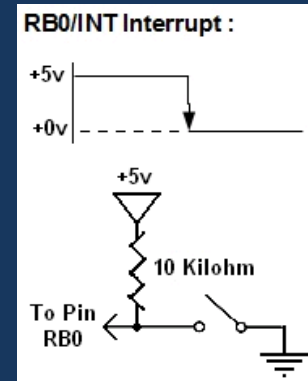
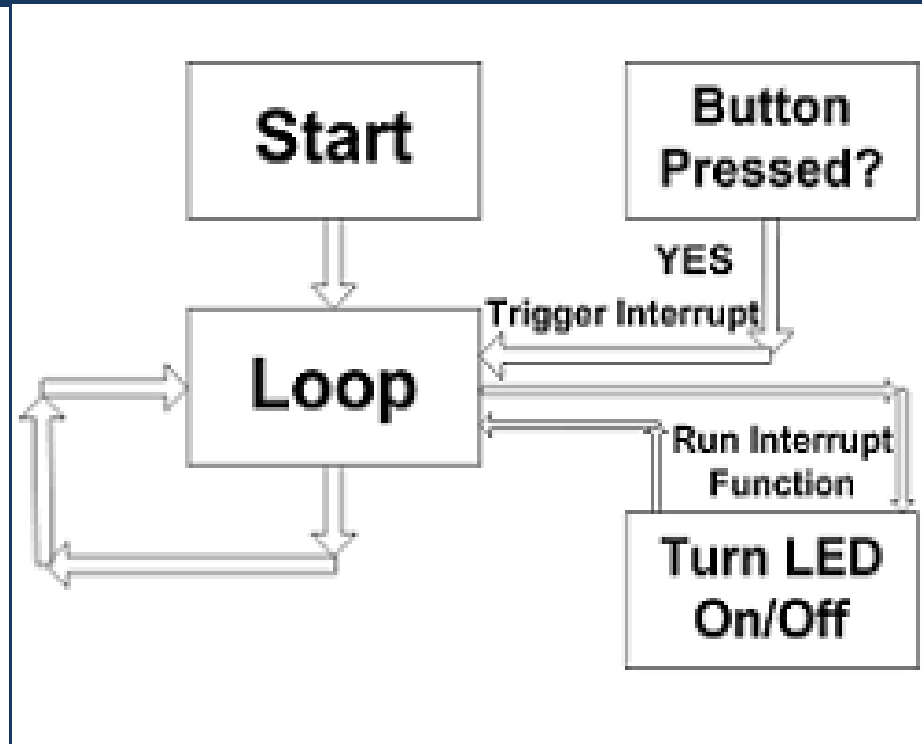
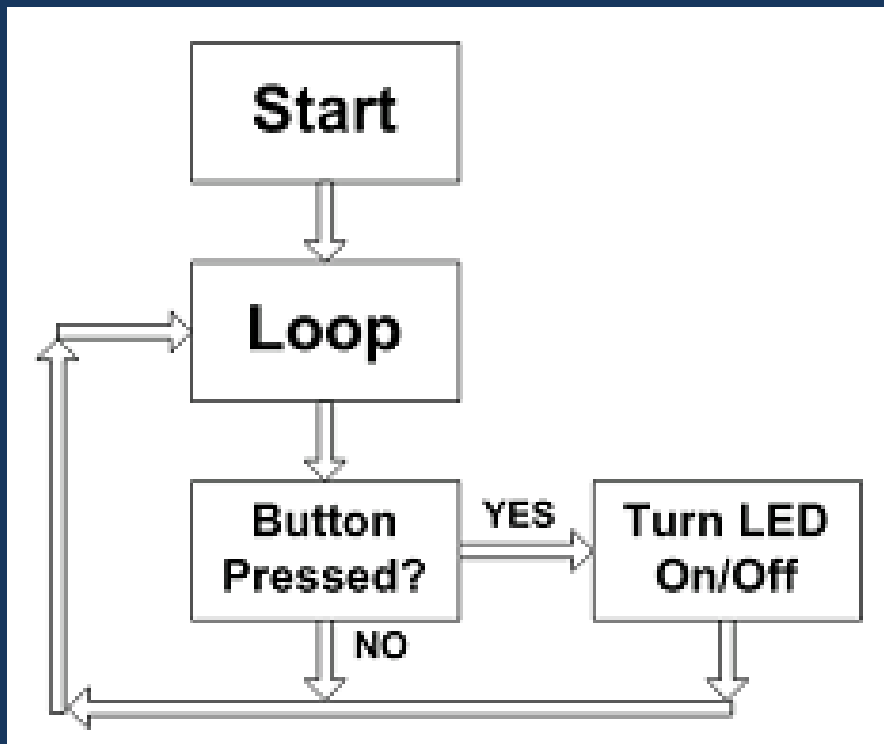


# Polling vs interrupt



# Hardware interrupt...

## Switch LED on in polling

```
const int buttonPin = 2; // the number of the pushbutton pin
const int ledPin = 13; // the number of the LED pin

// variables will change:
int buttonState = 0; // variable for reading the pushbutton
status

void setup() {
  // initialize the LED pin as an output:
  pinMode(ledPin, OUTPUT);
  // initialize the pushbutton pin as an input:
  pinMode(buttonPin, INPUT);
}

void loop() {
  // read the state of the pushbutton value:
  buttonState = digitalRead(buttonPin);

  // check if the pushbutton is pressed.
  // if it is, the buttonState is HIGH:
  if (buttonState == HIGH) {
    // turn LED on:
    digitalWrite(ledPin, HIGH);
  }
  else {
    // turn LED off:
    digitalWrite(ledPin, LOW);
  }
}
```

## Switch LED on in interrupt

```
const int buttonPin = 2; // the number of the pushbutton pin
const int ledPin = 13; // the number of the LED pin

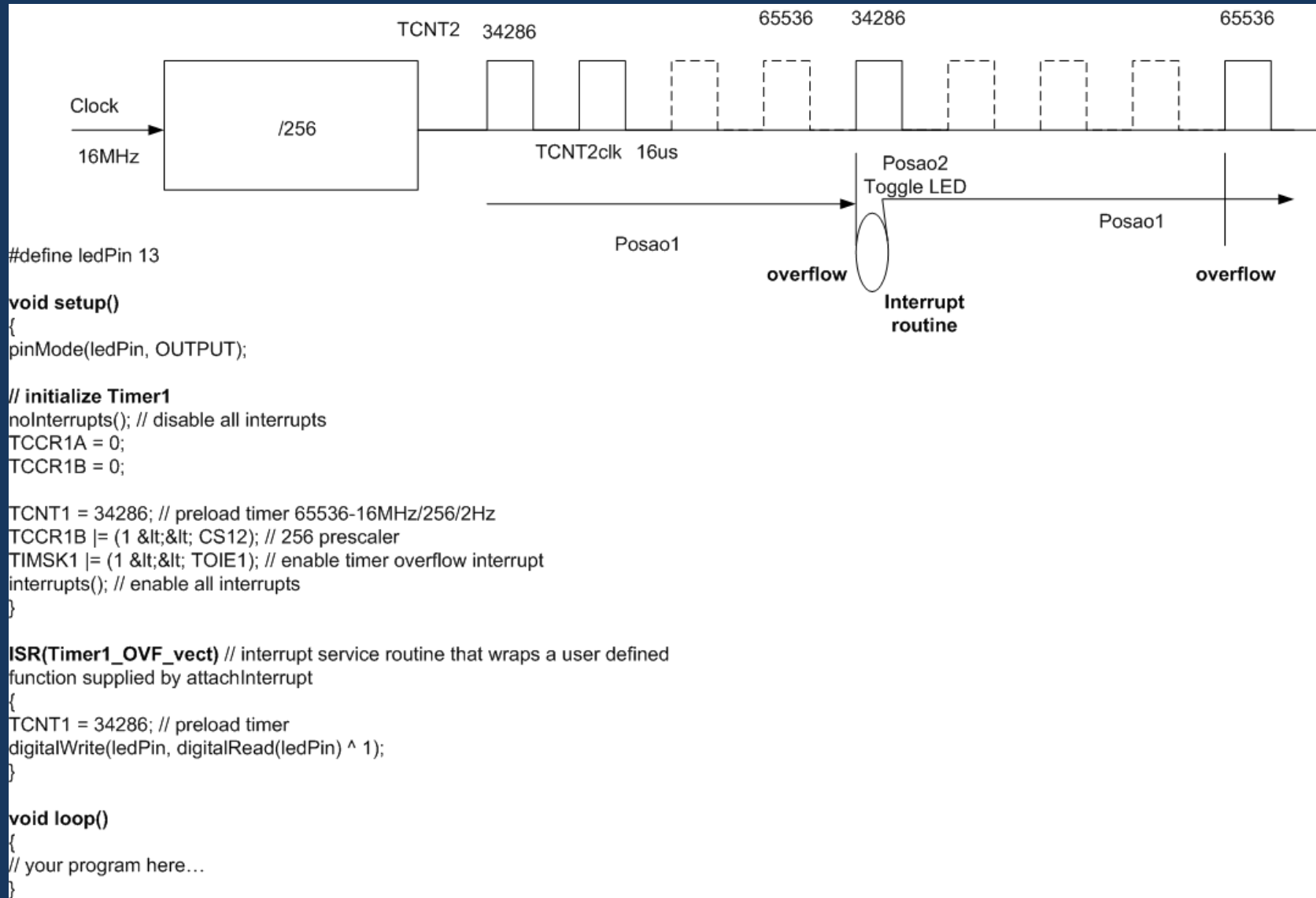
// variables will change:
volatile int buttonState = 0; // variable for reading the pushbutton
status

void setup() {
  // initialize the LED pin as an output:
  pinMode(ledPin, OUTPUT);
  // initialize the pushbutton pin as an input:
  pinMode(buttonPin, INPUT);
  // Attach an interrupt to the ISR vector
  attachInterrupt(0, pin_ISR, CHANGE);
}

void loop() {
  // Nothing here!
}

void pin_ISR() {
  buttonState = digitalRead(buttonPin);
  digitalWrite(ledPin, buttonState);
}
```

# Software interrupt



# Integrirani i u realnom vremenu upravljani sistemi

## Vježba 1 (Poling vs Interapt)

- a) Povezati Taster1 i Taster2 na ulazne pinove Arduina, koji imaju i ulogu INT0 i INT1, kao što je prikazano na slici. LED3 se pali (blinka) iz glavne petlje programa u trajanju 3s sa pauzom 3s, period 6s. Napraviti program.
- b) Iz glavne petlje se pritiskaju TASTER1 i TASTER2 u trajanju 0.5s, random, a nakon njihovog pritiskanja se pale LED1 i LED2 u trajanju 1s u zavisnosti da li je pritisnut TASTER1 ili TASTER2.
- c) Komentarisati program i situaciju?
- d) Napraviti program koji ipak pouzdano pali LED1 i LED2, u glavnoj petlji, bez obzira na duzinu blinka LED3.
- e) Dati tasteri generisu hardverske interapte INT0 i INT1 koji pale LED1 ili LED2 u trajanju 1s. Paziti na ivicu na koju se generise interupti INT0 i INT1. Trajanje paljenja 1s (LED1 i LED2) generisati pomocu TIMER interrupta bez obzira da li je LED3 upaljena ili ugasena. Napraviti program.

**Priložiti kod i video objasnjavajući gornje slucajeve.**

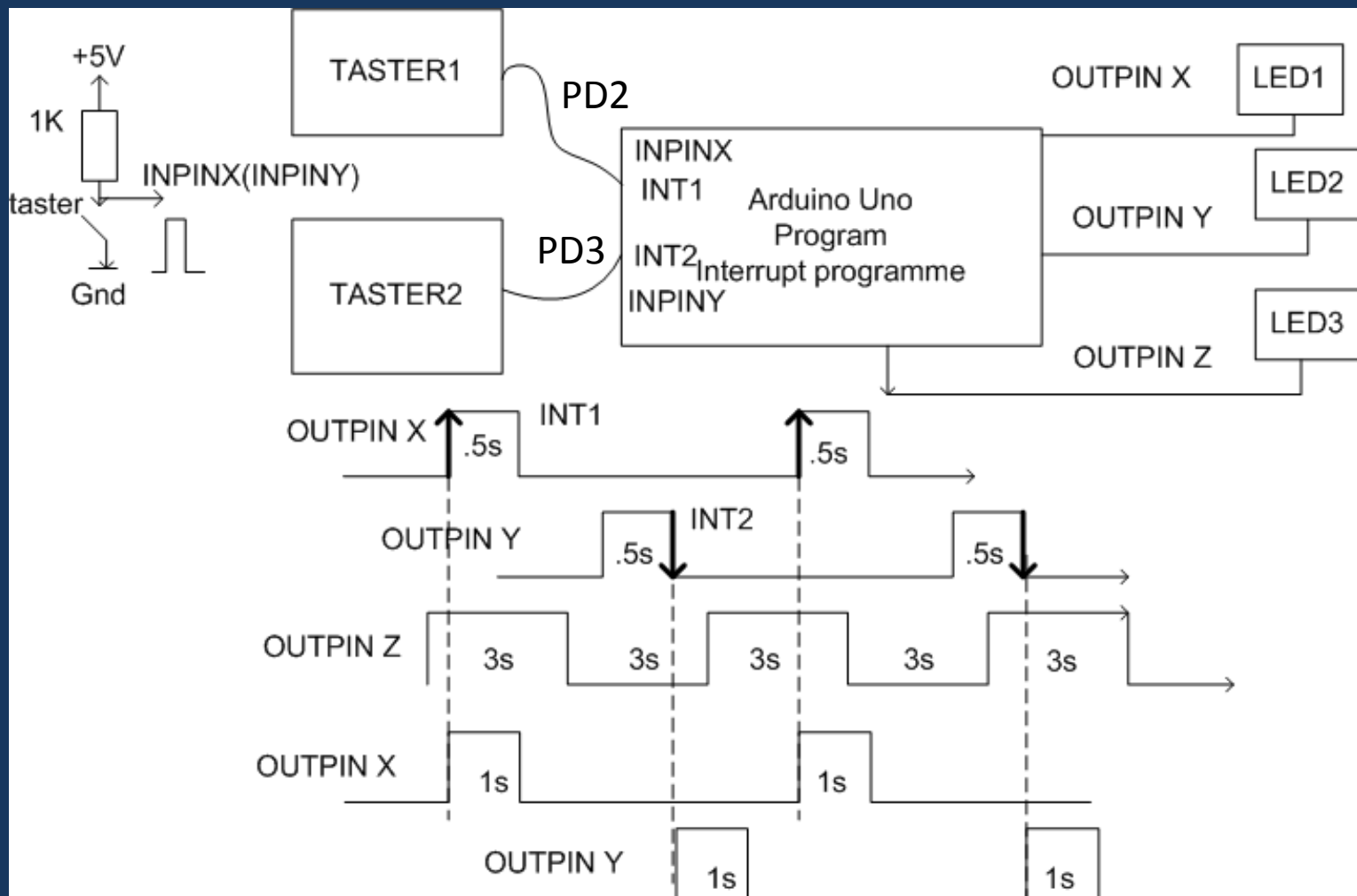
**Procitati: ostali materijali** [interrupt primjer1](#), [skripta Tanskovic](#),

**HARVER INT** <http://apeg.ac.me/nastava/Arduino%20Hardware%20Interrupts%20Tutorial.pdf> ,

**TIMER Interrupt:** <http://www.instructables.com/id/Arduino-Timer-Interrupts/>

<http://apeg.ac.me/nastava/VJEZBA2%20Hardverski%20interapti%20-%20Arduino.pdf>

# Integrirani i u realnom vremenu upravljani sistemi



# Integrirani i u realnom vremenu upravljani sistemi

- **Vježba 2 (Semplovanje u polling metodu)**

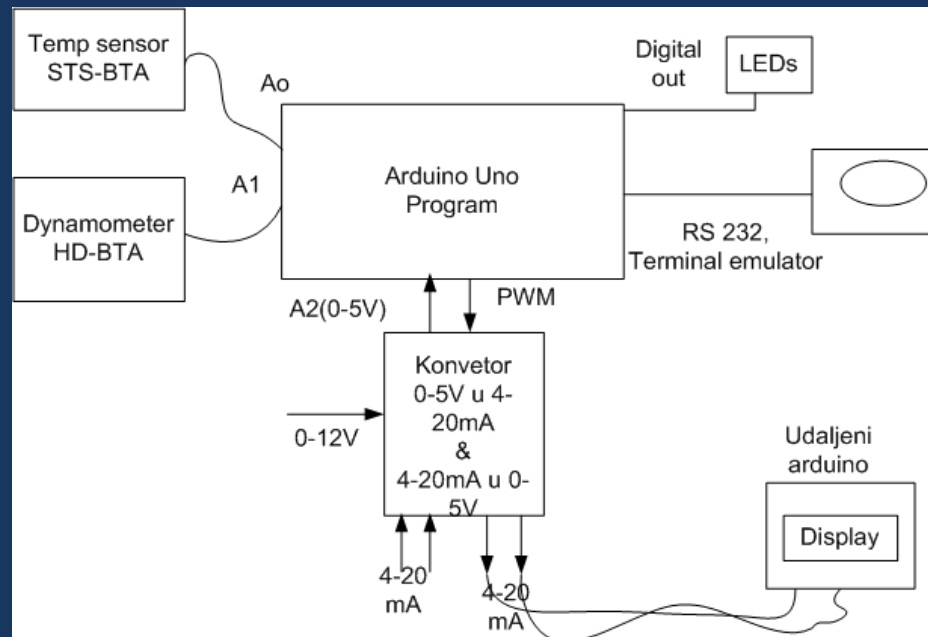
a) Povezivanje temperaturnog senzora na Arduino, prikaz izmjerene temperature na terminal emulatoru i monitoru grafičkom i poredjenje sa alarmnom vrijednoscu (kada se pali LED). Semplovanje u poling metodu.

b) Dinamometra na Arduino, prikaz izmjerene vrijednosti sile na terminal emulatoru i monitoru grafičkom i poredjenje sa alarmnom vrijednoscu (kada se pali LED). Semplovanje u poling metodu.

c) Ponoviti a) i b) za slucaj senzora provodnosti

d) Ponoviti a) i b) za slucaj PH senzora.

e) Mijenjati frekvenciju odabiranja od 0.01s do 1s.



## SENZORI:

<https://www.vernier.com/files/manuals/sts-bta/sts-bta.pdf>

<https://www.vernier.com/files/manuals/hd-bta/hd-bta.pdf>

<https://www.vernier.com/products/sensors/ph-sensors/ph-bta/>

<https://www.vernier.com/products/sensors/conductivity-probes/con-bta/>

## Konverter industrijski visenamjenski

<http://apeg.ac.me/nastava/Converter%20ind%20multi%20chojge.pdf>

# Integrirani i u realnom vremenu upravljani sistemi

- **Vježba 3 (Semplovanje na interrupt nivou)**

Ponoviti vježbu 2 sa semplovanjem na interrupt nivou, koristiti timer interrupt. Frekvenciju odabiranja zadavati preko serijske komunikacije (serijskog interapta)