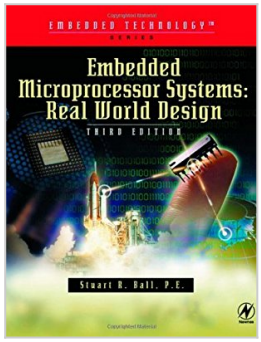

Embedded Microprocessor Systems: Real World Design (Embedded Technology)

By Stuart Ball

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The less-experienced engineer will be able to apply Ball's advice to everyday projects and challenges immediately with amazing results. In this new edition, the author has expanded the section on debug to include avoiding common hardware, software and interrupt problems. Other new features include an expanded section on system integration and debug to address the capabilities of more recent emulators and debuggers, a section about combination microcontroller/PLD devices, and expanded information on industry standard embedded platforms.

* Covers all 'species' of embedded system chips rather than specific hardware

* Learn how to cope with 'real world' problems

* Design embedded systems products that are reliable and work in real applications

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- Format: Kindle eBook

Editorial Review

Review
'I'm very impressed...[Embedded Microprocessor Systems] covers many aspects of developing embedded systems that engineers new to the field may not consider.'
- Ken Davidson, Editor-in-Chief, Circuit Cellar INK

"The text includes many practical examples and tips, and points out potential pitfalls - which can help prevent time-consuming and expensive mistakes." - Electronics Now

From the Publisher
Included throughout the book are numerous examples, tips, and pitfalls you can only learn from an experienced designer. Not only will you find out how to implement faster and better design processes, but also how to avoid time-consuming and expensive mistakes. The author's many years of experience in industry have given him an extremely practical approach to design realities and problems. He describes the entire process of designing circuits and the software that controls them, assessing the system requirements, as well as testing and debugging systems. The less-experienced engineer will be able to apply Ball's advice to everyday projects and challenges immediately with amazing results. In this new edition, the author has expanded the section on debug to include avoiding common hardware, software and interrupt problems. Other new features include an expanded section on system integration and debug to address the capabilities of more recent emulators and debuggers, a section about combination micro-controller/PLD devices, and expanded information on industry standard embedded platforms.

From the Back Cover
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The new edition of Embedded Microprocessor Systems provides an introduction to the design of embedded microprocessor systems, from the initial concept through debugging the final result. Now included are brand new material on DMA, interrupts and an emphasis throughout on the real-time nature of embedded systems. Unlike many books on the market, Embedded Microprocessor Systems is not limited to describing any specific processor family, but covers the operation of and interfaces to several types of processors with an emphasis on cost and design tradeoffs.

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