EMBEDDED SYSTEM COURSE

LECTURE 2: EMBEDDED SOFTWARE DEVELOPMENT

Learning Goals

- Understanding how the does the code has been compiled, and generated to an image.

- Understand how does loading/debugging process happen.

- Understand most basis concepts regarding software engineering: pooling & interrupt.

- Having knowledge on how to access peripheral via memory mapped.

Table of contents

Table of contents

Embedded Software Overview

Definition

Embedded software is **computer software**, written to control machines or devices that are not typically thought of as computers. It is typically specialized for the particular hardware that it runs on and has **time and memory constraints**. This term is sometimes used interchangeably with **firmware**
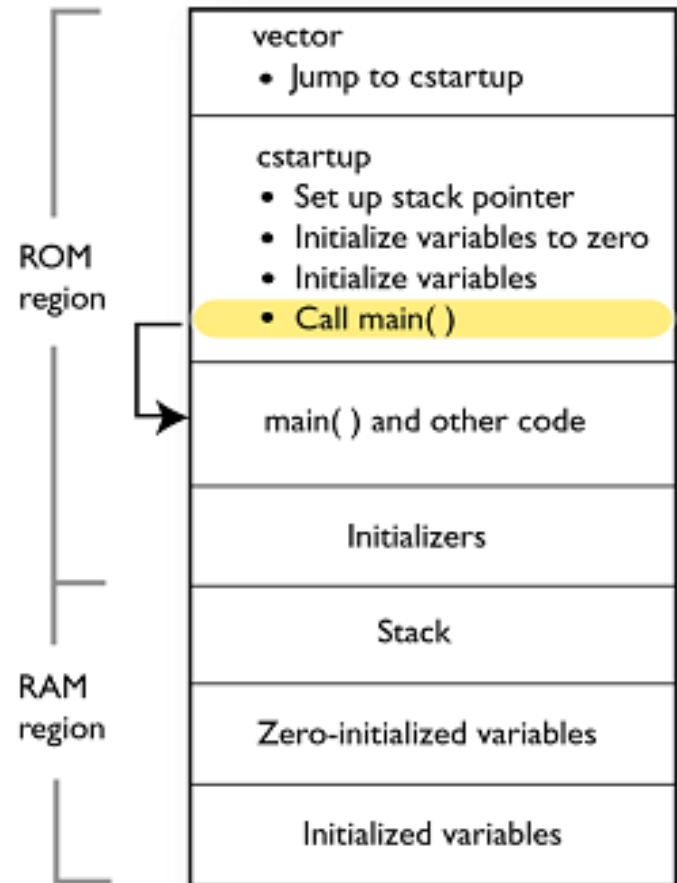
(wiki)

Embedded Software Overview

Features:

- Acts directly with and on the hardware

- Quite limited resources.

- Using a "Non-hosted environment"

Embedded Software Overview

Common Components:

- Reset vector

- Startup code

- Application code

- Libraries

- Interrupt/Exception Handler

Embedded Software Overview

What is needed to start:

- Development suites

- Development board

- Debug Adapter

- Software device driver

- Documents and other resources.
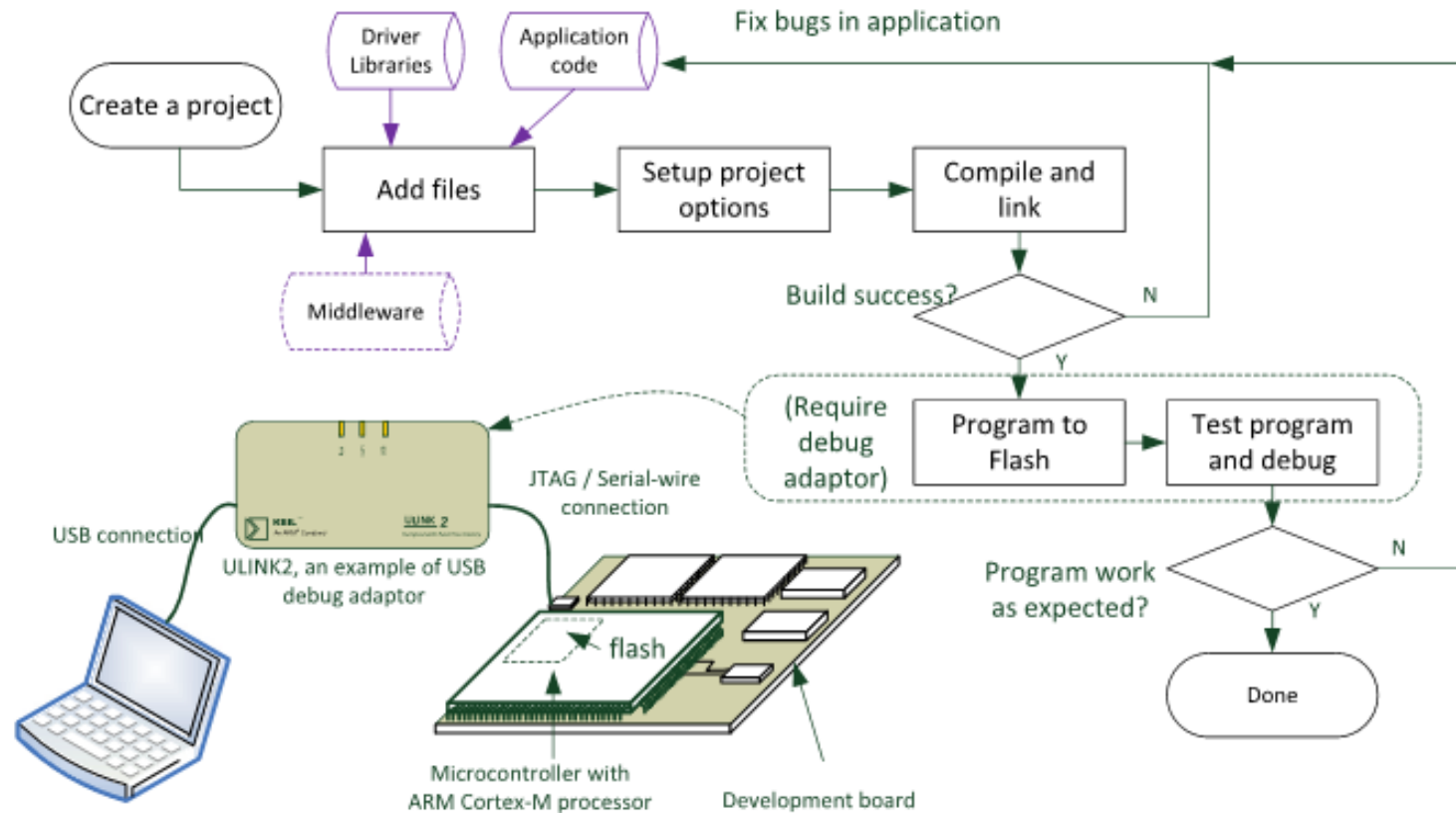
Table of contents

Embedded Software Development Flow

Software Development Steps in IDE

- Create project

- Setup project option

- Compile & Link
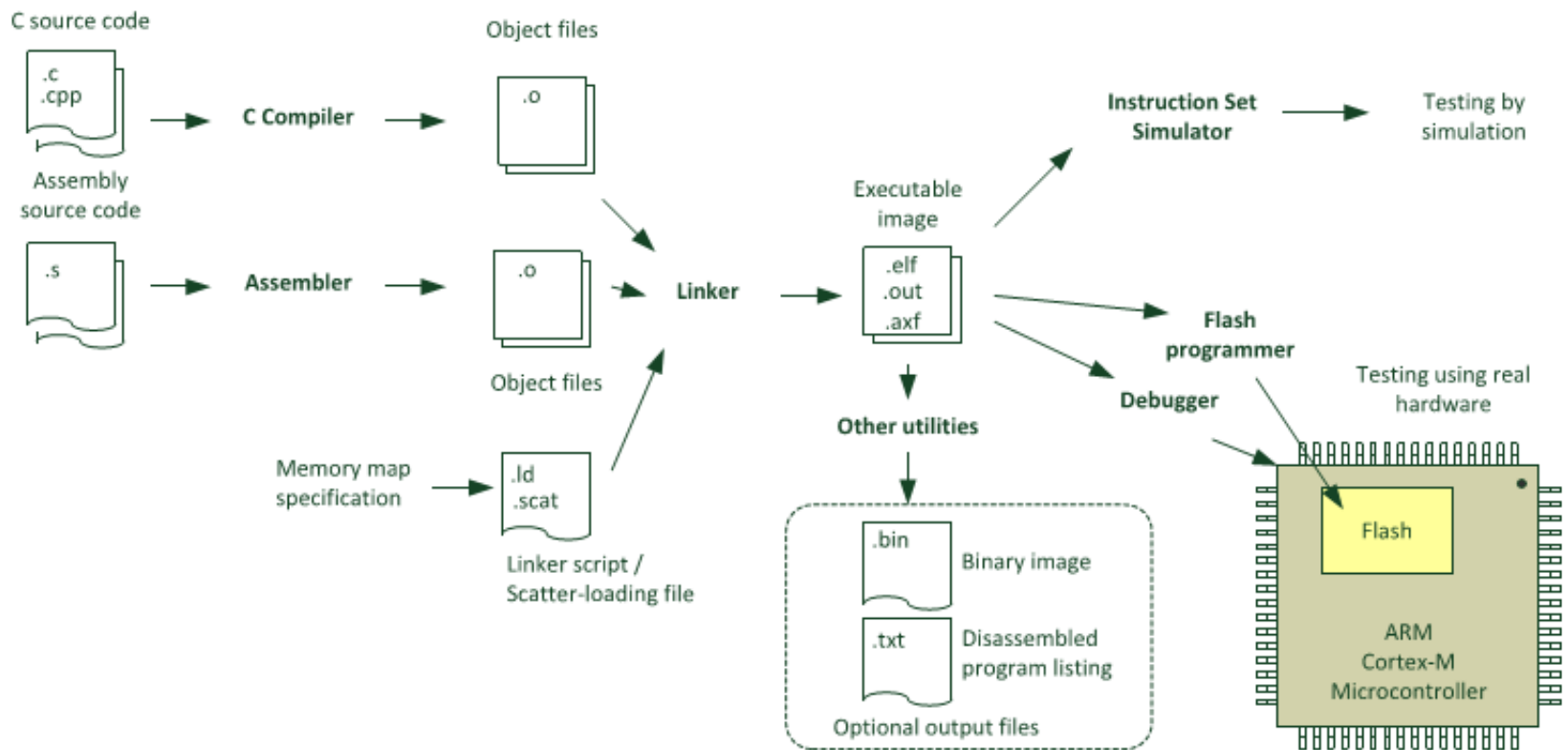
- Flash Program

- Execute & Debug

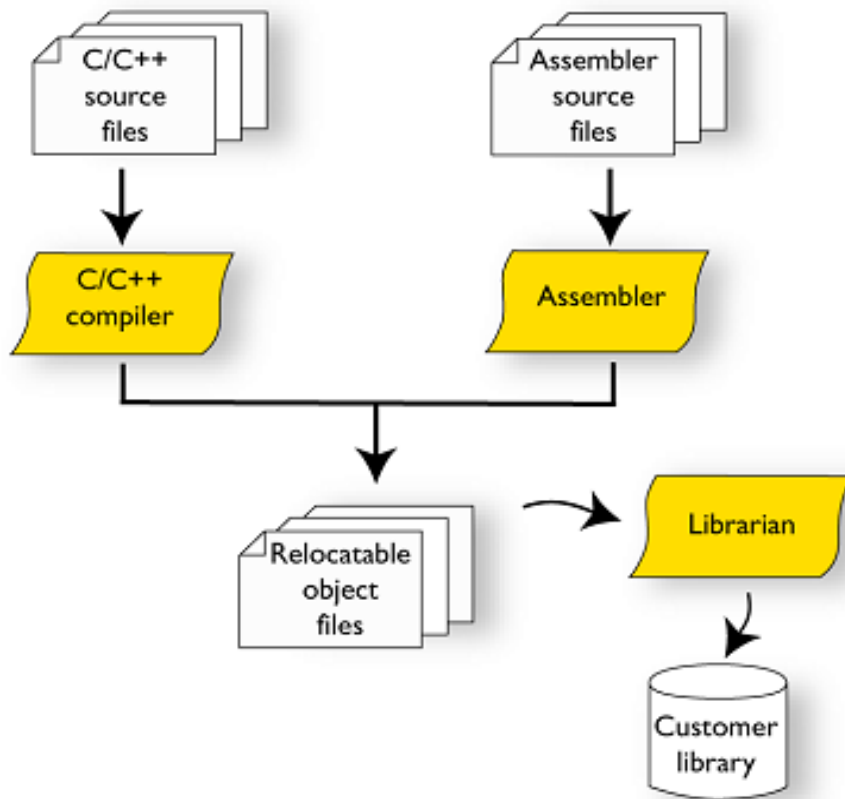# Embedded Software Development Flow

Development Flow

A simplified software development flow

Embedded Software Development Flow

Compilation Flow

Common software compilation flow

Embedded Software Development Flow

IAR Compilation Flow

IAR Link Flow
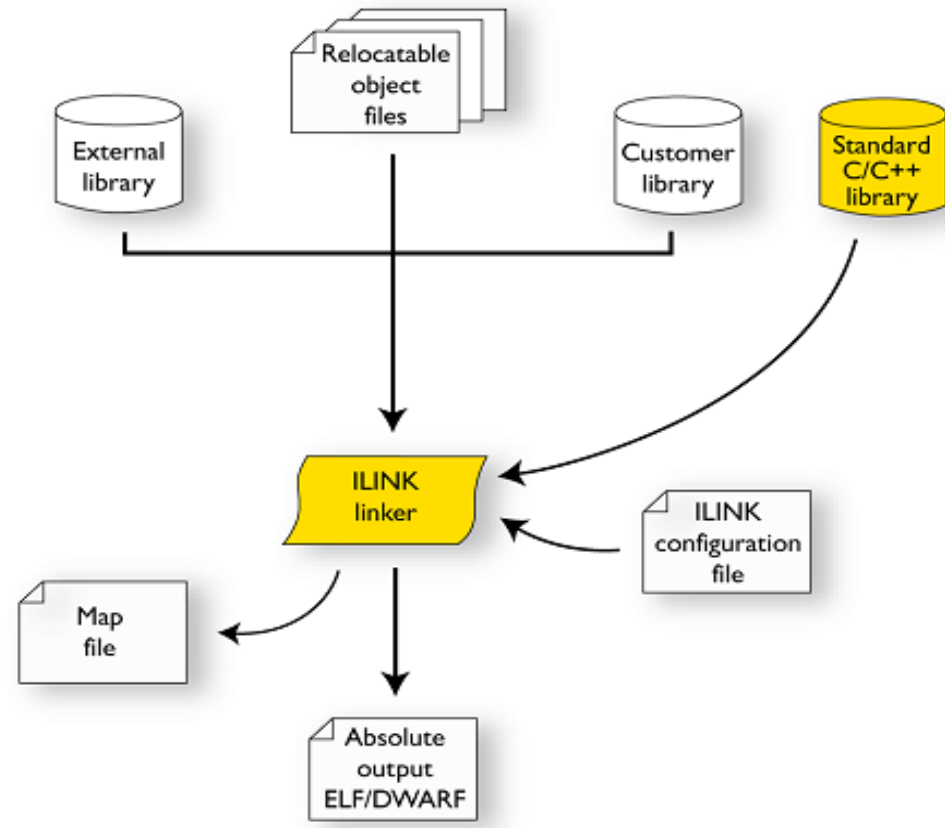
Table of contents
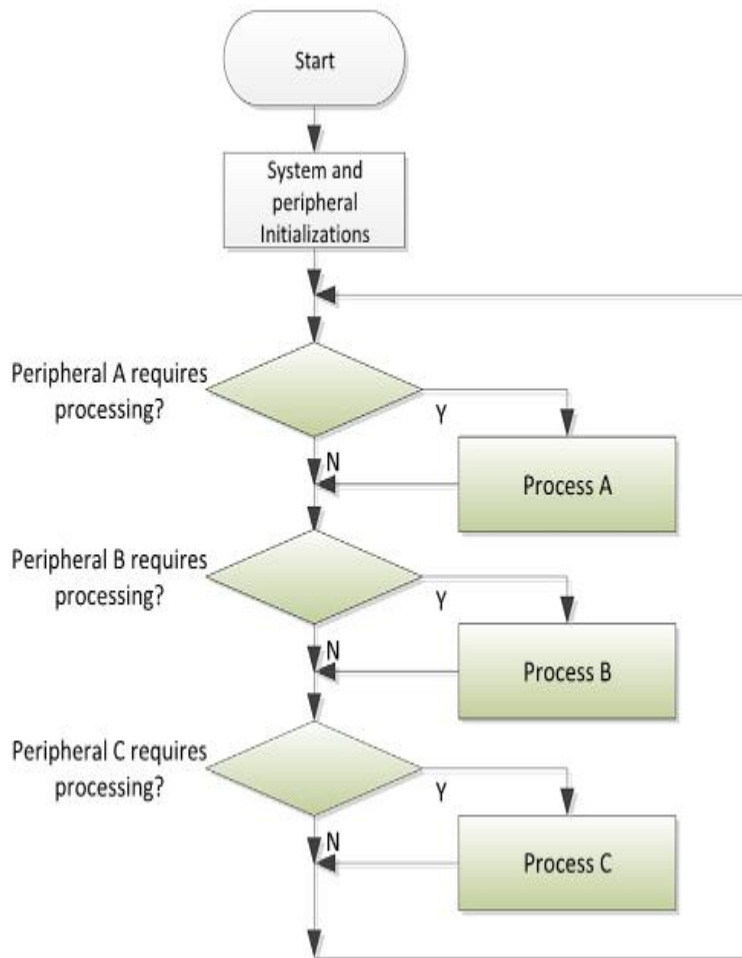
Software Flow

Pooling

- Continuously checking the status of a peripheral; e.g. read data from an input keyboard.

- Polling is relatively straightforward in design and programming with the sacrifice of system performance.
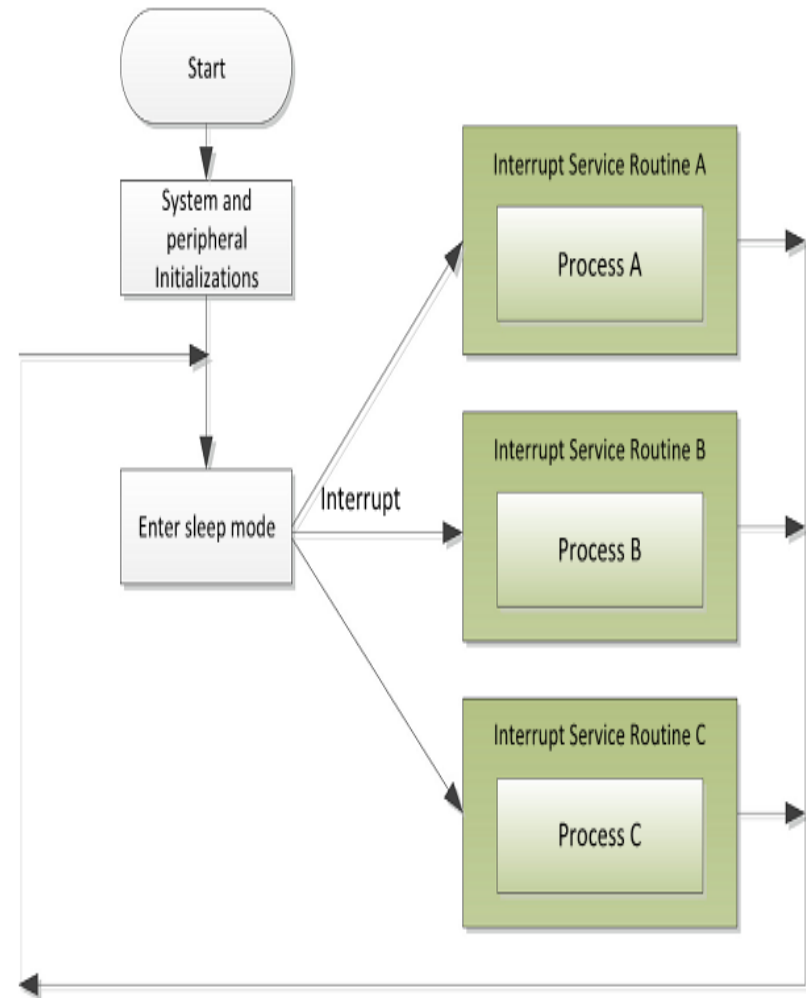
Interrupt

- Device "interrupts" CPU to indicate that it needs service.

- These events only occur if the interrupt is enabled.

- A handler (software to service the interrupt) is executed.

- CPU returns to where it left off in the main program.

Software Flow

Pooling

Interrupt

Software Flow

Interrupt Process:

- CPU waits until the current instruction has finished being executed.

- Save the contents of internal registers of the CPU & the state information within Control Unit

- The PC is loaded with address of the Interrupt Service Routine (ISR)

- ISR is executed.

- Return program from interrupt.

Software Flow

Interrupt Handler Features:

- Differs from subroutine because it is executed at any time due to interrupt, not due to Call

- Should be implemented as small as possible
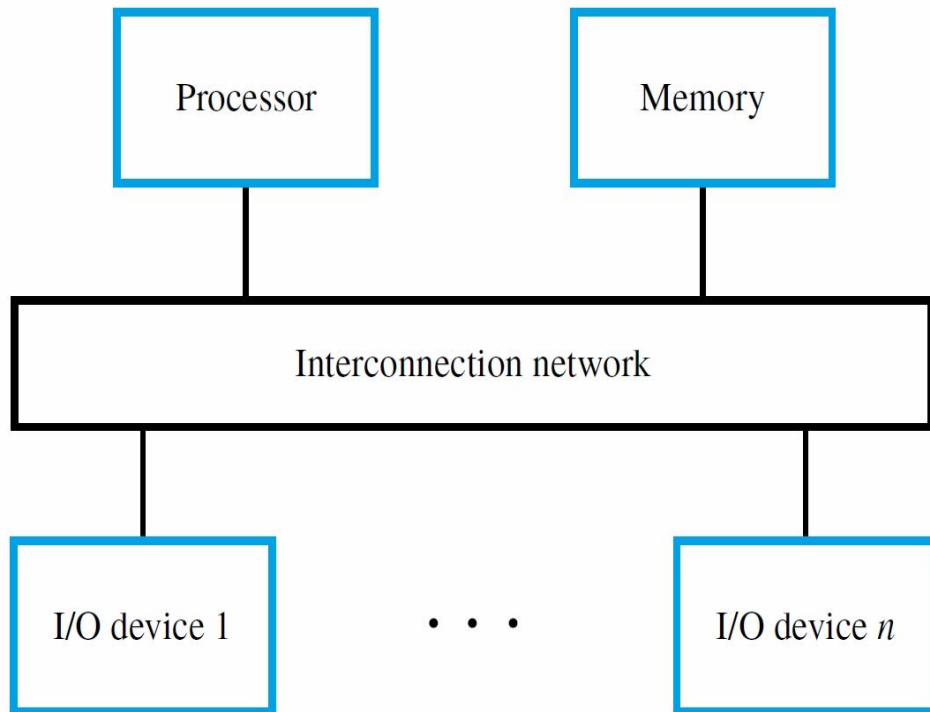
- Should be executed in short-time.

Table of contents

Input Output Basic

Accessing I/O Devices

- Computer system components communicate through an interconnection network

- Memory-mapped I/O allows I/O registers to be accessed as memory locations. As a result, these registers can be accessed using only Load and Store instructions

Input Output Basic

I/O Device Interface

- Provides the means for data transfer and exchange of status and control information

- Includes data, status, and control registers accessible with Load and Store instructions

- Memory-mapped I/O enables software to view these registers as locations in memory

Table of contents

Summary

- Embedded Software, or firmware, is program that specialized for particular processor

- Embedded software developments including: Create project, compile & link to generate imagine; load & debug in hardware

- There are two kinds of software flow: pooling & interrupt.

- Peripheral (IO) registers are memory-mapped and therefore can be accessed as the memory.

Question and Answer

Thanks for your attention !

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