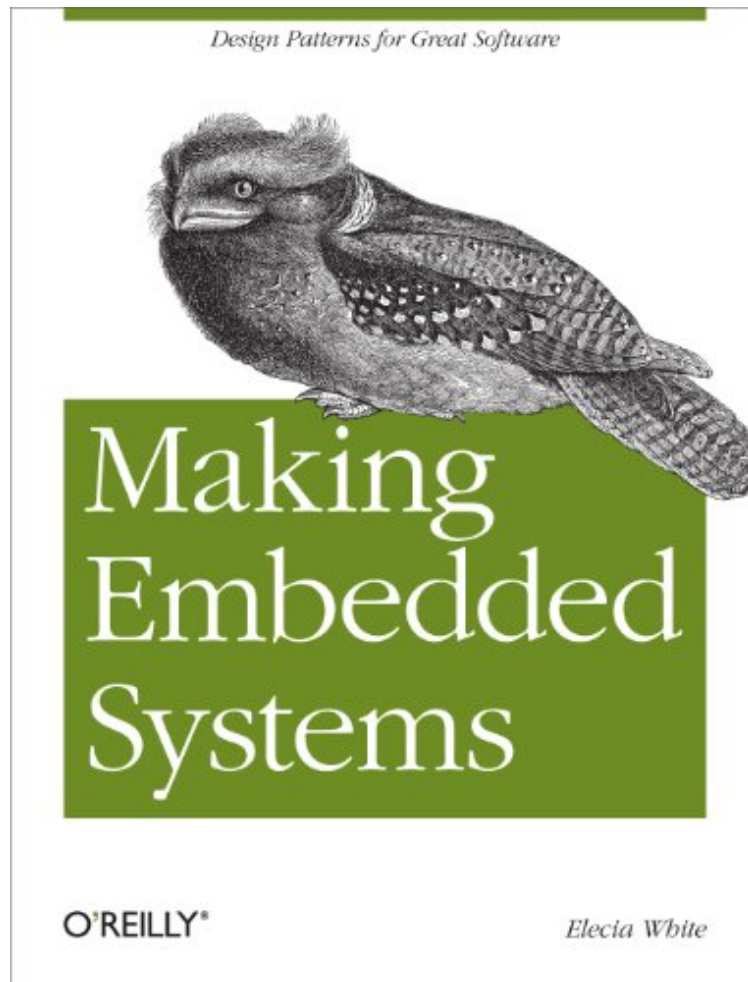


Making Embedded Systems: Design Patterns for Great Software

Von Elecia White

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Von Elecia White : Making Embedded Systems: Design Patterns for Great Software before purchasing it in order to gage whether or not it would be worth my time, and all praised Making Embedded Systems: Design Patterns for Great Software:

KundenrezensionenHilfreichste Kundenrezensionen2 von 2 Kunden fanden die folgende Rezension hilfreich. Avoiding pitfalls of product developmentVon CustomerThis book does not only explain (and for me: reduce) the technical hurdles of making embedded systems - very useful for me was that it gives a very good idea on what it means to develop a full product.This is a must-read before you launch your kickstarter campaign or risk to mis-assess the scope of your endeavor.On the technical part, this book is an excellent, fluent and as far as I can tell, complete read on technical design topics ranging from writing software for microprocessors with very limited resources (special algorithms and approaches), I/O, interfaces and a very good and detailed section on serial interfaces.Informative, complete and a pleasure to read.Five Stars!2 von 2 Kunden fanden die folgende Rezension hilfreich. Very valuable

tips for the budding embedded systems programmer

Von Carl Hi, if you, like me, were thrown into the daunting world of embedded programming by your employer because you are an electrical engineer and know how to program in C, you will still need to learn some new concepts. Although my background is electrical engineering I didn't exactly focus on embedded systems during my studies. Understanding some of the physical concepts is definitely useful though. On the other hand I did do some programming before, but it was always on normal computers without significant hardware limitations. This book helps because it gives you some nice ideas about coding practices that can save a lot of time later on. At the same time it explains some of the basic underlying concepts that are important to consider when programming on an embedded system, like timing, registers, RAM, debugging, etc. I haven't read the entire book yet, but it seems to me that you need some experience with microcontrollers before you can really appreciate the lessons. I would say about 3-6 months previous experience with microcontrollers is enough for grasping the methods here. You won't be an expert after reading this book, but following these methods you will become a lot better. I'd say you're probably better afterwards than many people that call themselves experts at your company.

1 von 1 Kunden fanden die folgende Rezension hilfreich. Ein hervorragendes Buch!

Von Steuermann

Wiederum wurde ich in meiner Meinung bestärkt, dass man von O'Reilly jedes Buch kaufen kann und immer einen guten Griff macht. Das Buch liefert sehr kompakt eine Unmenge an hervorragenden Informationen zu einem super-Preis.

Für mich war allerdings auch sehr hilfreich, dass ich mich mit Software-Entwicklung (auf PC) und auch Design-Patterns schon länger beschäftigt habe. Ein lockeres Lesebuch ist es aus meiner Sicht nicht. Man muss sein Hirn anstrengen, dann gibts als Lohn fundierte Infos, gut verständlich, komprimiert und teilweise sehr witzig dargestellt.

Kurzbeschreibung

Interested in developing embedded systems? Since they don't tolerate inefficiency, these systems require a disciplined approach to programming. This easy-to-read guide helps you cultivate a host of good development practices, based on classic software design patterns and new patterns unique to embedded programming. Learn how to build system architecture for processors, not operating systems, and discover specific techniques for dealing with hardware difficulties and manufacturing requirements. Written by an expert who's created embedded systems ranging from urban surveillance and DNA scanners to children's toys, this book is ideal for intermediate and experienced programmers, no matter what platform you use. Optimize your system to reduce cost and increase performance. Develop an architecture that makes your software robust in resource-constrained environments. Explore sensors, motors, and other I/O devices. Do more with less: reduce RAM consumption, code space, processor cycles, and power consumption. Learn how to update embedded code directly in the processor. Discover how to implement complex mathematics on small processors. Understand what interviewers look for when you apply for an embedded systems job.

"Making Embedded Systems is the book for a C programmer who wants to enter the fun (and lucrative) world of embedded systems. It's very well written, entertaining, even, and filled with clear illustrations."

Jack Ganssle, author and embedded system expert.