

CP316 Interrupts

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Introduction to Interrupts

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After interrupt service, the program control returns to original.
but not the other way around.

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- **Set or Clear**

state of flag indicating pending or not

Interrupts

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overview

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→ Chapters 12 and 13

Here is a compiled code fragment from a typical program:

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```
;;; vectors
rjmp RESET ; Reset Handler
rjmp EXT_INT0 ; IRQ0 Handler
rjmp EXT_INT1 ; IRQ1 Handler
rjmp PCINT0 ; PCINT0 Handler
rjmp PCINT1 ; PCINT1 Handler
rjmp PCINT2 ; PCINT2 Handler
```

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needed for *any* interrupt service to occur

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more on this later

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STATUS

6 **reti**

like a subroutine return, but re-enables interrupts

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- Use interrupts for events of very short duration
i.e. if polling may miss them entirely

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pin change, timers, serial, ADC, etc.