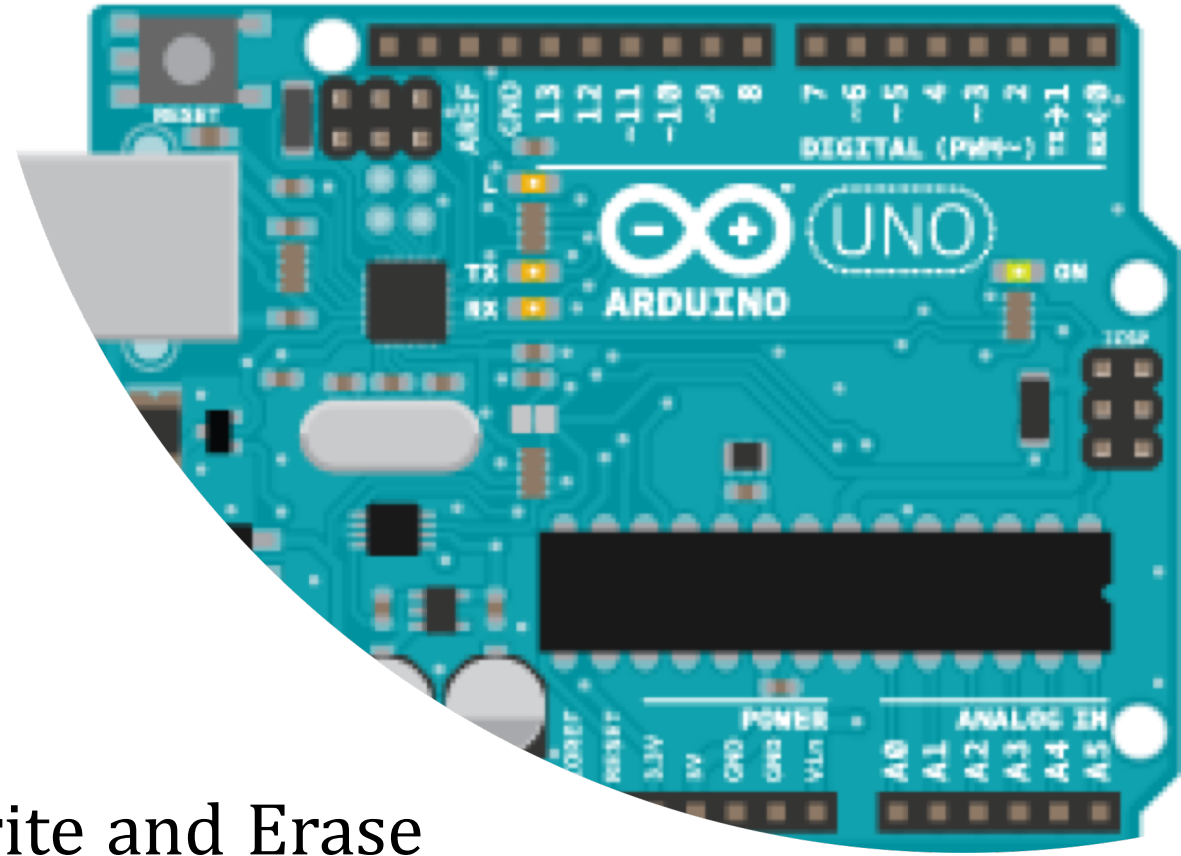


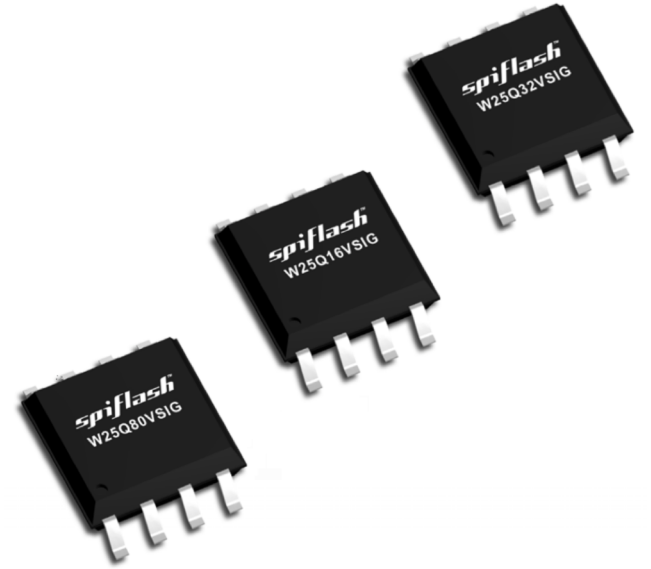
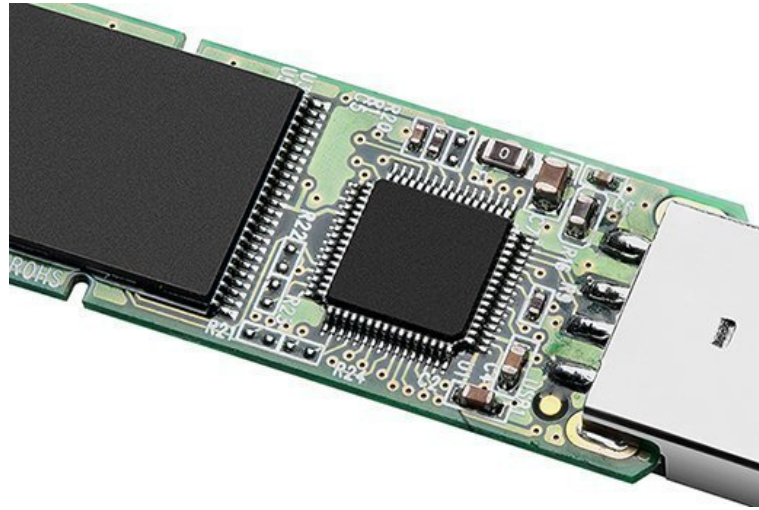
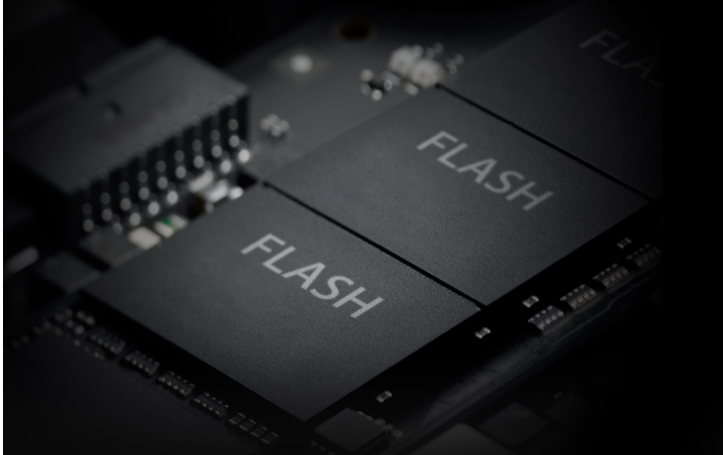
Sound Recorder (I): Flash Memory

Wai Keung, Hao, Min

Outline

- Introduction to Flash
- Simple Operations on Flash: Read, Write and Erase
- Soldering





Flash Memory



Basic Erasable Units:

Page: 256-Byte

Sector: 16-page (4KB)

Block: 16-Sector (64KB)

Flash Memory with Type W25Q80 (8M-bit)

Operation: Write

- a. **void FlashStartWrite(uint32_t page);** (give the starting address to write data in flash)
- b. **void FlashStoreByte(uint8_t input);** (write one-byte data)
- c. **void FlashEndAction();** (tell flash the current action “write” is finished)
- d. **boolean CheckForFinish();** (ensure the flash is ready for another action)

Operation: Read

- a. void FlashStartRead(uint32_t page); (give the starting address to read data from flash)**

- b. uint8_t FlashReadByte(); (read data)**

- c. void FlashEndAction(); (tell flash the current action “read” is finished)**

Operation: Erase

a. void DeleteAll();(eraser the whole flash)