Real-Time Programming: A Guide to 32-bit Embedded Development

Rick Grehan, Robert Moote, Ingo Cyliax

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Real-time embedded systems have rigid requirements and must conform to strict size, cost, weight, power, operation, and response-time specifications. They must be crash-proof and must operate under a wide range of conditions. Add to these requirements the ever-increasing competitive pressures to bring products to market faster and at a lower cost, and it is easy to see why building such systems is difficult. Real-time programmers must write software that meets unforgiving objectives under numerous constraints. Teaching you how is the goal of this book.Real-Time Programming is a comprehensive guide that *Covers 32-bit real-time embedded programming topics, including debugging, timers, interrupts, multitasking, serial I/O, TCP/IP networking, and ROMing an application *Explores implementing new technologies, such as flash storage and Web-enabled applications *Emphasizes a practical, hands-on approach, drawing on code examples from real-world projects constructed during the course of the book *Provides complete coverage of the embedded development cycle, from design through implementation *Lets developers start building real-time embedded systems immediately using commercial, off-the-shelf hardware and software. No matter what hardware and software platforms you will ultimately use, this book lays the groundwork and gets you up-to-speed on the unique requirements of real-time embedded programming. 0201485400B04062001

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