

### Arm Microcontroller Muhammad Ali Mazidi

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(November 2012) Muhammad Ali Mazidi is an Iranian electrical engineer and lecturer. Mazidi went to Tabriz University and holds master's degrees from both Southern Methodist University and the University of Texas at Dallas. He is the founder of MicroDigitalEd and teaches microprocessor -based system design.

Muhammad Ali Mazidi - Wikipedia

The first volume of this series (ARM Assembly Language Programming & Architecture by Mazidi & Naimi) covers the Assembly language programming, instructions, and architecture of the ARM and can be used with any ARM chip, regardless of the chip maker.

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Muhammad Ali Mazidi is an author, lecturer, and electrical engineer, who hails from Iran.He has authored numerous books on the subject of microcontrollers. Some of these titles are HCS12 Microcontroller and Embedded Systems, AVR Microcontroller and Embedded Systems, and PIC Microcontroller and Embedded Systems. Very good book for the PIC.

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by Muhammad Ali Mazidi ... This book covers the peripheral programming of the STM32 Arm chip. Throughout this book, we use C language to program the STM32F4xx chip peripherals such as I/O ports, ADCs, Timers, DACs, SPIs, I2Cs and UARTs. We use STM32F446RE NUCLEO Development Board which is based on ARM® Cortex®-M4 MCU. Volume 1 of this series is dedicated to Arm Assembly Language Programming ...

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The STM32F103 microcontroller from ST is one of the widely used ARM microcontrollers. The blue pill board is based on STM32F103 microcontroller. It has a low price and it is widely available around the world. This book uses the blue pill board to discuss designing embedded systems using STM32F103. In this book, the authors use a step-by-step and systematic approach to show the programming of the STM32 chip. Examples show how to program many of the STM32F10x features, such as timers, serial communication, ADC, SPI, I2C, and PWM. To write programs for Arm microcontrollers you need to know both Assembly and C languages. So, the text is organized into two parts: 1) The first 6 chapters cover the Arm Assembly language programming. 2) Chapters 7-19 uses C to show the STM32F10x peripherals and I/O interfacing to real-world devices such as keypad, 7-segment, character and graphic LCDs, motor, and sensor. The source codes, power points, tutorials, and support materials for the book is available on the following website: <http://www.NicerLand.co>

This book covers the peripheral programming of the STM32 Arm chip. Throughout this book, we use C language to program the STM32F4xx chip peripherals such as I/O ports, ADCs, Timers, DACs, SPIs, I2Cs and UARTs. We use STM32F446RE NUCLEO Development Board which is based on ARM(R) Cortex(R)-M4 MCU. Volume 1 of this series is dedicated to Arm Assembly Language Programming and Architecture. See our website for other titles in this series: [www.MicroDigitalEd.com](http://www.MicroDigitalEd.com) You can also find the tutorials, source codes, PowerPoints and other support materials for this book on our website.

Who uses ARM? Currently ARM CPU is licensed and produced by more than 200 companies and is the dominant CPU chip in both cell phones and tablets. Given its RISC architecture and powerful 32-bit instructions set, it can be used for both 8-bit and 32-bit embedded products. The ARM corp. has already defined the 64-bit instruction extension and for that reason many Laptop and Server manufactures are introducing ARM-based Laptop and Servers. Who will use our textbook? This book is intended for both academic and industry readers. If you are using this book for a university course, the support materials and tutorials can be found on [www.MicroDigitalEd.com](http://www.MicroDigitalEd.com). This book covers the Assembly language programming of the ARM chip. The ARM Assembly language is standard regardless of who makes the chip. The ARM licensees are free to implement the on-chip peripheral (ADC, Timers, I/O, etc.) as they choose. Since the ARM peripherals are not standard among the various vendors, we have dedicated a separate book to each vendor.

The AVR microcontroller from Atmel (now Microchip) is one of the most widely used 8-bit microcontrollers. Arduino Uno is based on AVR microcontroller. It is inexpensive and widely available around the world. This book combines the two. In this book, the authors use a step-by-step and systematic approach to show the programming of the AVR chip. Examples in both Assembly language and C show how to program many of the AVR features, such as timers, serial communication, ADC, SPI, I2C, and PWM. The text is organized into two parts: 1) The first 6 chapters use Assembly language programming to examine the internal architecture of the AVR. 2) Chapters 7-18 uses both Assembly and C

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to show the AVR peripherals and I/O interfacing to real-world devices such as LCD, motor, and sensor. The first edition of this book published by Pearson used ATmega32. It is still available for purchase from Amazon. This new edition is based on Atmega328 and the Arduino Uno board. The appendices, source codes, tutorials and support materials for both books are available on the following websites: <http://www.NicerLand.com/> and [http://www.MicroDigitalEd.com/AVR/AVR\\_books.htm](http://www.MicroDigitalEd.com/AVR/AVR_books.htm)

Why Atmel ARM? The AVR is the most popular 8-bit microcontroller designed and marketed by the Atmel (now part of Microchip). Due to the popularity of ARM architecture, many semiconductor design companies are adopting the ARM as the CPU of choice in all their designs. This is the case with Atmel ARM. The Atmel SAM D is a Cortex M0+ chip. A major feature of the Atmel SAM D is its lower power consumption which makes it an ideal microcontroller for use in designing low power devices with IoT. It is an attempt to "bring Atmel AVR Ease-of-Use to ARM Cortex M0+ Based Microcontrollers." Why this book? We have a very popular AVR book widely used by many universities. This book attempts to help students and practicing engineers to move from AVR to ARM programming. It shows programming for interfacing of Atmel ARM SAM D to LCD, Serial COM port, DC motor, stepper motor, sensors, and graphics LCD. It also covers the detailed programming of Interrupts, ADC, DAC, and Timer features of Atmel ARM SAM D21 chip. All the programs in this book are tested using the SAM D21 trainer board with Keil and Atmel Studio IDE compiler. It must be noted that while Arduino Uno uses the Atmel 8-bit AVR microcontroller, the Arduino Zero uses the Atmel ARM SAMD21 chip. See our website: [www.MicroDigitalEd.com](http://www.MicroDigitalEd.com)

To write programs for Arm microcontrollers, you need to know both Assembly and C languages. The book covers Assembly language programming for Cortex-M series using Thumb-2. Now, most of the Arm Microcontrollers use the Thumb-2 instruction set. The ARM Thumb-2 Assembly language is standard regardless of who makes the chip. However, the ARM licensees are free to implement the on-chip peripheral (ADC, Timers, I/O, etc.) as they choose. Since the ARM peripherals are not standard among the various vendors, we have dedicated a separate book to each vendor. Some of them are: TI Tiva ARM Programming For Embedded Systems: Programming ARM Cortex-M4 TM4C123G with C (Mazidi & Naimi Arm Series) TI MSP432 ARM Programming for Embedded Systems (Mazidi & Naimi Arm Series) The STM32F103 Arm Microcontroller and Embedded Systems: Using Assembly and C (Mazidi & Naimi Arm Series) STM32 Arm Programming for Embedded Systems Atmel ARM Programming for Embedded Systems For more information see the following websites: [www.NicerLand.com](http://www.NicerLand.com) [www.MicroDigitalEd.com](http://www.MicroDigitalEd.com)

The PIC microcontroller from Microchip is one of the most widely used 8-bit microcontrollers in the world. In this book, the authors use a step-by-step and systematic approach to show the programming of the PIC18 chip. Examples in both Assembly language and C show how to program many of the PIC18 features such as timers, serial communication, ADC, and SPI.

About the Raspberry Pi: Raspberry Pi boards are low cost yet powerful boards using Arm processors. They can be used for both educational and industrial purposes. About this book: This book covers Arm Assembly programming for Raspberry Pi boards. Although the Arm instructions are standard, the assembler directives vary in GCC and non-GCC assemblers. In this book, you learn how to write Arm assembly programs in Linux and the GCC based compilers. This book also gives you a general view of the Arm and Raspberry Pi architecture. If you are using

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this book for a university course, the source code, tutorials, Power Points and other support materials are available on our website: [www.NicerLand.com](http://www.NicerLand.com) Here is the table of contents: Chapter 1: The History of ARM, Raspberry Pi, and Microprocessors Chapter 2: ARM Architecture and Assembly Language Programming Chapter 3: Arithmetic and Logic Instructions and Programs Chapter 4: Branch, Call, and Looping in ARM Chapter 5: Signed Integer Numbers Arithmetic Chapter 6: ARM Memory Map, Memory Access, and Stack Chapter 7: ARM Pipeline and CPU Evolution Chapter 8: ARM and Thumb Instructions Chapter 9: ARM Floating-point Arithmetic Chapter 10: Interrupts and Exceptions Chapter 11: Cache in ARM Appendix A: ARM Cortex-A Instruction Description Appendix B: ARM Assembler Directives Appendix C: Macros Appendix D: Flowcharts and Pseudocode Appendix E: Passing Arguments into Functions We also have a book on writing Arm Assembly Programs for non-GCC compilers entitled "ARM Assembly Language Programming & Architecture" which covers Arm assembly language programming for Keil and other non-GNU IDEs.

Over 50 hands-on recipes that will help you develop amazing real-time applications using GPIO, RS232, ADC, DAC, timers, audio codecs, graphics LCD, and a touch screen About This Book This book focuses on programming embedded systems using a practical approach Examples show how to use bitmapped graphics and manipulate digital audio to produce amazing games and other multimedia applications The recipes in this book are written using ARM's MDK Microcontroller Development Kit which is the most comprehensive and accessible development solution Who This Book Is For This book is aimed at those with an interest in designing and programming embedded systems. These could include electrical engineers or computer programmers who want to get started with microcontroller applications using the ARM Cortex-M4 architecture in a short time frame. The book's recipes can also be used to support students learning embedded programming for the first time. Basic knowledge of programming using a high level language is essential but those familiar with other high level languages such as Python or Java should not have too much difficulty picking up the basics of embedded C programming. What You Will Learn Use ARM's uVision MDK to configure the microcontroller run time environment (RTE), create projects and compile download and run simple programs on an evaluation board. Use and extend device family packs to configure I/O peripherals. Develop multimedia applications using the touchscreen and audio codec beep generator. Configure the codec to stream digital audio and design digital filters to create amazing audio effects. Write multi-threaded programs using ARM's real time operating system (RTOS). Write critical sections of code in assembly language and integrate these with functions written in C. Fix problems using ARM's debugging tool to set breakpoints and examine variables. Port uVision projects to other open source development environments. In Detail Embedded microcontrollers are at the core of many everyday electronic devices. Electronic automotive systems rely on these devices for engine management, anti-lock brakes, in car entertainment, automatic transmission, active suspension, satellite navigation, etc. The so-called internet of things drives the market for such technology, so much so that embedded cores now represent 90% of all processor's sold. The ARM Cortex-M4 is one of the most powerful microcontrollers on the market and includes a floating point unit (FPU) which enables it to address applications. The ARM Cortex-M4 Microcontroller Cookbook provides a practical introduction to programming an embedded microcontroller architecture. This book attempts to address this through a series of recipes that develop embedded applications targeting the ARM-Cortex M4 device family. The recipes in this book have all been tested using the Keil MCBSTM32F400 board. This board includes a small graphic LCD touchscreen (320x240 pixels) that can be used to create a variety of 2D gaming applications. These motivate a younger audience and are used throughout the book to illustrate particular hardware peripherals and software concepts. C language is used predominantly throughout but one chapter is devoted to recipes involving

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assembly language. Programs are mostly written using ARM's free microcontroller development kit (MDK) but for those looking for open source development environments the book also shows how to configure the ARM-GNU toolchain. Some of the recipes described in the book are the basis for laboratories and assignments undertaken by undergraduates. Style and approach The ARM Cortex-M4 Cookbook is a practical guide full of hands-on recipes. It follows a step-by-step approach that allows you to find, utilize and learn ARM concepts quickly.

Why MSP432? The MSP430 is a popular microcontroller designed and marketed by the Texas Instruments (TI). It comes with some powerful peripherals such as ADC, Timer, SPI, I2C, UART, and so on. It has a 16-bit proprietary RISC architecture meaning only TI makes the products. Due to popularity of ARM architecture, many semiconductor design companies are moving away from proprietary architecture and adopting the ARM as the CPU of choice in all their designs. This is the case with MSP430. The MSP432 is an ARM version of the MSP430. In other words, all the MSP430 peripherals are moved to MSP432 with ARM instructions and architecture as the core processor. Another major feature of the MSP432 is its lower power consumption which makes it an ideal microcontroller for use in designing low power devices with IoT. See the link below: [http://www.ti.com/lscds/ti/microcontrollers\\_16-bit\\_32-bit/msp/low\\_power\\_performance/msp432p4x/overview.page](http://www.ti.com/lscds/ti/microcontrollers_16-bit_32-bit/msp/low_power_performance/msp432p4x/overview.page)  
Why this book? While there are several MSP430 textbooks on the market, currently there is only one textbook for MSP432. This textbook covers the details of the MSP432 peripherals such as ADC, Timer, SPI, I2C and so on with ARM programs. It also includes the programs for interfacing of MSP432 to LCD, Serial COM port, DC motor, stepper motor, sensors, and graphics LCD. All the programs in the book are tested using the MSP432 LaunchPad trainer board from TI. See the link below: <http://www.ti.com/tool/MSP-EXP432P401R#buy>

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