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|-------------------------|---|
| 1. Record Nr.           | UNINA990002869280403321   |
| Autore                  | Scheaffer, Richard L.   |
| Titolo                  | Activity-based statistics : student guide / Richard L. Scheaffer...[et al.]   |
| Pubbl/distr/stampa      | New York : Springer Verlag, c1996   |
| ISBN                    | 0-387-94598-9   |
| Descrizione fisica      | xi, 252 p. ; 25 cm  |
| Disciplina              | 001.4   |
| Locazione               | MAS   |
| Collocazione            | II-A-123  |
| Lingua di pubblicazione | Inglese   |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
| 2. Record Nr.           | UNINA9910457326503321   |
| Autore                  | Curtis Keith <1961->  |
| Titolo                  | Embedded multitasking [[electronic resource] /] / Keith Curtis  |
| Pubbl/distr/stampa      | Amsterdam ; ; Boston, : Elsevier/Newnes, c2006  |
| ISBN                    | 1-281-01468-0<br>9786611014681<br>0-08-049471-4   |
| Edizione                | [1st edition]   |
| Descrizione fisica      | 1 online resource (417 p.)  |
| Collana                 | Embedded technology series  |
| Disciplina              | 004/.35   |
| Soggetti                | Embedded computer systems<br>Computer firmware - Design<br>Embedded computer systems - Programming<br>Electronic books. |
| Lingua di pubblicazione | Inglese   |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
| Note generali           | Includes index.   |

## Nota di contenuto

What's in this book, and why should I read it? -- Basic embedded programming concepts -- System-level design -- Component-level design -- Implementation and testing -- Does it do the job?

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## Sommario/riassunto

In an embedded system, firmware is the software that directly interfaces with the microcontroller, controlling the system's function. The major forces driving the embedded firmware development process today are reduced development times, increased complexity, and the need to handle multiple tasks simultaneously. These forces translate into strenuous design requirements for embedded engineers and programmers. Many low-level embedded microcontroller designs have insufficient memory and/or architectural limitations that make the use of a real-time operating system impractical. The techniques pres

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