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Due: Feb 22 2024

HW6 – Periodic Interrupts

Q3: I used to have the function "WaitForInterrupts()" called in the main and when I used the pause/resume I often found the code in the "CortexM.c" file. Out of curiosity I commented out the function call from main and my code behaved the exact same. I don't need to wait for the SysTick clock to continue counting, the handler will be called in the background regardless.

Nevertheless, now when I pause/resume, the code is always found in the bubble sort algorithm. This is because the handler is called every 1/64 seconds (~15.6ms) and the instructions within are being fed with the 48MHz clock. This gives me maybe a 100-200 ns window every 15.6ms. I got skills but not like that. A non-zero chance of happening but extremely unlikely. I'm not sure if a human can press and release a touchpad / mouse that fast!

Video: https://youtu.be/y7cB9c2Mlls?si=z1K9DpM9ABjv4-cd