Embedded Microprocessor Systems: Real World Design (Embedded Technology)

Von Stuart Ball
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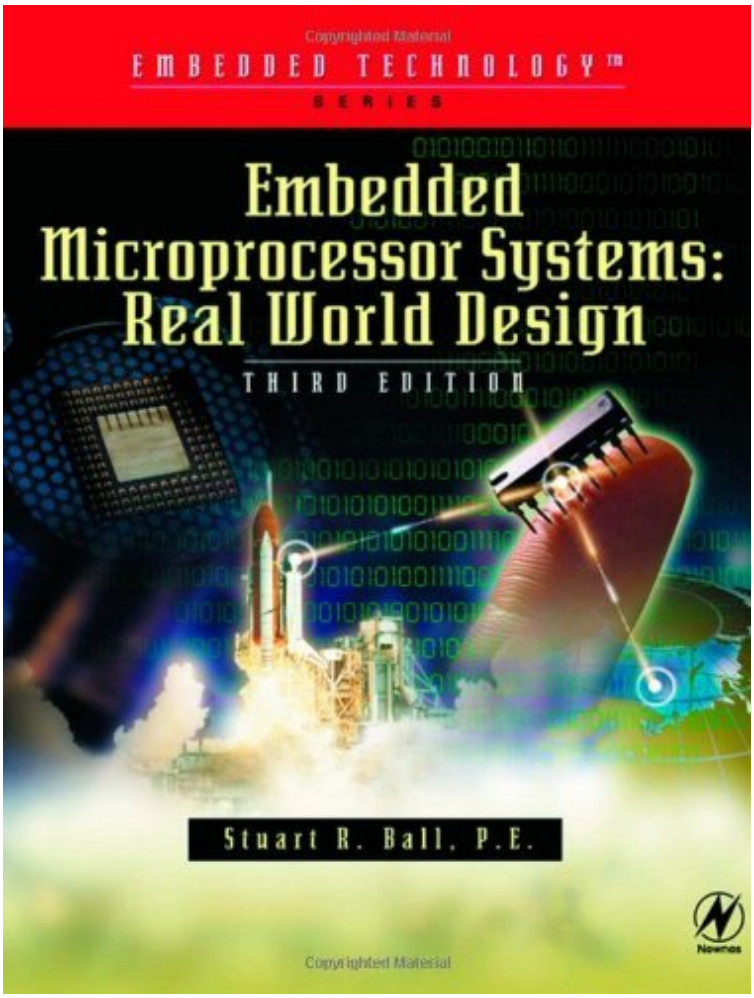

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Von Stuart Ball : Embedded Microprocessor Systems: Real World Design (Embedded Technology) before purchasing it in order to gage whether or not it would be worth my time, and all praised Embedded Microprocessor Systems: Real World Design (Embedded Technology):

KundenrezensionenHilfreichste Kundenrezensionen2 von 2 Kunden fanden die folgende Rezension hilfreich. Embedded Microprocessor Systems: Real World DesignVon ThomasDer interessante Ansatz dieses Buches versteckt sich im Untertitel Real World Design". Nicht um spezifische Prozessorfamilien geht es hier, sondern um allgemeine Prinzipien, die auf Embedded-System-Hardware generell zutreffen. Dabei steht die Anbindung an die Welt im Vordergrund, also Benutzerschnittstellen und Bedienungsfreundlichkeit. Da sich gute Bedienung nicht ohne weiteres erreichen lsst, kommen im Buch die Grundlagen nicht zu kurz - nebenbei erfhrt man etwa, worauf man bei der

Systemprfung mit dem Oszilloskop achten sollte. Gelungen sind die Beispielkapitel - etwa wie man eine MCU mit einem FPGA koppelt.9 von 11 Kunden fanden die folgende Rezension hilfreich. Real concepts of real system designVon pankaj tyagiThe book help a lot for embedde system design. It covers some complex problems that a system designer can face during development. If anyone having some interest in such area SHOULD read this book at least once.With Best Wishespankaj

KurzbeschreibungThe less-experienced engineer will be able to apply Ball's advice to everyday projects and challenges immediately with amazing results. In this new edition, the author has expanded the section on debug to include avoiding common hardware, software and interrupt problems. Other new features include an expanded section on system integration and debug to address the capabilities of more recent emulators and debuggers, a section about combination microcontroller/PLD devices, and expanded information on industry standard embedded platforms.* Covers all 'species' of embedded system chips rather than specific hardware* Learn how to cope with 'real world' problems* Design embedded systems products that are reliable and work in real applicationsPressestimmenI'm very impressed...Embedded Microprocessor Systems covers many aspects of developing embedded systems that engineers new to the field may not consider.-Ken Davidson, Editor-in-Chief of Circuit Cellar INK, about the previous edition This book will provide an excellent introduction for someone new to the art of embedding microprocessors into systems. It is labeled as an introduction to the design of embedded microprocessor systems, and I think it achieves this better than any other book I have seen. So can I recommend this book? Yes, very much. It is up-to-date, clear, and full of helpful tips.-Dr. Alistair Armitage, Measurement Control Students and engineers new to embedded work looking for a general introduction to embedded system design will benefit from this book. It is suitable for engineers coming from the software or the hardware side. Highly Recommended.-Chris Hills, CVuI'm very impressed...[Embedded Microprocessor Systems] covers many aspects of developing embedded systems that engineers new to the field may not consider.-Ken Davidson, Editor-in-Chief of Circuit Cellar INK, about the previous edition This book will provide an excellent introduction for someone new to the art of embedding microprocessors into systems. It is labeled as an introduction to the design of embedded microprocessor systems, and I think it achieves this better than any other book I have seen. So can I recommend this book? Yes, very much. It is up-to-date, clear, and full of helpful tips.-Dr. Alistair Armitage, Measurement Control Students and engineers new to embedded work looking for a general introduction to embedded system design will benefit from this book. It is suitable for engineers coming from the software or the hardware side. Highly Recommended.-Chris Hills, CVuKurzbeschreibungThe less-experienced engineer will be able to apply Ball's advice to everyday projects and challenges immediately with amazing results. In this new edition, the author has expanded the section on debug to include avoiding common hardware, software and interrupt problems. Other new features include an expanded section on system integration and debug to address the capabilities of more recent emulators and debuggers, a section about combination microcontroller/PLD devices, and expanded information on industry standard embedded platforms.* Covers all 'species' of embedded system chips rather than specific hardware* Learn how to cope with 'real world' problems* Design embedded systems products that are reliable and work in real applications