

## Semester Project: Realtime System and Interfacing

### ECTS

5

### Prerequisites

### Main purpose

The goal with the semester project is to give the students prerequisites to establish, plan and execute system development projects involving realtime programming, hardware design and interfacing.

The student should be able to:

1. Use theory, models and methods gained through other semester courses, to solve project problems related to the specific technical area defined by project specification.
2. Choose and integrate different software and hardware components in order to fulfil project requirements.
3. Present project report in a well structured manner.
4. Present considerable skills for presentation, both written and oral.
5. Present analysing skills and ability to work alone and in a team.

### Knowledge

### Skills

### Competences

### Topics

Project development Realtime systems Realtime programming Interfacing

### Teaching methods and study activities

Workload for students is estimated to 180 hours. The project has to be done in groups of 3-4 persons. The report should be max. 30 pages + appendix, process report max. 10 pages + appendix.

Each group must deposit 600 DKK for loan of necessary equipment.

### Resources

### Evaluation

Internal examination.

To qualify for the examination it is a condition that the project is handed in within the set deadline.

### Examination

The basis of the examination is the project report which should be done as a group project. First the entire group presents the project (about 15-20 minutes). Then each member of the group individually discusses and answers question (about 10-15 minutes). It must be stated in the report which parts and subjects each member is responsible for.

### Grading criteria

According to the 7-point grading scale.

Mark 12:

Awarded to students who have shown excellent comprehension of the above-mentioned competences. A few minor errors and shortfalls are acceptable.

Mark 02

Awarded to students for the just acceptable level of comprehension of the required competences.

### Additional information

**Responsible**

Lars Bech Sørensen

**Valid from**

1.1.2009

**Course type**

ICT Engineering; Compulsory Course for all ICT Engineering; 4. semester; Embedded Engineering;