# STM32 Microcontroller Programming and Applications

**Course Description** This course provides a comprehensive introduction to STM32 microcontrollers, focusing on hardware architecture, software development, and practical applications. Participants will learn to use STM32CubeMX, HAL libraries, and ARM Cortex features to design, program, and debug embedded systems effectively. The course includes hands-on projects to solidify concepts and develop proficiency in real-world embedded system programming.

### **Audience Profile**

- Engineers and developers seeking to specialize in microcontroller-based systems.
- Students and hobbyists interested in embedded systems programming.
- Professionals transitioning from other microcontroller platforms to STM32.

### **Prerequisites**

- Basic understanding of programming in C.
- Familiarity with electronics and microcontroller fundamentals.
- Knowledge of software development tools and processes.

### **Course Objectives**

- Understand the architecture and features of STM32 microcontrollers.
- Configure STM32 toolchains and software development environments.
- Develop embedded applications using STM32CubeMX and HAL libraries.
- Master peripheral programming, including GPIO, ADC, UART, and PWM.
- Implement interrupt-driven and DMA-based applications.
- Explore real-world projects demonstrating STM32 capabilities.

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### 1. Introduction to the STMicroelectronics Line of Microcontrollers

- o Microcomputer vs Microcontroller
- STM Nucleo Boards
- o Principal MCU Components
- Bit Serial Ports
- o Nucleo-64 Board Options

### 2. STM MCU Software

- o Open-Source versus Commercial Proprietary Software
- o Bare Metal Development
- o Brief History of MCU
- o The MCU Toolchain
- o Configuring a STM32 Toolchain

# 3. STM32CubeMX Application

- o Pinout Tab
- MCU Alternative Functions
- o Integrated Peripheral (IP) Tree Pane
- Creating an Example Project using CubeMX
- o The main.c Code Listing
- o ARM Cortex Microcontroller Software Interface Standard (CMSIS)
- o CubeMX-Generated C Code
- o Compiling and Downloading the Project
- Downloading the Hex Code

# 4. STM Project Development

- Hello World Project
- o Creating the Hello Nucleo Project

- Adding Functionality to the Program
- o Compiling and Executing the Modified Program
- o Simple Modification for the main.c Function
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# 5. General-Purpose Input Output (GPIO) and the STM Hardware Abstraction Layer (HAL)

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- Core Memory Addresses
- Peripheral Memory Addresses
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- o GPIO Pin Hardware
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- Enabling Multiple Outputs
- o Push-Button Test Demonstration
- Clock Speed Demonstration
- o Setting the Pin Clock Speeds

# 6. Interrupts

- NVIC Specifications
- Interrupt Process
- External Interrupts
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# 7. Timers

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- STM Timer Configuration
- Update Event Calculation
- o Polled or Non-interrupt Blink LED Timer Demonstration
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- o Interrupt-Driven Blink LED Timer Demonstration
- o Test Run
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### 8. Bit Serial Communications

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- o USART Configuration
- Windows Terminal Program
- Enabling USART2
- USART Transmit Demonstration Program
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# 9. Analog-to-Digital Conversion

- ADC Functions
- o ADC Module with HAL
- o ADC Conversion Modes
- o Channels, Groups, and Ranks
- ADC Demonstration
- o ADC Demonstration Software

# 10. Pulse Width Modulation (PWM)

- o General-Purpose Timer PWM Signal Generation
- o Timer Hardware Architecture
- o PWM Signals with HAL

- o Enabling the PWM Function
- o PWM Demonstration Software
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# 11. Direct Memory Access (DMA) and the Digital-to-Analog Converter (DAC)

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- o Basic Data Transfer Concepts
- o DMA Controller Details
- o Using HAL with DMA
- o Demonstration One
- o DAC Peripheral
- o DAC Principles
- o HAL Software for the DAC