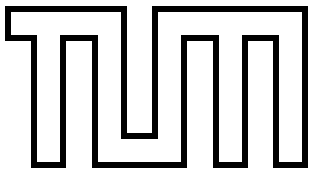

FAKULTÄT FÜR INFORMATIK

DER TECHNISCHEN UNIVERSITÄT MÜNCHEN

Practical Course Report

HW/SW co-design with a LEGO car

Car2X Communication

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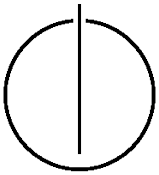

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Introduction

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1.2 Problem description

1.3 Approach

Chapter 2

Concept

2.1 Hardware structure

2.2 Communication Flow

2.3 Car2X Protocol

Chapter 3

Hardware

This chapter describes the basic concept and configuration of the car-system's hardware. A basic knowledge of Altera Quartus II is assumed.

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3.2 Configuration QSYS

3.3 Configuration Top Level File

3.4 Problems

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Appendix A

Stuff...