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The Art Of Designing Embedded Systems, Second Edition

THE ART OF DESIGNING EMBEDDED SYSTEMS

Second Edition

- Completely updated to include today's real-time code and applications
- Understand how cost/benefit coexists with design and development
- Keep schedules in check as projects and codes grow by taking time to understand the project beforehand
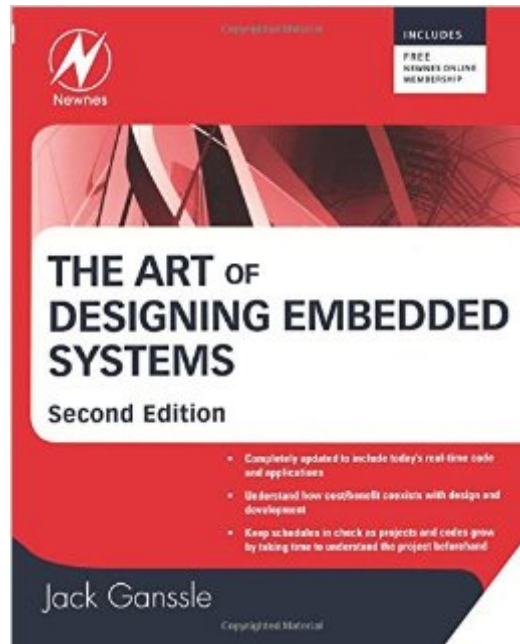
Jack Ganssle

Synopsis

Jack Ganssle has been forming the careers of embedded engineers for 20+ years. He has done this with four books, over 500 articles, a weekly column, and continuous lecturing. Technology moves fast and since the first edition of this best-selling classic much has changed. The new edition will reflect the author's new and ever evolving philosophy in the face of new technology and realities. Now more than ever an overarching philosophy of development is needed before just sitting down to build an application. Practicing embedded engineers will find that Jack provides a high-level strategic plan of attack to the often times chaotic and ad hoc design and development process. He helps frame and solve the issues an engineer confronts with real-time code and applications, hardware and software coexistences, and streamlines detail management. CONTENTS: Chapter 1 - IntroductionChapter 2 â " The ProjectChapter 3 â " The CodeChapter 4 â " Real TimeChapter 5 â " The Real WorldChapter 6 â " Disciplined DevelopmentAppendix A â " A Firmware StandardAppendix B - A Simple Drawing SystemAppendix C â " A Bossâ ™s Guide to Process *Authored by Jack Ganssle, Tech Editor of Embedded Systems Programming and weekly column on embedded.com*Keep schedules in check as projects and codes grow by taking time to understand the project beforehand*Understand how cost/benefit coexists with design and development

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Customer Reviews

As an experienced embedded designer, I picked up this book for some "light" reading. Wow was I surprised!The author covers the entire gamut of embedded design - even the topics that many of us are afraid to discuss in polite company such as "Disciplined Development", Specifications, Project Management, Code Reviews and the like.Topics such as dealing with the "real-world" are a must read for anyone doing embedded design - de-bouncing, EMI, and real-time systems (he's not afraid to tell it like it is - don't use an RTOS unless you HAVE TO!).For those of us who have to deal with fast math, he has some well written (and extraordinarily detailed) descriptions of commonly used functions - tab this section - you'll want it for quick reference!I wish he would have written this book when I was in school - it would have saved me 25 years or so.

This book is great. It's written for a firmware team larger than mine (probably written for a team of a dozen or more, as a guess), but has lots of information a smaller development team can use. A fun read (if you're into this sort of thing), and great information.

The print quality of this book is poor. The letters are not clear enough. For the price of this book, the quality I got is far below expectations. Perhaps I should have bought the kindle edition.

Clear, simple and deep. Must be read by all embedded designers

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