

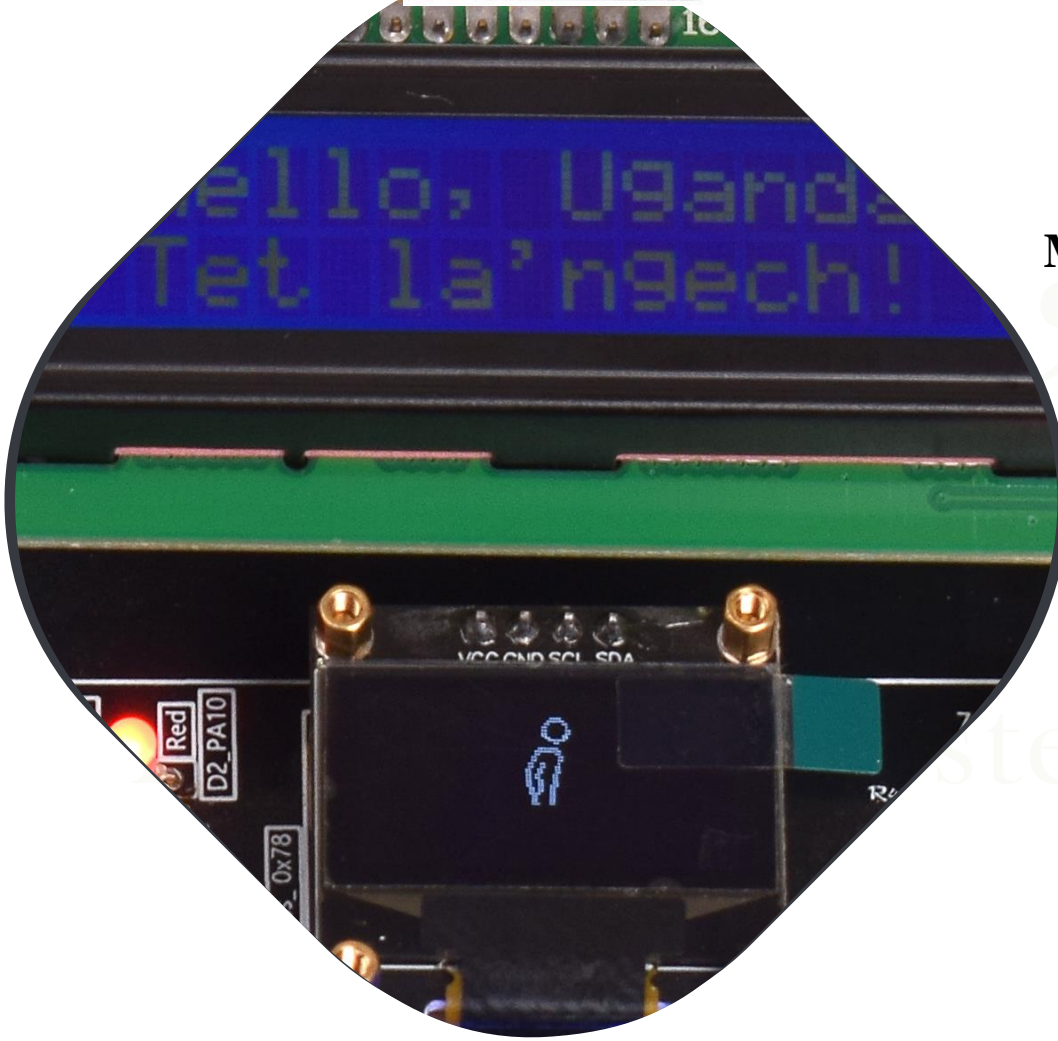
**KYAMBOGO**



**UNIVERSITY**

# Tet la'ngech

Embedded Systems Technology



## MICROCONTROLLERS AND APPLICATIONS

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## Embedded Systems

## Serial Communication in STM32

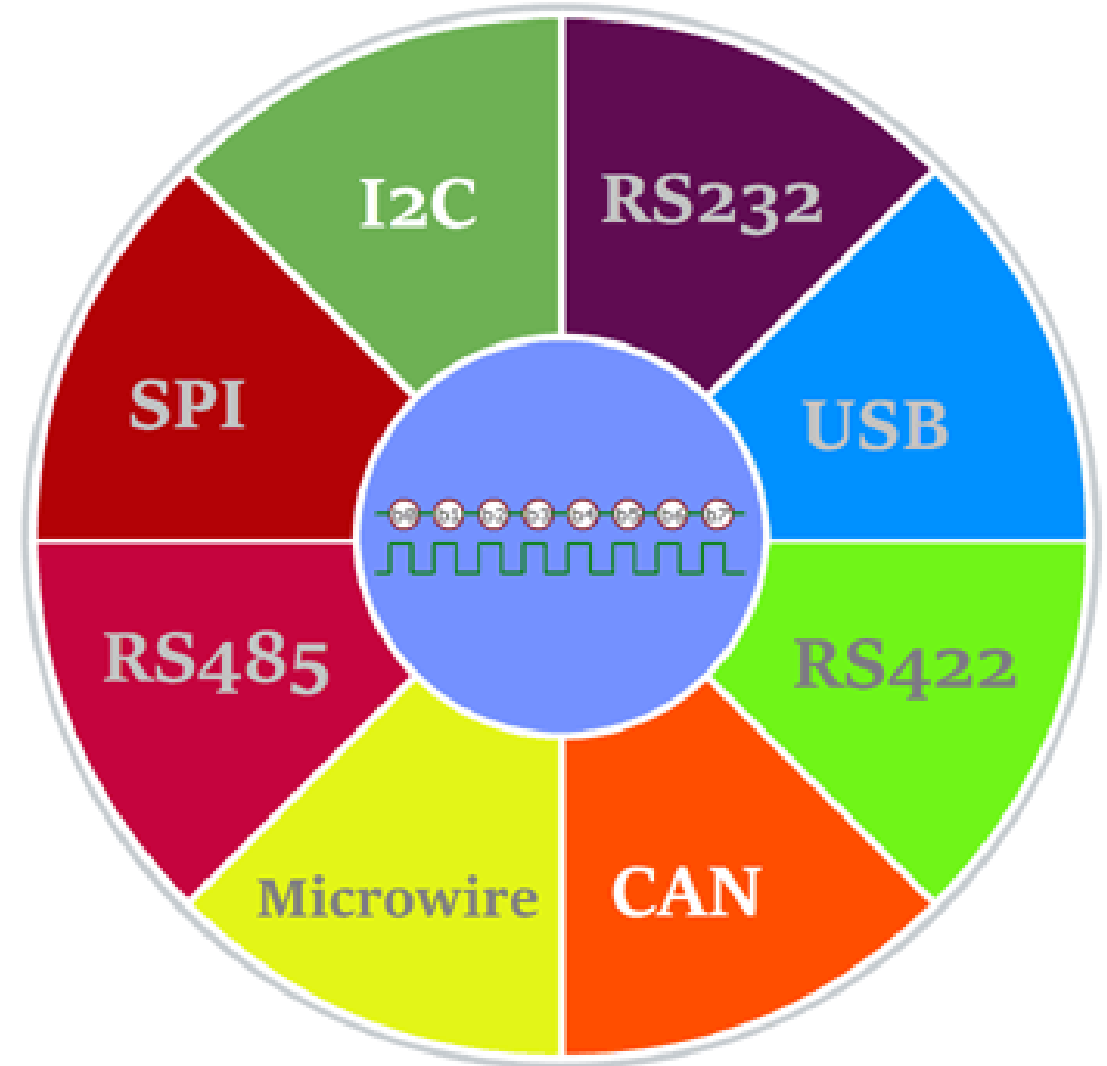
**“Transforming Lives Through Advanced Embedded Systems Technology”**



- ❑ Serial communication is the process of sending data one bit at a time, sequentially.
- ❑ Communication between STM32 board and other modules (Transmit & Receive)

## Serial Communication Protocols

- ❑ UART (Universal Synchronous/Asynchronous Receiver Transmitter )
- ❑ I2C (Inter integrated circuit)
- ❑ SPI (Serial Peripheral Interface)
- ❑ USB\_OTG\_(FS/HS) - Universal Serial Bus
- ❑ Etc...

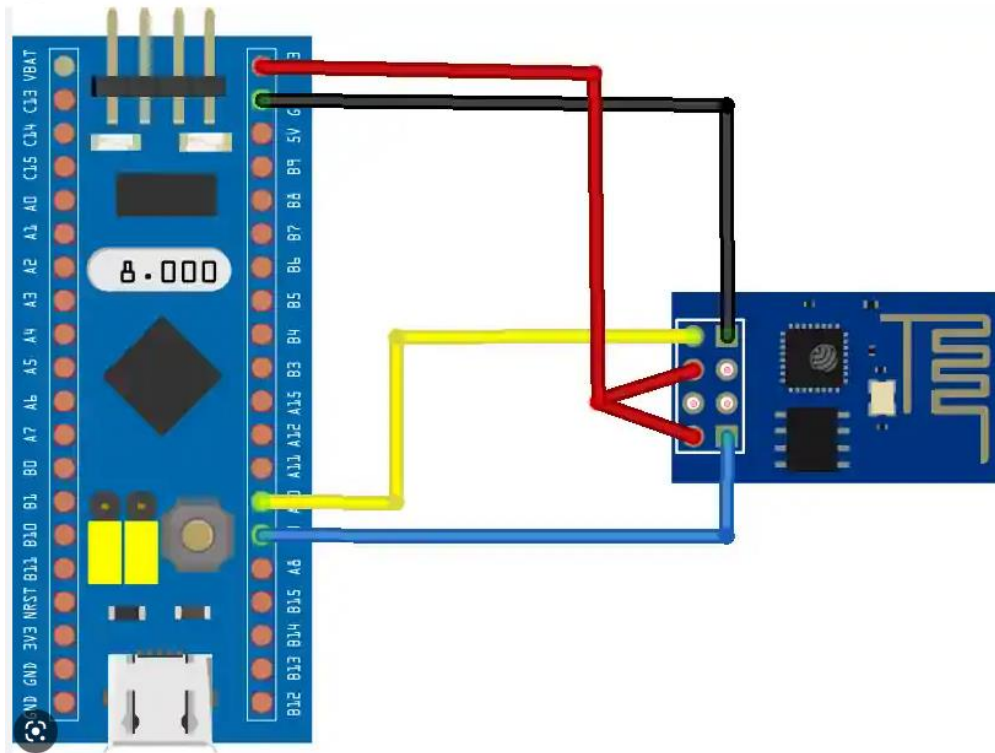




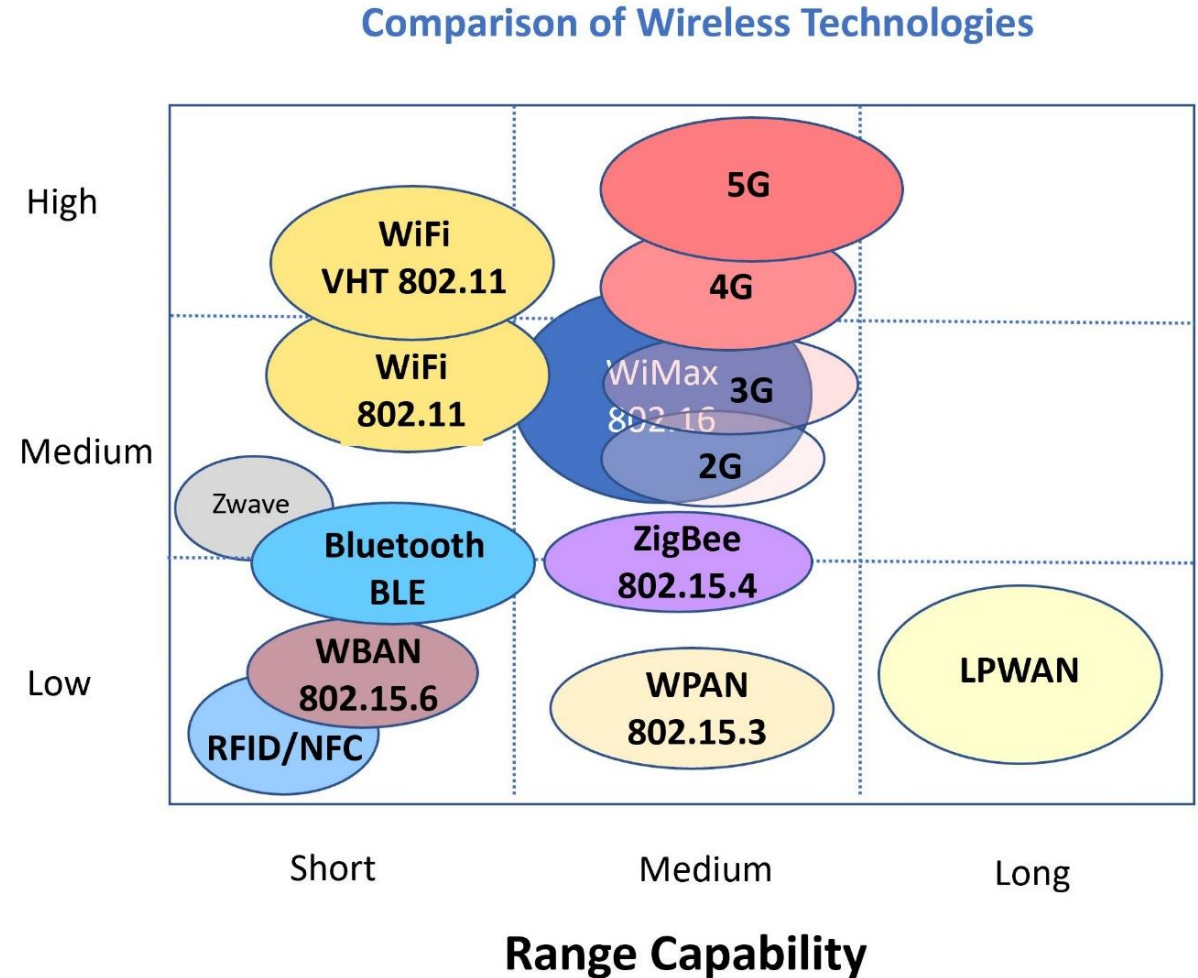
## Wired & Wireless Communication

- ✓ Modules connected to STM32 through serial communication protocols
- ❑ RFID, Wifi, Bluetooth, LoRa, sd card, Etc...

### Connection of Wifi Module to STM32 - UART



Bandwidth Capability

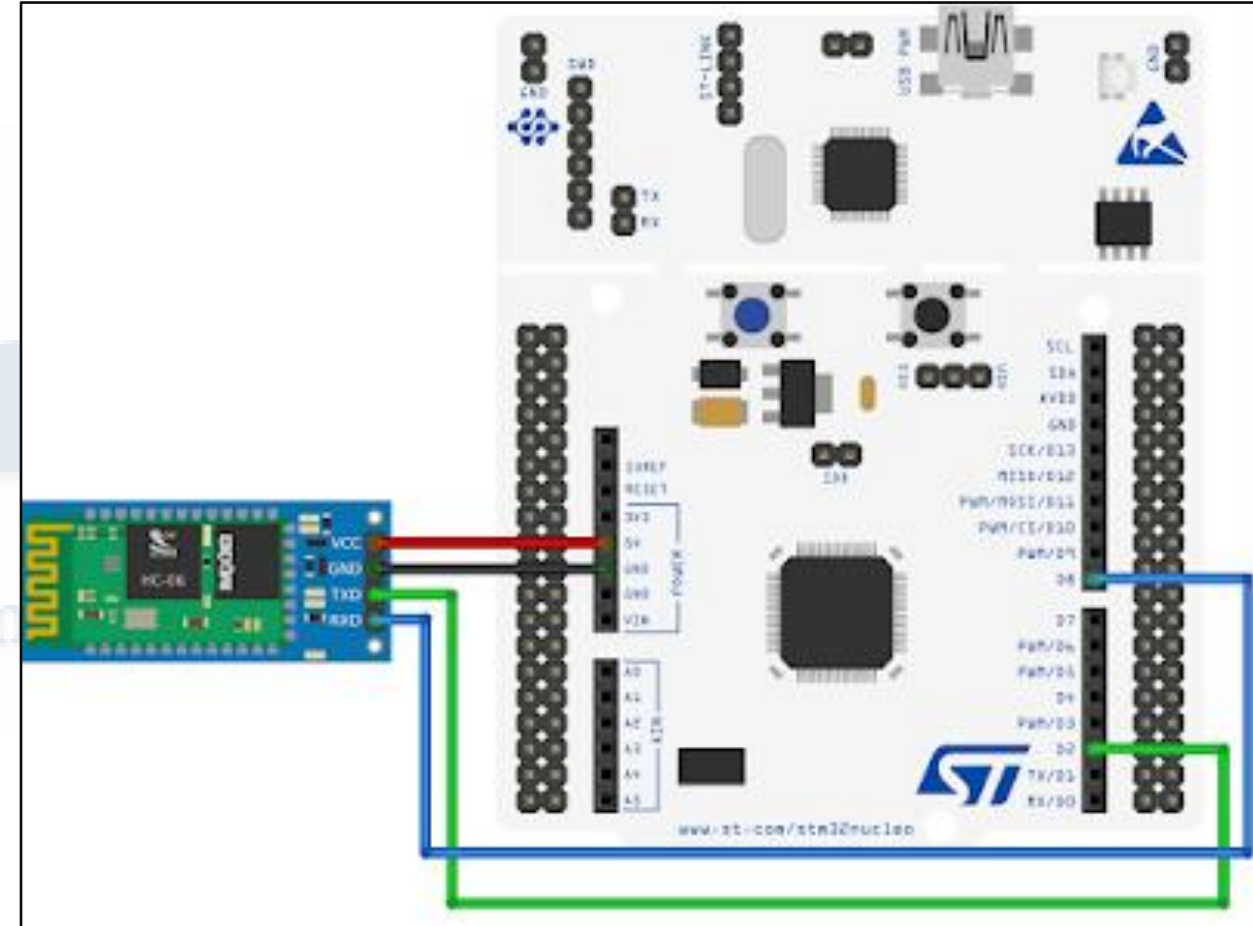


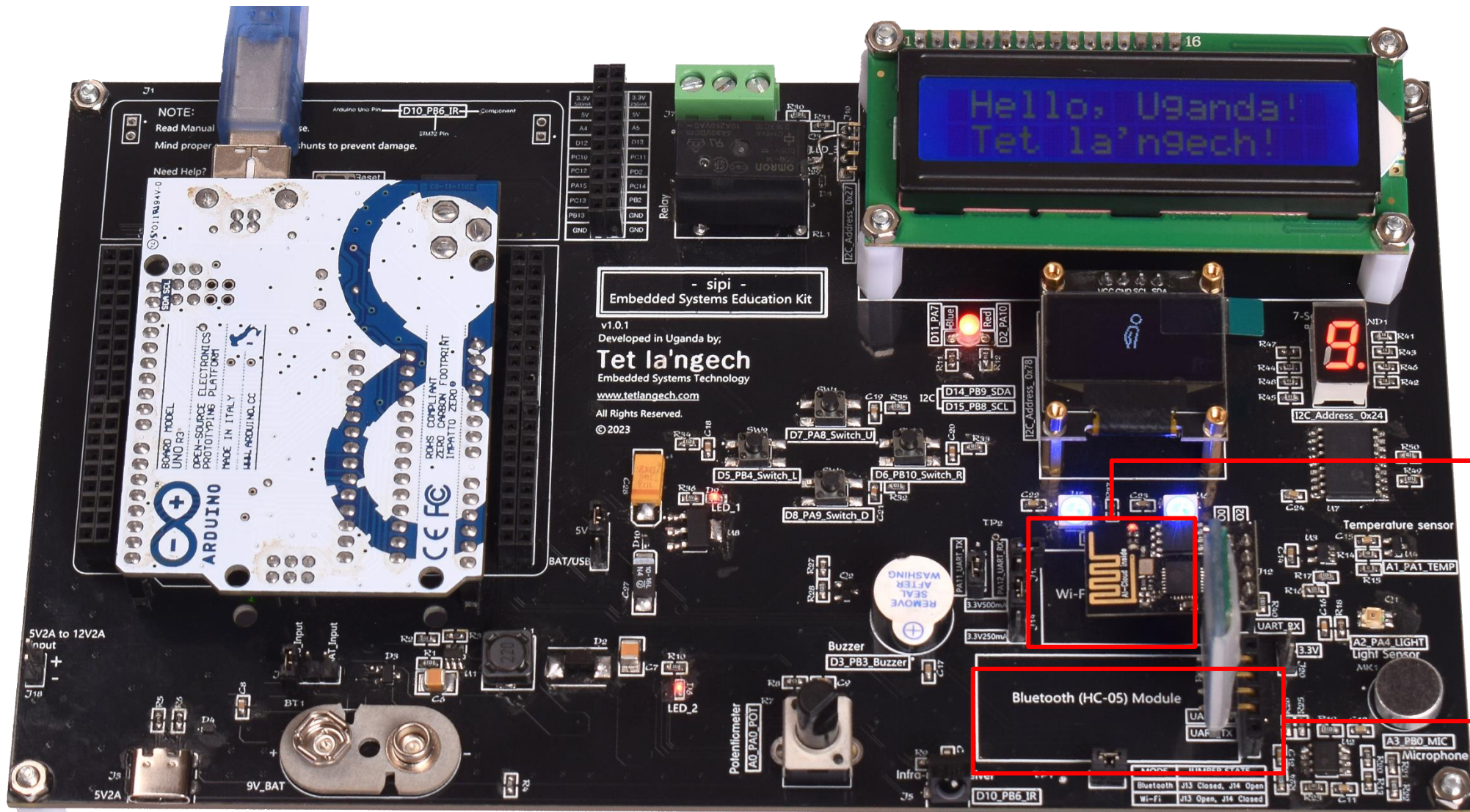


## Settings

- ❑ **Baud rate:** determines the speed of data transfer.  
Common baud rates: 75, 110, 300, 1200, 2400, 4800, 9600, 19200, 38400, 57600 and 115200 bit/s
- ❑ **Data bits/Word length:** Number of data bits in each character; 5,6,7,8,9. New/modern applications use 8
- ❑ **Parity:** method of detecting errors in transmission.  
Extra data bit is sent with each data character. None (N), Odd (O), Even (E), Mark (M), Space (S).
- ❑ **Stop bits:** sent at the end of every character.  
Options are 1, 1.5, 2.

## Connection of Bluetooth Module to STM32 - UART





Connection of Wi-Fi & Bluetooth Module to sipi - UART



## **Polling mode/blocking mode**

- ☐ The CPU continuously checks the UART status, waiting until the transmission or reception is complete, preventing it from doing other tasks.

## **Interrupt mode**

- ☐ UART triggers an interrupt when data is ready, allowing the CPU to perform other tasks until it's notified, making it more efficient than polling.

## **DMA mode**

- ☐ Transfers data directly between memory and UART without CPU involvement, ideal for high-speed, large data transfers.



## USART – Universal Synchronous and Asynchronous Receiver-Transmitter

- ❑ Transmit - Transmit messages via serial COM port

HAL\_UART\_Transmit(UART\_HandleTypeDef \*huart, uint8\_t \*pData, uint16\_t Size, uint32\_t Timeout)

HAL\_UART\_Transmit(UART Handle, Data to transmit, Size of data, Time to transmit data)

Sample application:

- ❑ Keep track the status of the program

Using STM32 serial terminal

Using external serial terminals eg Docklight, Hercules, Tera Term, Hterm etc



## USART – Universal Synchronous and Asynchronous Receiver-Transmitter

### ☐ Receive - Receive messages from serial COM port

HAL\_UART\_Receive(UART\_HandleTypeDef \*huart, uint8\_t \*pData, uint16\_t Size, uint32\_t Timeout)

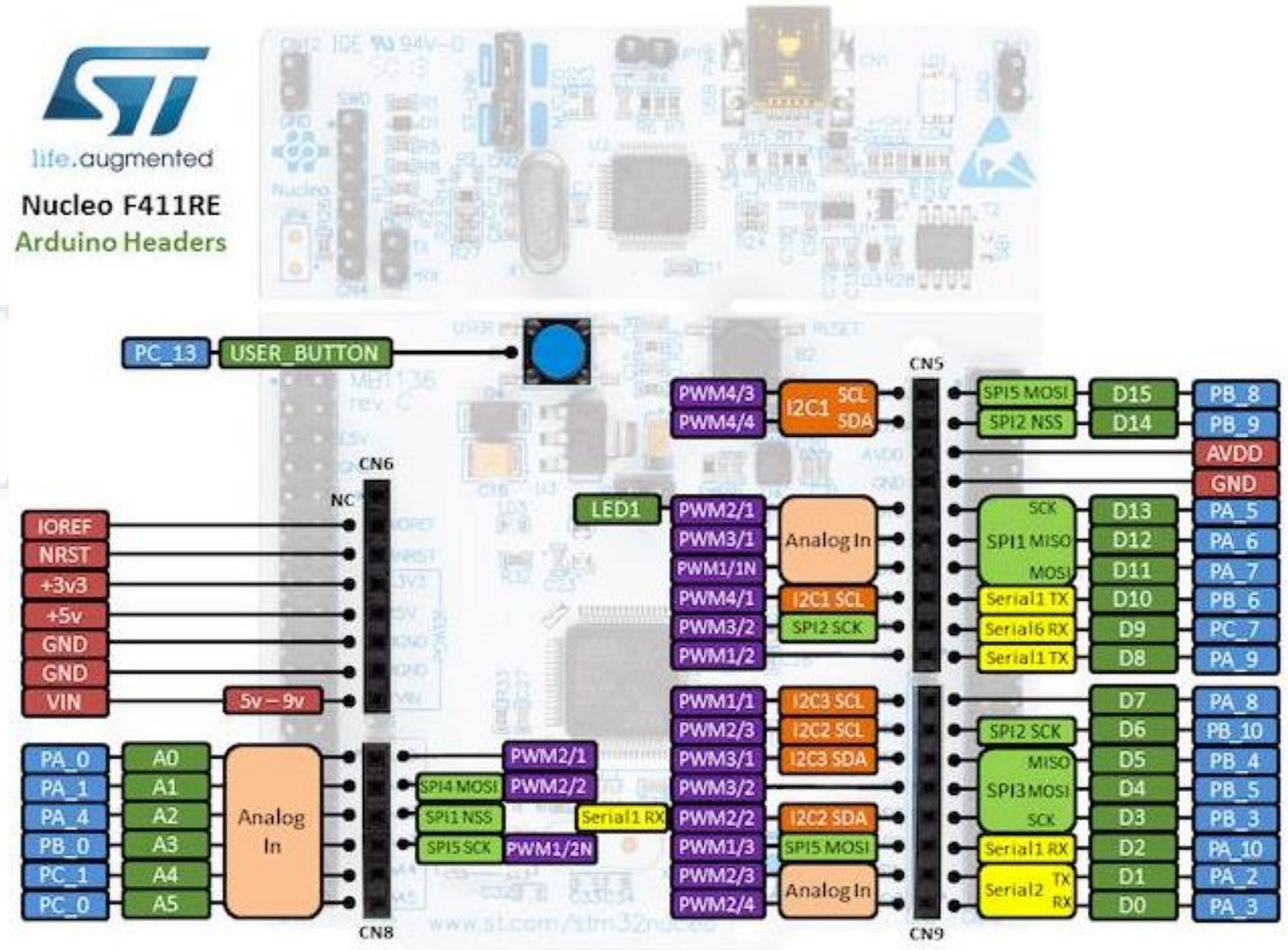
HAL\_UART\_Receive(UART Handle, Data to receive, Size of data, Time to receive data)

Sample application:

- ☐ Monitor the status of the program
- ☐ STM32 Receive commands from other modules
- ☐ Modes: Blocking, Interrupts, Direct Memory Access (DMA)



- ❑ Use serial 2 (UART2) for serial communication
- ❑ Serial 1 (UART1) & 6 (UART6) requires “serial to USB converter” module for serial communication.
- ❑ UART2 is connected to the onboard ST-Link debugger, which acts as a virtual COM port.



# Task: Multiple values Via UART



1) Transmit and receive a data value of 6578 using

UART (Decimal number system)

2) Transmit and receive a data value of

1100110110010 using UART (Binary number  
system)

3) Transmit and receive a data value of 0X19B2 using

UART (Hexadecimal number system)

**For each of the above, confirm transmission and  
reception of data using an LED on sipi**