



**HACETTEPE UNIVERSITY
DEPARTMENT OF COMPUTER ENGINEERING
BBM434 EMBEDDED LAB.**

Experiment 2

Group Name: R2D2

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Part 2. Experimenting with the code

1) In this lab, you are detecting the pressing of a button via polling. Do you think if it is a good practice? Are there any disadvantages?

Answer 1) Asking in a forever loop if there is a state change does not look like a good practice. Changes does not occur in millionth of a second in this particular scenario. The better solution might be integrating a interrupt workflow where each time a button is pressed the system will trigger a interrupt which in turn will call a handler that is specified by the programmer. This will give a more smooth approach to the problem of responding a key.

2) In this lab, you introduced delay via looping. Do you think if it is a good practice? Are there any disadvantages?

Answer 2) Delay is a necessary tool in pool like solutions. Time to fully capture the trigger, the given response and the way it is received must be considered. For each of these problems some measure of delay is at most importance.

3) How long does it take for a single iteration of the 1-second delay loop on the development board?

Answer 3) Approximately 1 second.