

# Embedded System Notes Rajkamal

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**Embedded Systems** - D. P. Kothari 2011

Embedded Systems: An Integrated Approach - LyLa B. Das

Embedded Systems: An Integrated Approach is exclusively designed for the undergraduate courses in electronics and communication engineering as well as computer science engineering. This book is well-structured and covers all the important processors and their applications in a sequential manner. It begins with a highlight on the building blocks of the embedded systems, moves on to discuss the software aspects and new processors and finally concludes with an insightful study of important applications. This book also contains an entire part dedicated to the ARM processor, its software requirements and the programming languages. Relevant case studies and examples supplement the main discussions in the text.

**Architecture and Design of Distributed Embedded Systems** - Bernd Kleinjohann 2014-01-15

*Embedded System Technology* - Xing Zhang 2016-02-04

This book constitutes the refereed

proceedings of the 13th National Conference on Embedded System Technology, ESTC 2015, held in Beijing, China, in October 2015. The 18 revised full papers presented were carefully reviewed and selected from 63 papers. The topics cover a broad range of fields focusing on research about embedded system technologies, such as smart hardware, system and network, applications and algorithm.

**Embedded Systems** - Er. K. Manigandan B.E., (CSE) 2015-04-30

Lecture Notes in the Text book form.

**Advanced Test in C and Embedded System Programming** - Ashok K. Pathak 2003-08-01

This Book Is Heavily Inclined Towards The Requirement Of Skilled C/Embedded System Programmer. This Book Address The Need Of Less Experienced Programmer While Augmenting The Knowledge Of More Experienced Programmer. It Is Designed For All Those Aspiring For A Career In It Focusing On The C And Embedded System Programming. This Is A Unique Book To Help Prepare And Appear For The Various Screening Tests And Campus Interviews.

Advanced Microprocessors & Peripherals - K. M. Bhurchandi 2013

*Embedded Systems* - James K. Peckol  
2019-06-10

Embedded Systems: A Contemporary Design Tool, Second Edition Embedded systems are one of the foundational elements of today's evolving and growing computer technology. From operating our cars, managing our smart phones, cleaning our homes, or cooking our meals, the special computers we call embedded systems are quietly and unobtrusively making our lives easier, safer, and more connected. While working in increasingly challenging environments, embedded systems give us the ability to put increasing amounts of capability into ever-smaller and more powerful devices. Embedded Systems: A Contemporary Design Tool, Second Edition introduces you to the theoretical hardware and software foundations of these systems and expands into the areas of signal integrity, system security, low power, and hardware-software co-design. The text builds upon earlier material to show you how to apply reliable, robust solutions to a wide range of applications operating in today's often challenging environments. Taking the user's problem and needs as your starting point, you will explore each of the key theoretical and practical issues to consider when designing an application in today's world. Author James Peckol walks you through the formal hardware and software development process covering: Breaking the problem down into major functional blocks; Planning the digital and software architecture of the system; Utilizing the hardware and software co-design process; Designing the physical world interface to external analog and digital signals; Addressing security issues as an integral part of the design process; Managing signal integrity problems and reducing power

demands in contemporary systems; Debugging and testing throughout the design and development cycle; Improving performance. Stressing the importance of security, safety, and reliability in the design and development of embedded systems and providing a balanced treatment of both the hardware and the software aspects, Embedded Systems: A Contemporary Design Tool, Second Edition gives you the tools for creating embedded designs that solve contemporary real-world challenges. Visit the book's website at: <http://bcs.wiley.com/he-bcs/Books?action=index&bcsId=11853&itemId=1119457505>

*Embedded RTOS Design* - Colin Walls  
2020-12-18

Embedded RTOS Design: Insights and Implementation combines explanations of RTOS concepts with detailed, practical implementation. It gives a detailed description of the implementation of a basic real-time kernel designed to be limited in scope and simple to understand, which could be used for a real design of modest complexity. The kernel features upward-compatibility to a commercial real-time operating system: Nucleus RTOS. Code is provided which can be used without restriction. Gain practical information on: Scheduling, preemption, and interrupts Information flow (queues, semaphores, etc.) and how they work Signaling between tasks (signals, events, etc.) Memory management (Where does each task get its stack from? What happens if the stack overflows?) The CPU context: storage and retrieval after a context switch With this book you will be able to: Utilize a basic real-time kernel to develop your own prototype Design RTOS features Understand the facilities of a commercial RTOS Explains the principles of RTOS and shows their

practical implementation Demonstrates how to prototype a real-time design Code is fully available for free use Embedded Systems - Raj Kamal 2015

#### **EMBEDDED SYSTEMS 2E - RAJ KAMAL 2008**

This book, equally applicable for a CSE or ECE course, gives an extensive account of Embedded Systems, keeping a balanced coverage of hardware and software concepts. Adhering to syllabus needs, this title is 'microprocessor' and 'software design methodology' specific, giving due weightage to architecture, programming and design aspects.

Features Bottom up approach employed, where hardware and software issues have been discussed followed by Case Studies. Comprehensive coverage of topics like Real Time Operating Systems and 8051 Architecture. Design process and examples are covered throughout the book. Practical orientation in presenting the subject, with two chapters on Case Studies (Chapters 11 and 12). Student friendly pedagogy, detailing concepts that have been covered and ones to be covered, as chapter openers.

Pedagogy: Solved Examples: Over 120  
Figures: Over 100 Review Questions:  
Over 170 Practice Exercises: Over 120

#### **EMBEDDED SYSTEM DESIGN -**

CHATTOPADHYAY, SANTANU 2023-02-01

Embedded system, as a subject, is an amalgamation of different domains, such as digital design, architecture, operating systems, interfaces, and algorithmic optimization techniques. This book acquaints the students with the alternatives and intricacies of embedded system design. It is designed as a textbook for the undergraduate students of Electronics and Communication Engineering, Electronics and Instrumentation Engineering, Computer Science and Engineering, Information Communication Technology (ICT), as well as for the postgraduate students

of Computer Applications (MCA). While in the hardware platform the book explains the role of microcontrollers and introduces one of the most widely used embedded processors, ARM; it also deliberates on other alternatives, DSP, FPD and IC. It provides a good overview of the interfacing standards covering RS232C, RS422, RS485, USB, IrDA, Bluetooth, and CAN. In the software domain, the book introduces the features of real-time operating systems for use in embedded applications. Various scheduling algorithms have been discussed with their merits and demerits. The existing real-time operating systems have been surveyed. Guided by cost and performance requirements, embedded applications are often implemented partly in hardware and partly in software. This book covers the different optimization techniques proposed in the literature to take a judicious decision about this partitioning of application tasks. Power-aware design of embedded systems has also been dealt with. KEY FEATURES • Presents a considerably wide range of the field of embedded systems • Discusses the ARM microcontroller in detail • Enumerates various sensors and actuators used in embedded system design • Provides numerous exercises to assess the learning process • Offers a good discussion on hardware–software codesign • Provides a detailed study on security aspects of embedded systems NEW TO THE EDITION The new edition introduces: • Two new chapters–Sensors and Actuators, and Security in Embedded Systems. • Various security issues with a case study on the security in Smart Cards. • Design challenges of a secure embedded system. • Different types of security attacks and their probable prevention strategies. TARGET AUDIENCE • B.E./B.Tech

(EE/ECE/EIE/CSICT) • M.E./M.Tech  
(EE/ECE/EIE/CSICT) • MCA

*Techniques for Building Timing-Predictable Embedded Systems* - Nan Guan 2016-02-03

This book describes state-of-the-art techniques for designing real-time computer systems. The author shows how to estimate precisely the effect of cache architecture on the execution time of a program, how to dispatch workload on multicore processors to optimize resources, while meeting deadline constraints, and how to use closed-form mathematical approaches to characterize highly variable workloads and their interaction in a networked environment. Readers will learn how to deal with unpredictable timing behaviors of computer systems on different levels of system granularity and abstraction.

**The Art of Designing Embedded Systems**  
- Jack G. Ganssle 2000

**Co-Synthesis of Hardware and Software for Digital Embedded Systems** - Rajesh Kumar Gupta 2012-12-06

Co-Synthesis of Hardware and Software for Digital Embedded Systems, with a Foreword written by Giovanni De Micheli, presents techniques that are useful in building complex embedded systems. These techniques provide a competitive advantage over purely hardware or software implementations of time-constrained embedded systems. Recent advances in chip-level synthesis have made it possible to synthesize application-specific circuits under strict timing constraints. This work advances the state of the art by formulating the problem of system synthesis using both application-specific as well as reprogrammable components, such as off-the-shelf processors. Timing constraints are used to determine what part of the system functionality must be delegated to dedicated

application-specific hardware while the rest is delegated to software that runs on the processor. This co-synthesis of hardware and software from behavioral specifications makes it possible to realize real-time embedded systems using off-the-shelf parts and a relatively small amount of application-specific circuitry that can be mapped to semi-custom VLSI such as gate arrays. The ability to perform detailed analysis of timing performance provides the opportunity of improving the system definition by creating better prototypes. Co-Synthesis of Hardware and Software for Digital Embedded Systems is of interest to CAD researchers and developers who want to branch off into the expanding field of hardware/software co-design, as well as to digital system designers who are interested in the present power and limitations of CAD techniques and their likely evolution.

**CRACKING THE CODE PROGRAMMING FOR EMBEDDED SYSTEM (With CD )** -

Dreamtech Software Team 2002-07

Market\_Desc: Cracking the Code titles are geared for experienced developers. Readers should be skilled in Java or C++. Special Features: · This code-intensive guide provides an in depth analysis of the inner workings of embedded software development for a variety of embedded operating systems including LINUX, NT and Palm OS. · New Series - Cracking the Code books provide a look at the code behind commercial quality applications. These code-heavy titles are exactly what developers are looking for as programmers learn best by examining code. Includes fully functioning, commercial-quality embedded applications that readers 'tear apart to see how it works' with source code in C++ and Java. · Includes coverage of embedded development for embedded databases,

Voice over IP, security systems and even Global Positioning Systems (GPS). Every project comes complete with a detailed Flow Diagram, design specifications and line by line explanation of the code. By 2003, 400 million Internet appliances will be in use, and that by 2010, all home PCs will be replaced by embedded system-based devices. - DataQuest. Embedded Linux projects are expected to triple in the next year. - Evans Data About The Book: · Presents a variety of complete embedded applications with design specifications, flow diagrams and source code with line-by-line explanation. Includes discussion of the challenges of embedded development such as timing, processor clocks and virtual environment development. The target platforms for embedded software are covered: microcontrollers (16 bit and 32 bit) as well as Digital Signal processors. After discussing the basic architecture of these processors, the specifics of architecture are covered with special reference to 8051, ADSP 2181 and ARM processors. An overview of the Operating systems (embedded, real time and mobile Operating Systems) will be given with discussion on APIs for development of embedded software. The function calls in C++ and Java will be illustrated with examples. Line by line detailed analysis of the source code behind cutting-edge embedded applications including GPS, security systems, networked information appliances, cellular phones, embedded databases and wireless network devices. Applications built on a variety of popular embedded operating systems including NT, LINUX and Java (J2ME) *A Text Book On Embedded System Design for Engineering Students* - Dr. Jaikaran Singh, Dr. Raghavendra S., Mr. Santosh Kumar J. 2020-01-01 Embedded software is in almost every

electronic device in use today. There is software hidden away inside our watches, DVD players, mobile phones, antilock brakes, and even a few toasters. The military uses embedded software to guide missiles, detect enemy aircraft, and pilot UAVs. Communication satellites, deep-space probes, and many medical instruments would've been nearly impossible to create without it. Someone has to write all that software, and there are tens of thousands of electrical engineers, computer scientists, and other professionals who actually do. Embedded Systems Design - Arnold S. Berger 2001-12-15

\* Hardware/Software Partitioning \* Cross-Platform Development \* Firmware Debugging \* Performance Analysis \* Testing & Integration Get into embedded systems programming with a clear understanding of the development cycle and the specialized aspects of *Embedded Realtime Systems Programming* - 2003

This is an interestingly conceived book that explains what an embedded realtime system is, the various types of embedded systems, techniques for programming, them and more significantly, the important concepts that are required to be mastered for efficient design and implementation of embedded system software. The book focuses on: Embedded realtime fundamentals from a practitioner's perspective; Engineering perspective to the nitty-gritty (build process, memory management, interrupts) of embedded systems; Healthy mix of concepts of realtime theory and RTOS; Software engineering principles related to requirements, architecture, design and testing. *Embedded Systems and Computer Architecture* - Graham R. Wilson 2002-01 CD-ROM contains: Microprocessor simulator.

## **Microcontroller and Embedded Systems**

- J. P. Aggarwal 2017

Introduction to Embedded Systems, Second Edition - Edward Ashford Lee  
2016-12-30

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete

mathematics and algorithms, and signals and systems.

*Software Engineering for Embedded Systems* - Robert Oshana 2013-04-01  
An embedded system is a computer system designed for a specific function within a larger system, and often has one or more real-time computing constraints. It is embedded as part of a larger device which can include hardware and mechanical parts. This is in stark contrast to a general-purpose computer, which is designed to be flexible and meet a wide range of end-user needs. The methods, techniques, and tools for developing software systems that were successfully applied to general purpose computing are not as readily applicable to embedded computing. Software systems running on networks of mobile, embedded devices must exhibit properties that are not always required of more traditional systems such as near-optimal performance, robustness, distribution, dynamism, and mobility. This chapter will examine the key properties of software systems in the embedded, resource-constrained, mobile, and highly distributed world. The applicability of mainstream software engineering methods is assessed and techniques (e.g., software design, component-based development, software architecture, system integration and test) are also discussed in the context of this domain. This chapter will overview embedded and real-time systems.

**Microcontroller and Embedded System** - A.K. Singh 2008

Embedded System Design - Frank Vahid  
2001-10-17

This book introduces a modern approach to embedded system design, presenting software design and hardware design in a unified manner. It covers trends and challenges, introduces the design and use of

single-purpose processors ("hardware") and general-purpose processors ("software"), describes memories and buses, illustrates hardware/software tradeoffs using a digital camera example, and discusses advanced computation models, controls systems, chip technologies, and modern design tools. For courses found in EE, CS and other engineering departments.

*Practical Aspects of Embedded System Design using Microcontrollers* - Jivan Parab 2010-11-10

Second in the series, *Practical Aspects of Embedded System Design using Microcontrollers* emphasizes the same philosophy of "Learning by Doing" and "Hands on Approach" with the application oriented case studies developed around the PIC16F877 and AT 89S52, today's most popular microcontrollers. Readers with an academic and theoretical understanding of embedded microcontroller systems are introduced to the practical and industry oriented Embedded System design. When kick starting a project in the laboratory a reader will be able to benefit experimenting with the ready made designs and 'C' programs. One can also go about carving a big dream project by treating the designs and programs presented in this book as building blocks. *Practical Aspects of Embedded System Design using Microcontrollers* is yet another valuable addition and guides the developers to achieve shorter product development times with the use of microcontrollers in the days of increased software complexity. Going through the text and experimenting with the programs in a laboratory will definitely empower the potential reader, having more or less programming or electronics experience, to build embedded systems using microcontrollers around the home,

office, store, etc. *Practical Aspects of Embedded System Design using Microcontrollers* will serve as a good reference for the academic community as well as industry professionals and overcome the fear of the newbies in this field of immense global importance.

*Embedded Systems Architecture* - Tammy Noergaard 2012-12-31

*Embedded Systems Architecture* is a practical and technical guide to understanding the components that make up an embedded system's architecture. This book is perfect for those starting out as technical professionals such as engineers, programmers and designers of embedded systems; and also for students of computer science, computer engineering and electrical engineering. It gives a much-needed 'big picture' for recently graduated engineers grappling with understanding the design of real-world systems for the first time, and provides professionals with a systems-level picture of the key elements that can go into an embedded design, providing a firm foundation on which to build their skills. Real-world approach to the fundamentals, as well as the design and architecture process, makes this book a popular reference for the daunted or the inexperienced: if in doubt, the answer is in here! Fully updated with new coverage of FPGAs, testing, middleware and the latest programming techniques in C, plus complete source code and sample code, reference designs and tools online make this the complete package Visit the companion web site at <http://booksite.elsevier.com/9780123821966/> for source code, design examples, data sheets and more A true introductory book, provides a comprehensive get up and running reference for those new to the field, and updating skills: assumes no prior

knowledge beyond undergrad level electrical engineering Addresses the needs of practicing engineers, enabling it to get to the point more directly, and cover more ground. Covers hardware, software and middleware in a single volume Includes a library of design examples and design tools, plus a complete set of source code and embedded systems design tutorial materials from companion website

*Real World Multicore Embedded Systems* - GITU Jain 2013-02-27

This chapter presents several different programming languages suitable for developing applications for multicore embedded systems. Writing programs for embedded systems can be very different from writing programs for general-purpose computers. Embedded systems may have resource limitations such as processing and battery power, memory, input/output capabilities and limited operating system functionality. They may have real-time and safety considerations that need to be met. In addition, developing for multicore embedded systems requires the programming language to provide concurrency support. In this chapter, special emphasis is placed on demonstrating features of each language that support efficient development on multicore embedded systems.

*Embedded System Design* - Santanu Chattopadhyay 2011-10

**A Formal Framework for Optimizing the Design of Distributed Real-time Embedded Systems** - Thanikesavan Sivanthi 2008

*Embedded System Design* - Mohit Arora 2016-05-20

The book's aim is to highlight all the complex issues, tasks and techniques that must be mastered by a SoC Architect to define and architect

SoC for an embedded application. This book is primarily focused on real problems with emphasis on architectural techniques across various aspects of chip-design, especially in context to embedded systems. The book covers aspects of embedded systems in a consistent way, starting with basic concepts that provides introduction to embedded systems and gradually increasing the depth to reach advanced concepts, such as power management and design consideration for maximum power efficiency and higher battery life. Theoretical part has been intentionally kept to the minimum that is essentially required to understand the subject. The guidelines explained across various chapters are independent of any CAD tool or silicon process and are applicable to any SoC architecture targeted for embedded systems.

*EMBEDDED SYSTEM DESIGN: A UNIFIED HARDWARE/SOFTWARE INTRODUCTION* - Vahid 2006-07

Special Features: · Embedded Systems Design: A Unified Hardware/Software Introduction provides readers a unified view of hardware design and software design. This view enables readers to build modern embedded systems having both hardware and software. Chapter 7's example uses the methods described earlier in the book to build a combined hardware/software system that meets performance constraints while minimizing costs. · Not specific to any one microprocessor. The reader maintains an open view towards all microprocessors. Chapter 3 talks of features common to most microprocessors. · Provides a simple, yet powerful, new view of hardware design, showing that hardware can be automatically generated from a high-level programming language. Presents unified view of hardware and software; both are described using a



programming language, both get derived from that language, only differing in design metrics. Chapter 2 concisely provides a method for deriving hardware implementations of sequential programs -- something not found in any other book. About The Book: This book introduces a modern approach to embedded system design, presenting software design and hardware design in a unified manner. It covers trends and challenges, introduces the design and use of single-purpose processors ( hardware ) and general-purpose processors ( software ), describes memories and buses, illustrates hardware/software tradeoffs using a digital camera example, and discusses advanced computation models, controls systems, chip technologies, and modern design tools. For courses found in EE, CS and other engineering departments.

**Embedded Systems** - Rao B. Kanta 2011

**Real-Time Concepts for Embedded Systems** - Qing Li 2003-01-04

'... a very good balance between the theory and practice of real-time embedded system designs.' –Jun-ichiro itojun Hagino, Ph.D., Research Laboratory, Internet Initiative Japan Inc., IETF IPv6 Operations Working Group (v6ops) co-chair 'A cl

**Embedded Systems** - Rao B. Kanta 2011

**Exploring C for Microcontrollers** - Jivan Parab 2010-10-19

Unlike traditional embedded systems references, this book skips routine things to focus on programming microcontrollers, specifically MCS-51 family in 'C' using Keil IDE. The book presents seventeen case studies plus many basic programs organized around on-chip resources. This "learn-through-doing" approach appeals to busy designers. Mastering basic modules and working hands-on with the projects gives readers the basic building blocks for most 8051

programs. Whether you are a student using MCS-51 microcontrollers for project work or an embedded systems programmer, this book will kick-start your practical understanding of the most popular microcontroller, bridging the gap between microcontroller hardware experts and C programmers.

**Embedded systems and IoT A**

**Theoretical Approach** - Dr. G Vimala Kumari 2022-06-01

This book aims to provide a broad view of the Embedded systems and IoT: A Theoretical Approach. Embedded Systems and the Internet of Things are well known in various engineering fields. It provides a logical method of explaining various complicated concepts and stepwise methods to explain important topics. Each chapter is well supported with the necessary illustrations. All the chapters in the book are arranged in a proper sequence that permits each topic to build upon earlier studies. EMBEDDED SYSTEMS AND INTERNET OF THINGS are an important research area. The techniques developed in this area so far require to be summarized appropriately. In this book, the fundamental theories of these techniques are introduced. The brief content of this book is as follows- CHAPTER 1 BASIC OF EMBEDDED SYSTEMS CHAPTER 2 EMBEDDED FIRMWARE CHAPTER 3 REAL TIME OPERATING SYSTEM CHAPTER 4 INTRODUCTION TO INTERNET OF THINGS CHAPTER 5 IoT PROTOCOLS CHAPTER 6 IoT ARCHITECTURE CHAPTER 7 CHALLENGES AND APPLICATIONS OF IOT CHAPTER 8 DATA ANALYTICS FOR IOT CHAPTER 9 IoT PHYSICAL DEVICES AND ENDPOINTS CHAPTER 10 INTERNET OF EVERYTHING (IoE) CHAPTER 11 IOT APPLICATIONS & CASE STUDIES This book is original in style and method. No pains have been spared to make it as compact, perfect, and reliable as possible. Every attempt has been made to make the book a unique one. In

particular, this book can be very useful for practitioners and engineers interested in this area. Hopefully, the chapters presented in this book have just done that.

*Embedded Systems* - A. K. Ganguly 2014

Embedded Systems discusses the architecture, its basic hardware and software elements, programming models and software engineering practices that are used for system development process. The embedded system resources are microprocessor, memory, ports, devices and power supply unit. The innovative technologies and tools for designing an embedded system are incorporated in this book along with the parallel and serial port devices, timing devices, devices for synchronous, isosynchronous and asynchronous communications in embedded system. It also covers the most important aspects of real time programming through the use of signals, mutex, message queues, mailboxes, pipes and virtual sockets and explains the Concepts of Real Time Operating Systems (RTOS).

An Embedded Software Primer - David E. Simon 1999

Simon introduces the broad range of applications for embedded software and then reviews each major issue facing developers, offering practical solutions, techniques, and good habits that apply no matter which processor, real-time operating systems, methodology, or application is used.

**Embedded Real Time**

**Systems: Concepts, Design Prog Bb** - Prasad 2003-11-12

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
- Mobile Java Applications
- Embedded Software Development on 89C51 Micro-Controller Platform
- Embedded Software Development on AVR Micro-Controller Platform
- Embedded Systems Applications Using Intel StrongARM Platform
- Future Trends