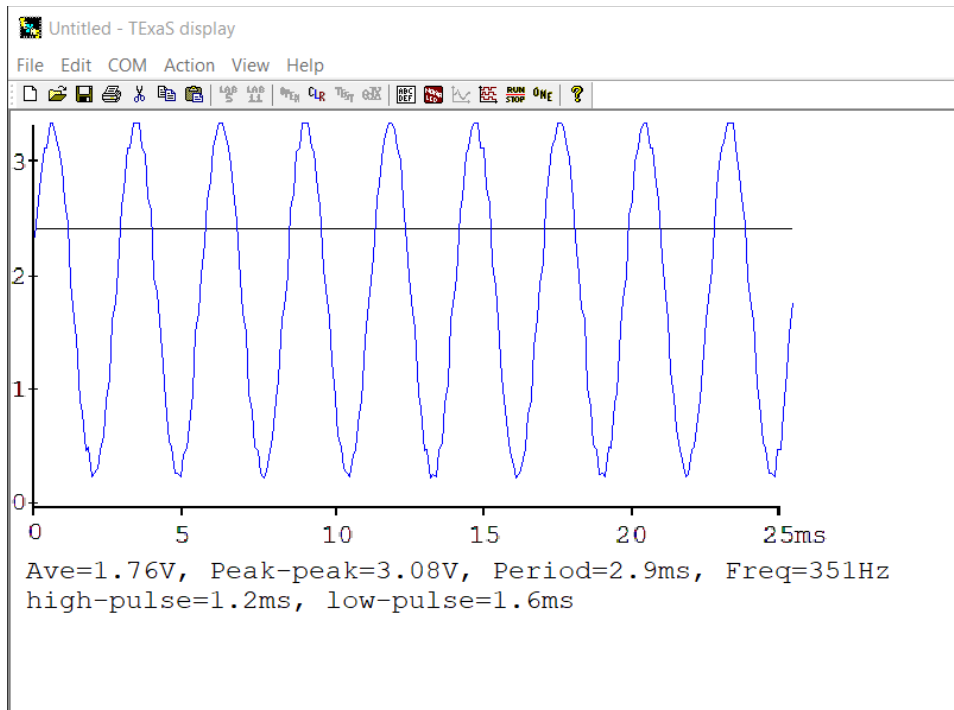
3.)



6.7 shows a possible call graph of the Lab 6 system. Figure 6.8 is one possible



4.)



5.)

Bit3 bit2 bit1 bit0	Theoretical DAC voltage (V)	Measured DAC voltage (V)
0	0 V	.001
1	.22	.229
2	.44	.449
3	.66	.683
4	.88	.895
5	1.1	1.123
6	1.32	1.348
7	1.54	1.576
8	1.76	1.728
9	1.98	1.956
10	2.2	2.18
11	2.42	2.41
12	2.64	2.62
13	2.86	2.84
14	3.08	3.07
15	3.3	3.29

Resolution: 0.22V

Range: 3.3V max and 0V min

Precision: 16

Accuracy: .077 (7.7%)

6.)

a.) The interrupt trigger occurs when the Sound\_Play function is called, and a button is pressed because the reload register gets loaded with a value.

b.) The interrupt vector is in startup.s.

c.) The execution of the program is suspended, and it saves the current state on the stack, and then sets link register to indicate the program's running inside the ISR, and then the IPSR is set to the correct interrupt number for the device, and then the PC is loaded with the ISR address given by the vector.

d.) At the start of the interrupt, PC+1 is put into the LR, and once BX LR is reached, the LR is moved into PC.