



PV198 – One-chip Controllers

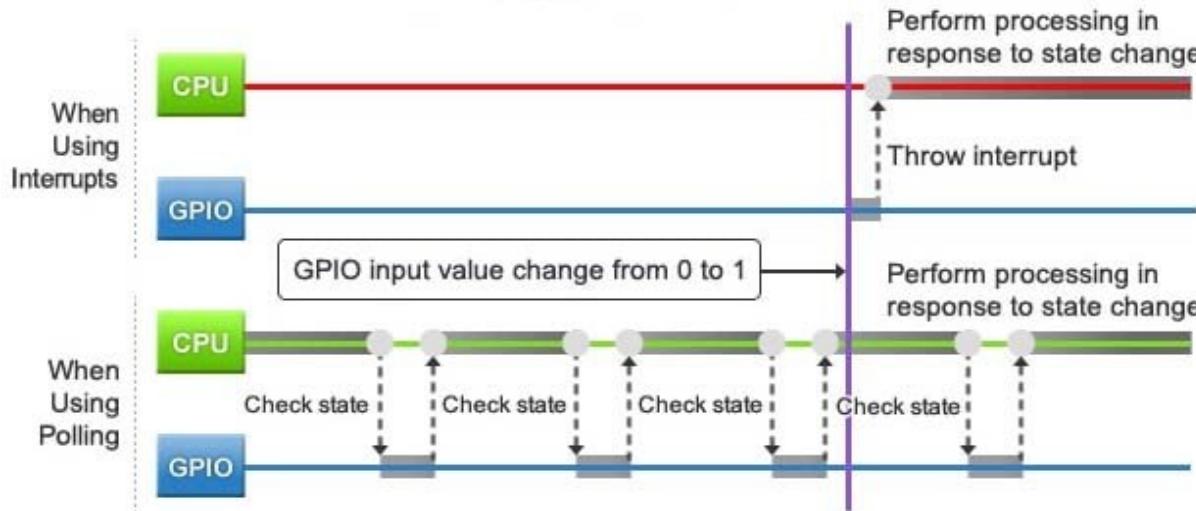
Interrupts

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Interrupts – What it is

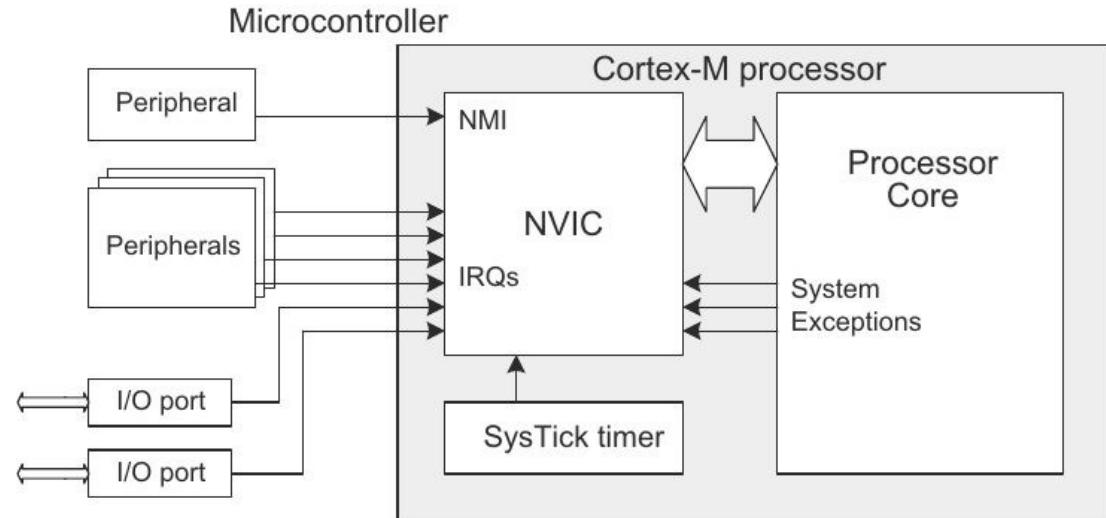
- Signal to the processor indicating an event



<https://www.motioncontrolltips.com/what-is-nested-vector-interrupt-control-nvic/>

Interrupts – Types

- Level / Edge trigger
- HW / SW interrupt



<https://www.motioncontrollertips.com/what-is-nested-vector-interrupt-control-nvic/>

Interrupts – How does it work

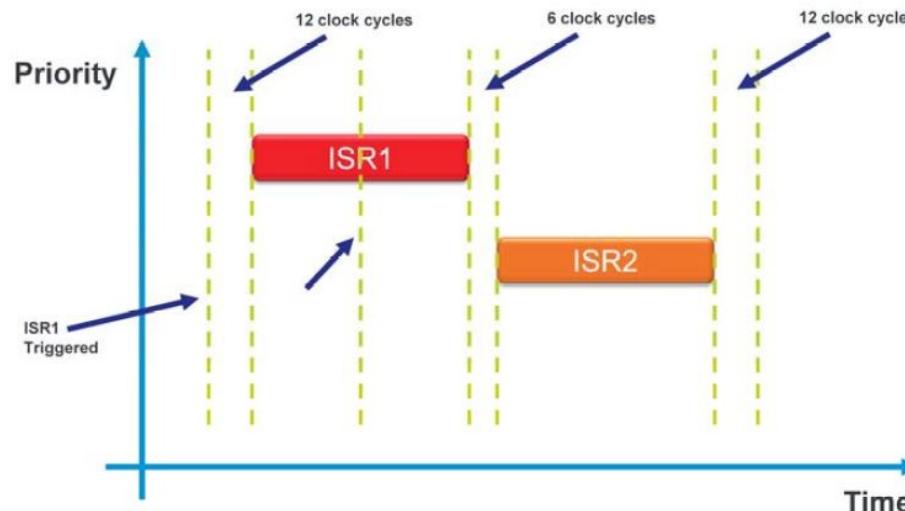
- Interrupt is triggered
- MCU finish execution of current instruction
- Save current state (PC, flags, registers)
- Get address of an **ISR** (Interrupt Service Routine) from Interrupt Vector Table
- Execute ISR
- Load previously saved state and continue

Interrupts – NVIC (FRDM-K66F)

- **NVIC** – Nested Vector Interrupt Controller
- Up to 120 interrupt sources
- Up to 16 priority levels
- Nested interrupts
- 12 clock cycles to enter/exit an **ISR** (Interrupt Service Routine)
- 6 clock cycles when switching from one ISR to another

Interrupts

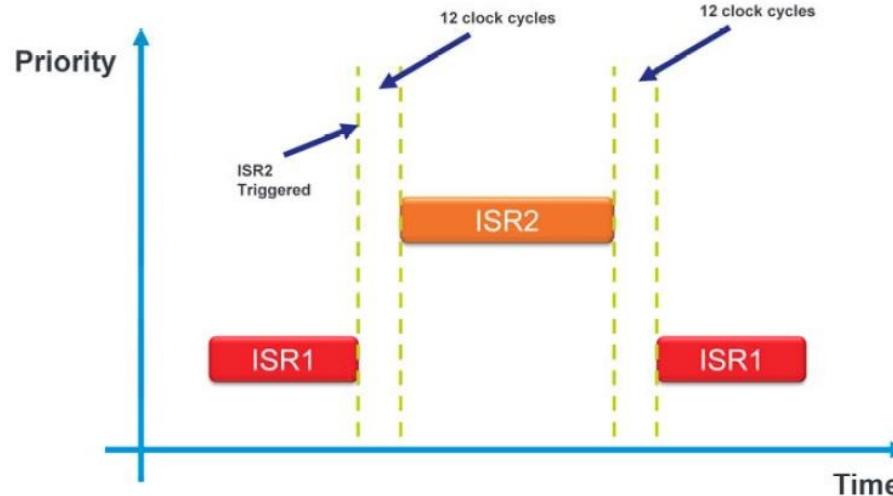
- Tail Chaining



<http://cache.freescale.com/files/training/Nested-Vector-Interrupt-Controller-Training.pdf>

Interrupts

- Preemption



<http://cache.freescale.com/files/training/Nested-Vector-Interrupt-Controller-Training.pdf>

Interrupts – Code (GPIO button)

1. Configure interrupt for a pin
2. Enable interrupts for a port
3. Write interrupt handler

Interrupts – Code (GPIO button)

- Configure interrupt for a pin (button) – *can be done in Pins tool*

```
/* Interrupt configuration on PORTA10 (pin M9): Interrupt on falling edge */
PORT_SetPinInterruptConfig(BOARD_SW3_PORT, BOARD_SW3_PIN,
kPORT_InterruptFallingEdge);
```

Interrupts – Code (GPIO button)

- Enable interrupts for a port (GPIOA for SW3) – *can be done in Peripherals tool*
- (Optionally) Define your handler name – *Peripherals tool*

```
/* GPIO_1 interrupt handler identifier. */  
#define SW3_BUTTON_PRESSED_IRQ PORTA_IRQHandler  
  
/* Enable interrupt PORTA_IRQn request in the NVIC */  
EnableIRQ(PORTA_IRQn);
```

Interrupts – Code (GPIO button)

- Write interrupt handler
- Don't forget to clear a flag that triggers interrupt

```
/**  
 * Interrupt handler for button SW3.  
 * Set flag when SW3 button is pressed.  
 */  
void SW3_BUTTON_PRESSED_IRQ(void) {  
    /* Clear external interrupt flag. */  
    GPIO_PortClearInterruptFlags(BOARD_SW3_GPIO, 1U << BOARD_SW3_GPIO_PIN);  
    /* Change state of button. */  
    g_ButtonSw3Press = true;  
}
```

Application

Goal:

- Write an application that prints text to a console when SW3 button is pressed. Use interrupts.
- You can use the application from the previous lesson and modify it to use interrupt instead of polling