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EEET2490 – Embedded System: OS and Interfacing, Semester 2025-1

Group Assignment Report

**CLI, SCREEN DISPLAY, AND APPLICATION DEVELOPMENT FOR A BARE METAL OPERATING SYSTEM**

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**Team Number: ……**

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**Date** : 26/05/2025

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# I. INTRODUCTION

*Provide a brief introduction to the topic and the report.*

*For each part of the assignment, please introduce the* ***requirement*** *(what will be implemented), then following by* ***implementation*** *(clearly explain how you implemented it, including important information for readers to understand), and finally* ***result discussion*** *(result and any limitation if it has).*

*For the code explanation, you don't need to go line by line, but should explain the way you do it (could be done in similar way of the lab guide). Flowcharts or diagrams could be used to support/illustrate your explanation if necessary.*

# II. WELCOME MESSAGE AND COMMAND LINE INTERPRETER (CLI)

# III. IMAGE, VIDEO, AND TEXT DISPLAY

**Summary of features implemented in both Tasks 1 & 2**

|  |  |  |  |
| --- | --- | --- | --- |
| **Feature Group** | **Command/ Feature** | **Implementation** | **Testing (any issues/limitations)** |
| **CLI Basic Features** | welcome screen | complete/ incomplete |  |
| help | ……. |  |
| clear | ……. |  |
| showinfo | ……. |  |
| baudrate | ……. |  |
| stopbit | ……. |  |
| **CLI Enhancement** | OS name in CLI | ……. |  |
| Auto-completion in CLI | ……. |  |
| Command history in CLI | ……. |  |
| **Image, Video, and Text Display** | Background image and text display | …….  please provide the command name to test |  |
| Video display | …….  please provide the command name to test |  |

# IV. APPLICATION DEVELOPMENT

Describe your game application in this part

- How the game will be played ?

- How the game is designed ? (How you handle background, sprites and their interactions. How they are implemented in your C program).

- Result Discussion *(implementation and testing result; any limitation if it has).*

# V. CONCLUSION

Short conclusion on the final results. As a team or individually, you can reflect shortly on what you have learnt through this assignment and the course.

Be noted that, with your international accredited degree, you can work all around the world, not only in Vietnam. For example, LinkedIn is a good source to start your search (*you can also link what you have learned from the course with what are requiring from the workplace, and what are the skills or knowledge that you want to further explore to prepare for your future career*).

<https://www.linkedin.com/jobs/search/?currentJobId=3969055176&keywords=embedded%20software%20engineer&originalSubdomain=sg>

# VI. REFERENCES (USE IEEE STYLES)