
Embedded Systems Real Time Interfacing To Arm Cortex™ M Microcontrollers Unknown Edition By Valvano Jonathan W 2011

Arduino-Based Embedded Systems

Introduction to Embedded Systems

Real-Time Embedded Systems

Embedded and Real-Time Operating Systems

Introduction to Embedded Systems

Designing Embedded Hardware

Real Time Interfacing

Embedded Microcomputer Systems: A Real Time Interfacing W/cd

A Cyber-Physical Systems Approach

Real Time Interfacing by Valvano, ISBN 9780534366421

Design Patterns for Great Software
Methods, Techniques, Tools, Processes, and Teamwork
Embedded Microcomputer Systems: Real Time Interfacing
Studyguide for Embedded Microcomputer Systems
Real-Time Systems Development
Solution Manual for Embedded Systems
Embedded Systems
Introduction to Embedded Systems
Embedded Systems - SoC, IoT, AI and Real-Time Systems | 4th Edition
Embedded Systems with Arm Cortex-M Microcontrollers in Assembly Language and C: Third Edition
Making Embedded Systems
Embedded Systems Interfacing for Engineers Using the Freescale HCS08
Microcontroller
Real-Time Concepts for Embedded Systems
Programming Embedded Systems
Interfacing, Simulation, and LabVIEW GUI
Embedded Microcomputer Systems
Interfacing to the Real World with Embedded Linux
Embedded Systems Interfacing for Engineers Using the Freescale HCS08

Microcontroller
Real-time Operating Systems for the Arm® Cortex(TM)-M3
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Building Embedded Linux Systems
With C and GNU Development Tools
Assembly language programming. I
Embedded Systems Design
Using Microcontrollers and the MSP430
Design Principles and Engineering Practices
Interfacing PIC Microcontrollers
Embedded Systems Foundations of Cyber-Physical Systems

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Arduino-Based Embedded Systems

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Again! Virtually all of the

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outlines, highlights, notes,

and quizzes for your textbook with optional online comprehensive practice tests. Only Cram101 is Textbook Specific. Accompany: 9780534366421 . *Introduction to Embedded Systems* Createspace Independent Publishing Platform
 This book comprehensively covers the three main areas of the subject: concepts, design and programming. Information on the applications of the embedded/real-time systems are woven into

almost every aspect discussed which of course is inevitable. Hardware architecture and the various hardware platforms, design & development, operating systems, programming in Linux and RTLinux, navigation systems and protocol converter are discussed extensively. Special emphasis is given to embedded database and Java applications, and embedded software development. · Introduction to Embedded Systems· Architecture of Embedded Systems·

Programming for Embedded Systems· The Process of Embedded System Development· Hardware Platforms· Communication Interfaces· Embedded/Real-Time Operating System Concepts· Overview of Embedded/Real-Time Operating Systems· Target Image Creation· Representative Embedded Systems· Programming in Linux· Programming in RTLinux· Development of Navigation System· Development of Protocol Converter· Embedded

Database Application·
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Embedded System
Interfacing: Design for the
Internet-of-Things (IoT)
and Cyber-Physical
Systems (CPS) takes a
comprehensive approach

to the interface between
embedded systems and
software. It provides the
principles needed to
understand how digital
and analog interfaces
work and how to design
new interfaces for specific
applications. The
presentation is self-
contained and practical,
with discussions based on
real-world components.
Design examples are used
throughout the book to
illustrate important
concepts. This book is a
complement to the
author's Computers as
Components, now in its

fourth edition, which
concentrates on software
running on the CPU, while
Embedded System
Interfacing explains the
hardware surrounding the
CPU. Provides a
comprehensive
background in embedded
system interfacing
techniques Includes
design examples to
illustrate important
concepts and serve as the
basis for new designs
Discusses well-known,
widely available hardware
components and
computer-aided design
tools

Embedded and Real-Time Operating Systems

Springer

Science & Business Media
Embedded Microcomputer
Systems: Real Time

Interfacing provides an in-depth discussion of the design of real-time embedded systems using 9S12 microcontrollers.

This book covers the hardware aspects of interfacing, advanced software topics (including interrupts), and a systems approach to typical embedded applications.

This text stands out from other microcomputer

systems books because of its balanced, in-depth treatment of both hardware and software issues important in real time embedded systems design. It features a wealth of detailed case studies that demonstrate basic concepts in the context of actual working examples of systems. It also features a unique simulation software package on the bound-in CD-ROM (called Test Execute and Simulate, or TExaS, for short) that provides a self-contained software environment for

designing, writing, implementing, and testing both the hardware and software components of embedded systems.

Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

[Introduction to Embedded Systems](#) Morgan &

Claypool Publishers

This Expert Guide gives you the knowledge, methods and techniques to develop and manage embedded systems successfully. It shows that

teamwork, development procedures, and program management require unique and wide ranging skills to develop a system, skills that most people can attain with persistence and effort. With this book you will: Understand the various business aspects of a project from budgets and schedules through contracts and market studies Understand the place and timing for simulations, bench tests, and prototypes, and understand the differences between

various formal methods such as FMECA, FTA, ETA, reliability, hazard analysis, and risk analysis Learn general design concerns such as the user interface, interfaces and partitioning, DFM, DFA, DFT, tradeoffs such as hardware versus software, buy versus build, processor choices, and algorithm choices, acquisition concerns, and interactions and comparisons between electronics, functions, software, mechanics, materials, security, maintenance, and support

Covers the life cycle for developing an embedded system: program management, procedures for design and development, manufacturing, maintenance, logistics, and legal issues Includes proven and practical techniques and advice on tackling critical issues reflecting the authors' expertise developed from years of experience
Designing Embedded Hardware CRC Press
This book, published November 2015 as a 1st edition 1st printing, is the

second in a series of three books that teach the fundamentals of embedded systems as applied to MSP432 microcontrollers. These books are primarily written for undergraduate electrical and computer engineering students. They could also be used for professionals learning the ARM platform. The first book *Embedded Systems: Introduction to the MSP432* is an introduction to computers and interfacing focusing on assembly language and C programming. This

second book focuses on interfacing and the design of embedded systems. The third book *Embedded Systems: Real-Time Operating Systems for ARM Cortex-M Microcontrollers* is an advanced book focusing on operating systems, high-speed interfacing, control systems, and robotics. An embedded system is a system that performs a specific task and has a computer embedded inside. A system is comprised of components and interfaces connected

together for a common purpose. This book presents components, interfaces and methodologies for building systems. Specific topics include the architecture of microcontrollers, design methodology, verification, hardware/software synchronization, interfacing devices to the computer, timing diagrams, real-time systems, data collection and processing, motor control, analog filters, digital filters, real-time signal processing,

wireless communication, low-power design, and the internet of things. In general, the area of embedded systems is an important and growing discipline within electrical and computer engineering. The educational market of embedded systems has been dominated by simple microcontrollers like the PIC, the 9S12, and the 8051. This is because of their market share, low cost, and historical dominance. However, as problems become more complex, so must the

systems that solve them. A number of embedded system paradigms must shift in order to accommodate this growth in complexity. First, the number of calculations per second will increase from millions/sec to billions/sec. Similarly, the number of lines of software code will also increase from thousands to millions. Thirdly, systems will involve multiple microcontrollers supporting many simultaneous operations. Lastly, the need for system verification will

continue to grow as these systems are deployed into safety critical applications. These changes are more than a simple growth in size and bandwidth. These systems must employ parallel programming, high-speed synchronization, real-time operating systems, fault tolerant design, priority interrupt handling, and networking. Consequently, it will be important to provide our students with these types of design experiences. The purpose of writing these books at this time is

to bring engineering education into the 21st century. This book employs many approaches to learning. It will not include an exhaustive recapitulation of the information in data sheets. First, it begins with basic fundamentals, which allows the reader to solve new problems with new technology. Second, the book presents many detailed design examples. These examples illustrate the process of design. There are multiple structural components that assist learning.

Checkpoints, with answers in the back, are short easy to answer questions providing immediate feedback while reading. The book includes an index and a glossary so that information can be searched. The most important learning experiences in a class like this are of course the laboratories. Each chapter has suggested lab assignments. More detailed lab descriptions are available on the web. Specifically, look at the lab assignments for EE445L and EE445M.

These books will cover embedded systems for ARM Cortex-M microcontrollers with specific details on the MSP432. Although the solutions are specific for the MSP432, it will be possible to use these books for other ARM derivatives. Volume 3 can be used for either the TM4C or MSP432 families.

Real Time Interfacing
John Wiley & Sons
Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to

achieve proficiency with embedded software.

**Embedded
Microcomputer
Systems: A Real Time
Interfacing W/cd**

Springer

This book integrates new ideas and topics from real time systems, embedded systems, and software engineering to give a complete picture of the whole process of developing software for real-time embedded applications. You will not only gain a thorough understanding of concepts related to

microprocessors, interrupts, and system boot process, appreciating the importance of real-time modeling and scheduling, but you will also learn software engineering practices such as model documentation, model analysis, design patterns, and standard conformance. This book is split into four parts to help you learn the key concept of embedded systems; Part one introduces the development process, and includes two chapters on microprocessors and

interrupts---fundamental topics for software engineers; Part two is dedicated to modeling techniques for real-time systems; Part three looks at the design of software architectures and Part four covers software implementations, with a focus on POSIX-compliant operating systems. With this book you will learn: The pros and cons of different architectures for embedded systems POSIX real-time extensions, and how to develop POSIX-compliant real time applications How to use

real-time UML to document system designs with timing constraints
 The challenges and concepts related to cross-development Multitasking design and inter-task communication techniques (shared memory objects, message queues, pipes, signals)
 How to use kernel objects (e.g. Semaphores, Mutex, Condition variables) to address resource sharing issues in RTOS applications
 The philosophy underpinning the notion of "resource manager" and how to

implement a virtual file system using a resource manager
 The key principles of real-time scheduling and several key algorithms
 Coverage of the latest UML standard (UML 2.4)
 Over 20 design patterns which represent the best practices for reuse in a wide range of real-time embedded systems
 Example codes which have been tested in QNX---a real-time operating system widely adopted in industry
A Cyber-Physical Systems Approach
 "O'Reilly Media, Inc."

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market.
 Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-

the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and

real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated

Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

Real Time Interfacing by Valvano, ISBN 9780534366421 Morgan Kaufmann
Until the late 1980s, information processing was associated with large mainframe computers and huge tape drives. During

the 1990s, this trend shifted toward information processing with personal computers, or PCs. The trend toward miniaturization continues and in the future the majority of information processing systems will be small mobile computers, many of which will be embedded into larger products and interfaced to the physical environment. Hence, these kinds of systems are called embedded systems. Embedded systems together with their physical

environment are called cyber-physical systems. Examples include systems such as transportation and fabrication equipment. It is expected that the total market volume of embedded systems will be significantly larger than that of traditional information processing systems such as PCs and mainframes. Embedded systems share a number of common characteristics. For example, they must be dependable, efficient, meet real-time constraints

and require customized user interfaces (instead of generic keyboard and mouse interfaces). Therefore, it makes sense to consider common principles of embedded system design. Embedded System Design starts with an introduction into the area and a survey of specification models and languages for embedded and cyber-physical systems. It provides a brief overview of hardware devices used for such systems and presents the essentials of system software for

embedded systems, like real-time operating systems. The book also discusses evaluation and validation techniques for embedded systems. Furthermore, the book presents an overview of techniques for mapping applications to execution platforms. Due to the importance of resource efficiency, the book also contains a selected set of optimization techniques for embedded systems, including special compilation techniques. The book closes with a brief survey on testing.

Embedded System Design can be used as a text book for courses on embedded systems and as a source which provides pointers to relevant material in the area for PhD students and teachers. It assumes a basic knowledge of information processing hardware and software. Courseware related to this book is available at <http://ls12-www.cs.tu-dortmund.de/~marwedel>. *Design Patterns for Great Software* Elsevier
This book introduces basic programming of ARM

Cortex chips in assembly language and the fundamentals of embedded system design. It presents data representations, assembly instruction syntax, implementing basic controls of C language at the assembly level, and instruction encoding and decoding. The book also covers many advanced components of embedded systems, such as software and hardware interrupts, general purpose I/O, LCD driver, keypad interaction, real-time clock, stepper motor control, PWM input

and output, digital input capture, direct memory access (DMA), digital and analog conversion, and serial communication (USART, I2C, SPI, and USB).

Methods, Techniques, Tools, Processes, and Teamwork

Createspace Independent Pub
Real-Time Systems Development introduces computing students and professional programmers to the development of software for real-time applications. Based on the academic and commercial experience of the author,

the book is an ideal companion to final year undergraduate options or MSc modules in the area of real-time systems design and implementation.

Assuming a certain level of general systems design and programming experience, this text will extend students' knowledge and skills into an area of computing which has increasing relevance in a modern world of telecommunications and 'intelligent' equipment using embedded

microcontrollers. This book takes a broad, practical approach in discussing real-time systems. It covers topics such as basic input and output; cyclic executives for bare hardware; finite state machines; task communication and synchronization; input/output interfaces; structured design for real-time systems; designing for multitasking; UML for real-time systems; object oriented approach to real-time systems; selecting languages for RTS development; Linux

device drivers; and hardware/software co-design. Programming examples using GNU/Linux are included, along with a supporting website containing slides; solutions to problems; and software examples. This book will appeal to advanced undergraduate Computer Science students; MSc students; and, undergraduate software engineering and electronic engineering students. * Concise treatment delivers material in manageable sections * Includes handy

glossary, references and practical exercises based on familiar scenarios * Supporting website contains slides, solutions to problems and software examples Embedded Microcomputer Systems: Real Time Interfacing Elsevier This tutorial reference takes the reader from use cases to complete architectures for real-time embedded systems using SysML, UML, and MARTE and shows how to apply the COMET/RTE design method to real-world problems. The author

covers key topics such as architectural patterns for distributed and hierarchical real-time control and other real-time software architectures, performance analysis of real-time designs using real-time scheduling, and timing analysis on single and multiple processor systems. Complete case studies illustrating design issues include a light rail control system, a microwave oven control system, and an automated highway toll system. Organized as an

introduction followed by several self-contained chapters, the book is perfect for experienced software engineers wanting a quick reference at each stage of the analysis, design, and development of large-scale real-time embedded systems, as well as for advanced undergraduate or graduate courses in software engineering, computer engineering, and software design.

Studyguide for Embedded Microcomputer Systems Brooks/Cole

Publishing Company
This book is intended to provide a senior undergraduate or graduate student in electrical engineering or computer science with a balance of fundamental theory, review of industry practice, and hands-on experience to prepare for a career in the real-time embedded system industries. It is also intended to provide the practicing engineer with the necessary background to apply real-time theory to the design of embedded components

and systems. Typical industries include aerospace, medical diagnostic and therapeutic systems, telecommunications, automotive, robotics, industrial process control, media systems, computer gaming, and electronic entertainment, as well as multimedia applications for general-purpose computing. This updated edition adds three new chapters focused on key technology advancements in embedded systems and with wider coverage of real-time architectures.

The overall focus remains the RTOS (Real-Time Operating System), but use of Linux for soft real-time, hybrid FPGA (Field Programmable Gate Array) architectures and advancements in multi-core system-on-chip (SoC), as well as software strategies for asymmetric and symmetric multiprocessing (AMP and SMP) relevant to real-time embedded systems, have been added. Companion files are provided with numerous project videos, resources, applications, and figures from the book.

Instructors' resources are available upon adoption.
FEATURES: • Provides a comprehensive, up to date, and accessible presentation of embedded systems without sacrificing theoretical foundations • Features the RTOS (Real-Time Operating System), but use of Linux for soft real-time, hybrid FPGA architectures and advancements in multi-core system-on-chip is included • Discusses an overview of RTOS advancements, including AMP and SMP

configurations, with a discussion of future directions for RTOS use in multi-core architectures, such as SoC • Detailed applications coverage including robotics, computer vision, and continuous media • Includes a companion disc (4GB) with numerous videos, resources, projects, examples, and figures from the book • Provides several instructors' resources, including lecture notes, Microsoft PP slides, etc.
Real-Time Systems Development Cambridge

University Press
 Embedded Systems Real-
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 Msp432
 Microcontroller CreateSpace
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[Solution Manual for
 Embedded Systems](#)
 "O'Reilly Media, Inc."

This book covers the basic
 concepts and principles of
 operating systems,
 showing how to apply
 them to the design and
 implementation of
 complete operating
 systems for embedded
 and real-time systems. It
 includes all the

foundational and
 background information
 on ARM architecture, ARM
 instructions and
 programming, toolchain
 for developing programs,
 virtual machines for
 software implementation
 and testing, program
 execution image, function
 call conventions, run-time
 stack usage and link C
 programs with assembly
 code. It describes the
 design and
 implementation of a
 complete OS for
 embedded systems in
 incremental steps,
 explaining the design

principles and
 implementation
 techniques. For
 Symmetric
 Multiprocessing (SMP)
 embedded systems, the
 author examines the ARM
 MPcore processors, which
 include the SCU and GIC
 for interrupts routing and
 interprocessor
 communication and
 synchronization by
 Software Generated
 Interrupts
 (SGIs). Throughout the
 book, complete working
 sample systems
 demonstrate the design
 principles and

implementation techniques. The content is suitable for advanced-level and graduate students working in software engineering, programming, and systems theory.

Embedded Systems

Mercury Learning and Information

Offering comprehensive coverage of the convergence of real-time embedded systems scheduling, resource access control, software design and development, and high-level system modeling, analysis and

verification Following an introductory overview, Dr. Wang delves into the specifics of hardware components, including processors, memory, I/O devices and architectures, communication structures, peripherals, and characteristics of real-time operating systems. Later chapters are dedicated to real-time task scheduling algorithms and resource access control policies, as well as priority-inversion control and deadlock avoidance. Concurrent system programming and

POSIX programming for real-time systems are covered, as are finite state machines and Time Petri nets. Of special interest to software engineers will be the chapter devoted to model checking, in which the author discusses temporal logic and the NuSMV model checking tool, as well as a chapter treating real-time software design with UML. The final portion of the book explores practical issues of software reliability, aging, rejuvenation, security, safety, and

power management. In addition, the book: Explains real-time embedded software modeling and design with finite state machines, Petri nets, and UML, and real-time constraints verification with the model checking tool, NuSMV Features real-world examples in finite state machines, model checking, real-time system design with UML, and more Covers embedded computer programming, designing for reliability, and designing for safety Explains how to

make engineering trade-offs of power use and performance Investigates practical issues concerning software reliability, aging, rejuvenation, security, and power management Real-Time Embedded Systems is a valuable resource for those responsible for real-time and embedded software design, development, and management. It is also an excellent textbook for graduate courses in computer engineering, computer science, information technology,

and software engineering on embedded and real-time software systems, and for undergraduate computer and software engineering courses.

Introduction to Embedded Systems "O'Reilly Media, Inc."

Interfacing PIC Microcontrollers, 2nd Edition is a great introductory text for those starting out in this field and as a source reference for more experienced engineers. Martin Bates has drawn upon 20 years of experience of teaching microprocessor systems

to produce a book containing an excellent balance of theory and practice with numerous working examples throughout. It provides comprehensive coverage of basic microcontroller system interfacing using the latest interactive software, Proteus VSM, which allows real-time simulation of microcontroller based designs and supports the development of new applications from initial concept to final testing and deployment. Comprehensive

introduction to interfacing 8-bit PIC microcontrollers Designs updated for current software versions MPLAB v8 & Proteus VSM v8 Additional applications in wireless communications, intelligent sensors and more
Embedded Systems - SoC, IoT, AI and Real-Time Systems | 4th Edition Embedded SystemsReal-Time Interfacing to the Msp432 Microcontroller Linux® is being adopted by an increasing number of embedded systems

developers, who have been won over by its sophisticated scheduling and networking, its cost-free license, its open development model, and the support offered by rich and powerful programming tools. While there is a great deal of hype surrounding the use of Linux in embedded systems, there is not a lot of practical information. Building Embedded Linux Systems is the first in-depth, hard-core guide to putting together an embedded system based on the Linux kernel. This

indispensable book
 features arcane and
 previously undocumented
 procedures for: Building
 your own GNU
 development toolchain
 Using an efficient
 embedded development
 framework Selecting,
 configuring, building, and
 installing a target-specific
 kernel Creating a
 complete target root
 filesystem Setting up,
 manipulating, and using
 solid-state storage
 devices Installing and
 configuring a bootloader
 for the target Cross-
 compiling a slew of

utilities and packages
 Debugging your
 embedded system using a
 plethora of tools and
 techniques Details are
 provided for various
 target architectures and
 hardware configurations,
 including a thorough
 review of Linux's support
 for embedded hardware.
 All explanations rely on
 the use of open source
 and free software
 packages. By presenting
 how to build the operating
 system components from
 pristine sources and how
 to find more
 documentation or help,

this book greatly
 simplifies the task of
 keeping complete control
 over one's embedded
 operating system,
 whether it be for technical
 or sound financial
 reasons. Author Karim
 Yaghmour, a well-known
 designer and speaker who
 is responsible for the
 Linux Trace Toolkit, starts
 by discussing the
 strengths and weaknesses
 of Linux as an embedded
 operating system.
 Licensing issues are
 included, followed by a
 discussion of the basics of
 building embedded Linux

systems. The configuration, setup, and use of over forty different open source and free software packages commonly used in embedded Linux systems are also covered. uClibc, BusyBox, U-Boot, OpenSSH, tthttpd, tftp, strace, and gdb are among the packages discussed.

Embedded Systems with Arm Cortex-M Microcontrollers in Assembly Language and C: Third Edition
Springer Science & Business Media

Learn to design and develop safe and reliable embedded systems
Key Features Identify and overcome challenges in embedded environments
Understand the steps required to increase the security of IoT solutions
Build safety-critical and memory-safe parallel and distributed embedded systems
Book Description Embedded systems are self-contained devices with a dedicated purpose. We come across a variety of fields of applications for embedded systems in industries such as

automotive, telecommunications, healthcare and consumer electronics, just to name a few. Embedded Systems Architecture begins with a bird's eye view of embedded development and how it differs from the other systems that you may be familiar with. You will first be guided to set up an optimal development environment, then move on to software tools and methodologies to improve the work flow. You will explore the boot-up mechanisms and the

memory management strategies typical of a real-time embedded system. Through the analysis of the programming interface of the reference microcontroller, you'll look at the implementation of the features and the device drivers. Next, you'll learn about the techniques used to reduce power consumption. Then you will be introduced to the technologies, protocols and security aspects related to integrating the system into IoT solutions. By the

end of the book, you will have explored various aspects of embedded architecture, including task synchronization in a multi-threading environment, and the safety models adopted by modern real-time operating systems. What you will learn Participate in the design and definition phase of an embedded product Get to grips with writing code for ARM Cortex-M microcontrollers Build an embedded development lab and optimize the workflow Write memory-

safe code Understand the architecture behind the communication interfaces Understand the design and development patterns for connected and distributed devices in the IoT Master multitask parallel execution patterns and real-time operating systems Who this book is for If you're a software developer or designer wanting to learn about embedded programming, this is the book for you. You'll also find this book useful if you're a less experienced embedded programmer

willing to expand your knowledge.

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