

# Embedded System

#### 1. introduction (4h)

- What is embedded systems
- Embedded Systems Application
- Difference between MCU and MP
- Memories
- Addressing I/O devices
- Microcontroller Categorize And Providers

## 2. C Programming & Data Structure (40h)

- *Hello c, data types, operators*
- Rest of operators, if switch case loops
- Function and modular programming
- C building process
- Pointers
- Arrays, strings
- Structures and unions
- Standard C library
- Stack, Linked list, Queue
- Searching algorithms
- Sorting algorithms
- C Exam

## 3. Software Engineering (4h)

- *Introduction to software engineering*
- Software process and models
- Rapid software development
- Agile method
- Case study (V Model)

## 4. Embedded system Tools (6h)

- Software configuration management (SVN) Simulator
- Emulator
- Debugger
- IDE
- Preprocessor
- Compiler
- Assembler
- Linker
- Make file

#### 5. Computer Architecture(5h)

- Computer Architecture
- CISC vs RISC
- Processor Design
- Memory Types
- MCU Internal Architecture
- *Introduction to MCU peripherals*

# 6. Embedded C(5h)

- Bit Math
- Qualifiers Keywords (volatile and const)
- Design Concepts
- Device Drivers
- Layered Architecture Motivation
- Configuration Types (Precompile, link time and Post build config.)

## 7. Microcontroller Interfacing AVR &ARM (60h)

- Microcontroller (AVR ATmega 32)
- I/O Ports
- AVR DIO module
- ATmega 32 data sheet
- Layered architecture in Embedded Software (case study is AVR)
- LCD and Keypad driver
- Interrupts
- ADC and Sensors
- General Purpose timer
- Timers and PWM interfacing
- UART Interface
- SPI
- *12C*
- Overview on ARM architecture
- ARM Cortex-M4 and ARM Cortex-M3 Specifications
- TM4C123GH6PM Microcontroller Peripherals
- TIVA TM4C123GH6PM Launchpad
- Startup Code
- *GPIO Interface with applications*
- DMA

## 8.RTOS (20h)

- Design patterns
- Foreground/background systems
- Real time systems
- *Types of real time systems*
- Multi-tasking vs Multi-processing
- Scheduling algorithms

- FreeRTOS Porting to TivaC and ATMEGA32
- Tasks creation
- Task states
- Task control
- Task utils
- Shared resource problem
- Race condition
- Reentrancy
- Critical sections
- Queue management Using queues Semaphores
- Binary semaphores
- Counting semaphores
- Priority inversion and deadlocks
- Mutex
- Priority inheritance

# 9.ISTQB (18h)

- What is software quality
- *Improving quality*
- QC&QA
- Verification and validation
- Static verification
- Dynamic verification
- Test case structure & design
- Nonfunctional test
- Test automation
- Test planning

# 10. Automotive Bus technology (4h)

- Introduction
- Basic concepts
- Frame formats
- Error detection
- Error Handling
- CAN protocol versions
- LIN Bus

