

BOE005 Embedded Systems 3L:0T:0P 3 credits

The concept of embedded systems design, embedded microcontroller cores, embedded memories. Examples of embedded systems, Technological aspects of embedded systems: interfacing between analog and digital blocks, signal conditioning, digital signal processing. Sub-system interfacing, interfacing with external systems, user interfacing. Design tradeoffs due to process compatibility, thermal considerations, etc., Software aspects of embedded systems: real time programming languages and operating systems for embedded systems.

## Text/Reference Books:

- J.W. Valvano, "Embedded Microcomputer System: Real Time Interfacing", Brooks/Cole, 2000.
- 2. Jack Ganssle, "The Art of Designing Embedded Systems", Newness, 1999.
- 3. V.K. Madisetti, "VLSI Digital Signal Processing", IEEE Press (NY, USA), 1995.
- David Simon, "An Embedded Software Primer", Addison Wesley, 2000.
- 5. K.J. Ayala, "The 8051 Microcontroller: Architecture, Programming, and Applications", Penram Intl, 1996

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## Course Outcomes:

At the end of the course, students will demonstrate the ability to:

Suggest design approach using advanced controllers to real-life situations.

Design interfacing of the systems with other data handling / processing systems.
Appreciate engineering constraints like energy dissipation, data exchange speeds etc.

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