Embedded development is a lot more complicated than PC development; the main reason being the low abstraction level and the tight relation to the hardware implementation. One particular pain   point for new or inexperienced embedded developers is interrupt handling.

Read our free eBook outlining how interrupt handlers are developed using the GNU/GCC compiler on ARM Cortex-M devices like STM32, Kinetis, LPC or EFM32.

By reading this eBook, you will learn more on:

    - Why and how interrupts are generated

    - How to write an interrupt handler

    - Communication between the interrupt handler and application

    - How to hook up the interrupt handler using an interrupt vector table

    - Enabling interrupts and optimizing interrupt priorities

    - Avoiding common problems using volatile and critical regions

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