Embedded Systems Design

By Steve Heath

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Microprocessors are more and more present in many aspects of our daily lives. They have become the standard way of implementing digital systems ranging from sophisticated process control systems to cars, burglar alarms and even children's toys. As a result, the demand for these products is increasing dramatically, as is the need for knowledge and understanding of the technology.

This book provides a guide to all aspects of embedded system design including the hardware, software and the design trade offs associated with design. However, most hardware these days comes ready packaged as a microcontroller - so the emphasis in the book is on software, which is where the engineer must develop expertise. The approach taken here is largely practical, the aim being to explain how systems are designed in the real world rather than in theory. In keeping with this approach, there is a chapter of case studies included in the book to allow readers to investigate real systems and gain practical experience.

Steve Heath has many years of experience in computer design through his work with Motorola and has written several books on Apple, IBM and RISC computers.

Practical approach to designCase studies allow the readers to investigate their own systemsSteve Heath has many years' experience in computer design

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Review

"...a breath of freash air..."

"...full of useful tips..."
C Vu

From the Publisher
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From the Back Cover
Steve Heath's design masterclass covers the practical hardware and software issues, and the design trade-offs of real-world system design.

In **Embedded Systems Design** Steve Heath leads the reader through the design choices involved in system design. The key technologies and applications are introduced in the context of the design process - selection, trade-offs and pitfalls. Detailed consideration is given to processor architectures, memory types, interrupts and their associated software systems, real-time operating systems and software development.

In the second edition the latest ARM processors and other hardware developments are fully covered along with new sections on Embedded Linux, performance analysis and benchmarking. In addition, a fascinating new case study explores how embedded systems can be developed and experimented with using nothing more than a standard MS-DOS PC and freeware software.

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