



Introduction

This programming manual describes how to program the Flash memory of STM32F405xx, STM32F407xx, STM32F415xx, and STM32F417xx microcontrollers. For convenience, these will be referred to as STM32F40x and STM32F41x, throughout the document unless otherwise specified.

The STM32F40x and STM32F41x embedded Flash memory can be programmed using in-circuit programming or in-application programming.

The **in-circuit programming (ICP)** method is used to update the entire contents of the Flash memory, using the JTAG, SWD protocol or the boot loader to load the user application into the microcontroller. ICP offers quick and efficient design iterations and eliminates unnecessary package handling or socketing of devices.

In contrast to the ICP method, **in-application programming (IAP)** can use any communication interface supported by the microcontroller (I/Os, USB, CAN, UART, I²C, SPI, etc.) to download programming data into memory. With IAP, the Flash memory can be re-programmed while the application is running. Nevertheless, part of the application has to have been previously programmed in the Flash memory using ICP.

The Flash interface implements instruction access and data access based on the AHB protocol. It implements a prefetch buffer that speeds up CPU code execution. It also implements the logic necessary to carry out Flash memory operations (program/erase). Program/erase operations can be performed over the whole product voltage range. Read/write protections and option bytes are also implemented.

Str9 Flash Programming Manual

Ira Greenberg



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Medical Instrumentation John G. Webster, Amit J. Nimunkar, 2020-05-21 Provides a comprehensive overview of the basic concepts behind the application and designs of medical instrumentation This premiere reference on medical instrumentation describes the principles applications and design of the medical instrumentation most commonly used in hospitals It places great emphasis on design principles so that scientists with limited background in electronics can gain enough information to design instruments that may not be commercially available The revised edition includes new material on microcontroller based medical instrumentation with relevant code device design with circuit simulations and implementations dry electrodes for electrocardiography sleep apnea monitor Infusion pump system medical imaging techniques and electrical safety Each chapter includes new problems and updated reference material that covers the latest medical technologies Medical Instrumentation Application and Design Fifth Edition covers general concepts that are applicable to all instrumentation systems including the static and dynamic characteristics of a system the engineering design process the commercial development and regulatory classifications and the electrical safety protection codes and standards for medical devices The readers learn about the principles behind various sensor mechanisms the necessary amplifier and filter designs for analog signal processing and the digital data acquisition processing storage and display using microcontrollers The measurements of both cardiovascular dynamics and respiratory dynamics are discussed as is the developing field of biosensors The book also covers general concepts of clinical laboratory instrumentation medical imaging various therapeutic and prosthetic devices and more Emphasizes design throughout so scientists and engineers can create medical instruments Updates the coverage of modern sensor signal processing New material added to the chapter on modern microcontroller use Features revised chapters descriptions and references throughout Includes many new worked out examples and supports student problem solving Offers updated new and expanded materials on a companion webpage Supplemented with a solutions manual containing complete solutions to all problems Medical Instrumentation Application and Design Fifth Edition is an excellent book for a senior to graduate level course in biomedical engineering and will benefit other health professionals involved with the topic

ActionScript Colin Moock, 2001

Flash Programming for the Social & Behavioral Sciences: A Simple Guide to Sophisticated Online Surveys and Experiments Yana Weinstein, 2012-03-15 Adobe Flash is one of the most popular languages for animated web content and recently social and behavioural scientists have started to take advantage of it to collect data online This book is a unique step by step guide to using Adobe Flash to develop experiments and other research tools No previous knowledge of programming is required though general computer literacy is assumed

ActionScript for Flash MX Colin Moock, 2003 Thoroughly updated to cover the new version of Macromedia Flash Flash MX this second edition builds on the strengths of the original book while incorporating changes from this major revision of the software

The Essential Guide to Processing for Flash Developers Ira Greenberg, 2011-09-07 Processing is a open

source project that bridges the gap between programming and art Its simplicity and power appeal to non coders and old hands alike As a Flash developer you already have a firm grasp of basic programming principles and an understanding of creating and controlling visuals through code This book uses your existing knowledge as a springboard to learning Processing and harnessing the extra creative power and control that it offers both on and off the web The Essential Guide to Processing for Flash Developers takes a hands on approach to learning Processing that builds upon your familiarity with Flash and your experience with the ActionScript language and object oriented programming concepts The book offers a full series of Processing projects structured to allow less experienced coders to get up to speed quickly while leaving room for more experienced programmers to take the initial project concepts and build more complex applications Includes a language primer explaining all of the Processing specific programming theory you need to know Contains a full series of Processing projects and numerous easy to follow code examples Covers Processing s Java mode providing an easy to navigate bridge to programming in Java Processing s underlying host language

Flash Remoting: The Definitive Guide Tom Muck, 2003-09-23

Flash Remoting MX lets developers easily integrate rich Macromedia Flash content with applications that are built using Macromedia ColdFusion MX Microsoft NET Java PHP or SOAP based web services The result is complex client server applications that more closely resemble desktop applications than traditional web pages Gone is the click wait reload approach of HTML Your web application uses Flash as the front end while Flash Remoting handles the communication behind the scenes with the application server All the end user knows is that it s fast and flexible The potential uses for Flash Remoting are endless Flash Remoting The Definitive Guide will help you understand this breakthrough technology and use it to build your own Rich Internet Applications RIAs Build applications that connect to a database file system or other server side technologies Or use Flash Remoting to create online stores that feature catalogs and shopping cart systems sound and video clip libraries banner ads with built in shopping carts click through tracking and site search capabilities new controls that can be used in place of HTML extensions to Flash Dreamweaver Fireworks and more front ends to databases for administrators The book begins with Flash Remoting basics setup installation and an introduction to its underlying concepts Next you ll explore the Flash s User Interface components as they relate to Flash Remoting Then you ll gain insights into Flash Remoting internals and the Remoting API The book is rich with examples that you will be able to run on your own system The next section focuses on the server side environment that you ll use for your applications Individual chapters cover Flash Remoting with ColdFusion Server Side ActionScript Java ASP NET and PHP The last section covers more advanced Flash Remoting techniques such as calling web services from Flash Remoting extending objects and UI controls best practices and debugging Plus there is a detailed chapter demonstrating a real world application The book concludes with a Flash Remoting API reference Developers who are looking to create Rich Internet Applications with Flash will find Flash Remoting The Definitive Guide indispensable

The Essential Guide to Flash CS4 with ActionScript Chris Kaplan, Paul

Milbourne, Michael Boucher, 2009-04-23 For any professional designer or developer working in the world of web technologies or multimedia Flash is the must have application and knowing how to use it effectively is vital Add in ActionScript 3.0 and Flash becomes an even more powerful tool for the development of high performance web applications The Essential Guide to Flash CS4 with ActionScript introduces and explores the possibilities available to you by using Flash CS4 You will learn the basics of Flash's working environment and using a step by step approach work through the features of Flash and ActionScript needed to quickly achieve results From navigating the interface to using graphic tools to write scripts and troubleshoot you'll master deploying highly interactive applications with rich audio video and animation Written for the beginning to intermediate Flash user this book uses complete examples that highlight best practices that you can apply to your daily work as a developer or designer in today's rich media world Object-Oriented Macromedia Flash MX William Drol, 2002-06-13 Teaches object oriented programming OOP from the ground up A step by step guide addressed to all programming skill levels Readers will learn to create dynamic reusable services with Flash ActionScript More information and additional chapters can be found on the author's Web site www.billdrol.com Please click here to read a review about this title Object Oriented Macromedia Flash MX teaches object oriented programming skills using Flash MX ActionScript It assumes no previous programming experience and encourages Flash users who normally avoid ActionScript Author William Drol develops a series of related applications using numerous step by step instructions and demonstrates the importance of good planning documentation and clean coding Flash MX is the most powerful and widely used client software for the Web and it's the only one that runs on virtually every browser on every platform As such it is the ideal platform for sophisticated Web applications especially when paired with XML Sophisticated applications demand a solid understanding of object oriented programming techniques regardless of the language and platform used This may be the only Flash book entirely devoted to object oriented programming This book is for readers who want to do more than load and publish the pre built Flash MX templates who want to make sure their work is reusable who want to learn solid programming techniques and above all who want to build the next generation of Web based applications By the time readers finish Object Oriented Macromedia Flash MX readers will be able to develop highly reusable applications and services that leverage the dynamic features in Flash MX ActionScript **The ActionScript 3.0 Quick Reference Guide: For Developers and Designers Using Flash** David Stiller, Rich Shupe, Jen deHaan, Darren Richardson, 2008-12-08 No matter what your background the pages that follow will provide you with some excellent knowledge insight and even a little bit of wisdom in the realm of Flash and ActionScript Happy learning Branden Hall from the Foreword Written by Flash insiders with extensive knowledge of the technology this guide is designed specifically to help Flash designers and developers make the leap from ActionScript 2.0 to the new object oriented ActionScript 3.0 quickly and painlessly Formatted so you can find any topic easily ActionScript 3.0 Quick Reference Guide explains Object oriented programming OOP concepts such as packages and classes ActionScript 3.0

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number of exercises that contribute to an overall project The exercises are fun and compelling and allow you to place your own creative stamp on them while still following the steps to completion The final chapter focuses on bringing the exercise output together in an overall campaign consisting of a website featuring advanced flash components and advertising banners An underlying theme of the book is marketing a website online It discusses industry standards for banner campaigns banner weight frames per second etc effective website marketing techniques and delves into search engine optimization and search engine marketing

Adobe Flash 11 Stage3D (Molehill) Game Programming Beginner's Guide Christer Kaitila, 2011-10 Written in an informal and friendly manner the style and approach of this book will take you on an exciting adventure Piece by piece detailed examples help you along the way by providing real world game code required to make a complete 3D video game Each chapter builds upon the experience and achievements earned in the last culminating in the ultimate prize your game If you ever wanted to make your own 3D game in Flash then this book is for you This book is a perfect introduction to 3D game programming in Adobe Molehill for complete beginners You do not need to know anything about Stage3D Molehill or Flash 11 in order to take advantage of the examples in this book This book assumes that you have programming experience in AS3 Actionscript 3

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