

Polling

- Constantly or periodically check device's status
- Wastes processor cycles (and energy)
- Timing depends on the program
- Easy to implement for one device
- Checking multiple devices can be cumbersome for the programmer
- Simple hardware

Interrupts

- Get "interrupted" (informed) when device's status changes
- Can run other tasks while waiting (or save energy)
- Precise timing
- Takes some code to set it up
- Simplifies programs when multiple devices are involved
- Hardware is more complex