

(۲)

باید ساختار تابع delay

delay

MOV R1, #0

LDR R2, =0x00E000

loop

ADD R1, R1, #1

CMP R1, R2

BNE LOOP

BX LR

END

(۳)

build, batch build, translate, stop build

build

Batch build

stopBuild

Build

translate

reset handler

System init

interrupt vector

interrupt vector

-vectors:

interrupt vector Silwosles
stackpointer

◦ long initial sp

◦ long reset-handler

◦ long NMI-handler

◦ long Hard Fault-handler

◦ long memmang-handler

◦ long Bus Fault-handler

◦ long usage-fault handler

◦ long secure-fault handler

◦
◦
◦
◦ } reserved

◦ long svc-handler

◦ long Debugmon-handler

◦ long ◦

◦ long PendSV-handler

◦ long SysTick-handler

Reset handler سیوا

Reset-Handler :

LDR R0 = -INITIAL_SP

MSR = PSP, R0

LDR R0 = -Stack-Limit

MSR msplim, R0

MSR pspLim, R0

LDR R0 = -Stack-SEAL

LDR R1, = 0xFEEDBEE

STRD R1, R1, [R0, #0]

BL SystemInit

BL --main

↓
← Ring 0 CPU SystemInit ← Ring 0 CPU

← Ring 0 CPU --main → Ring 0 CPU