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So far in this course we have presented embedded systems from an interfacing or component level. This chapter will introduce **systems level design**. The chapter begins with a discussion of **requirements documents** and modular design. Next, we will describe data structures used to represent **graphics** images. We will conclude this course with a project of building a hand-held game. We will call it a project rather than a lab because we have no automatic grader capable of evaluating a game. However, we will have a mechanism to share games between students.

Learning Objectives:

- Review course contents
- Integrate components into a complete embedded system
- Use structures to organize data
- Introduce graphics
- Present the timer module and use it to create periodic interrupts
- Build a hand-held game



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