
Lab 22 - Tasking with interrupts

The Solar_System API is not working anymore

The purpose of this exercise is to implement a handler on the button's interrupt

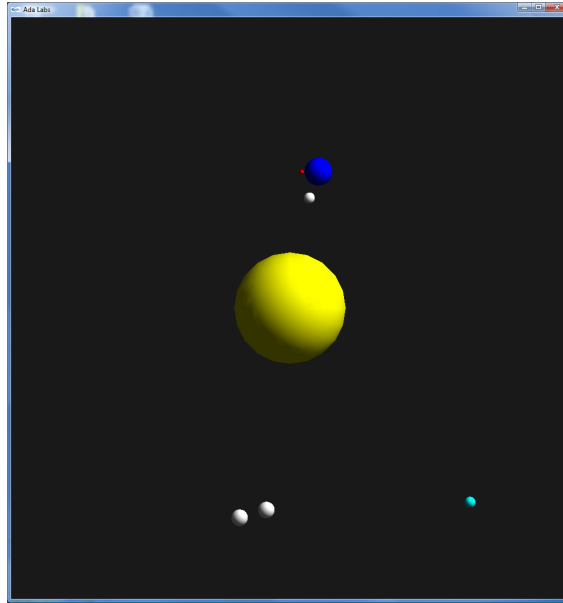


Figure 1: Expected result

Question 1

Implement the protected object `Button` in the `My_Button` package.

This protected object should have an interrupt handler called `Interrupt_Handler` that will be called each time the interrupt occurs.

In addition, implement the `Wait_Press` protected entry that will be used to know when the button has been pressed.

Question 2

Create a task `Button_Monitor` in the `Solar_System.Button` child package.

This task will have to reverse the direction of the objects when the button is pressed.

This task will have to wait on a `Button.Wait_Press` protected entry that will be accessible when a button press has been detected by the button's interrupt handler.