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Autore	Noergaard Tammy
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Nota di contenuto	Cover; Embedded Systems Architecture; Copyright Page; Contents; Foreword; Acknowledgments; About the Author; Section I: Introduction to Embedded Systems; Chapter 1. A Systems Engineering Approach to Embedded Systems Design; 1.1 What Is an Embedded System?; 1.2 Embedded Systems Design; 1.3 An Introduction to Embedded Systems Architecture; 1.4 Why Is the Architecture of an Embedded System Important?; 1.5 The Embedded Systems Model; 1.6 Summary; Chapter 1 Problems; Chapter 2. Know Your Standards; 2.1 An Overview of Programming Languages and Examples of Their Standards 2.2 Standards and Networking2.3 Multiple Standards-Based Device Example: Digital Television (DTV); 2.4 Summary; Chapter 2 Problems; Section II: Embedded Hardware; Chapter 3. Embedded Hardware Building Blocks and the Embedded Board; 3.1 Lesson One on Hardware: Learn to Read a Schematic!; 3.2 The Embedded Board and the von Neumann Model; 3.3 Powering the Hardware; 3.4 Basic Hardware Materials: Conductors, Insulators, and Semiconductors; 3.5 Common Passive Components on Boards and in Chips: Resistors, Capacitors, and

## Inductors

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Section IV: Putting It All Together: Design and Development

## Sommario/riassunto

This comprehensive textbook provides a broad and in-depth overview of embedded systems architecture for engineering students and embedded systems professionals. The book is well suited for undergraduate embedded systems courses in electronics/electrical engineering and engineering technology (EET) departments in universities and colleges, as well as for corporate training of employees. The book is a readable and practical guide covering embedded hardware, firmware, and applications. It clarifies all concepts with references to current embedded technology as it exists in the industry today.