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Nota di contenuto	Professional Embedded ARM Development; Copyright; About the Author; About the Technical Editors; Acknowledgments; Contents; Introduction; Who This Book Is For; What This Book Covers; How This Book Is Structured; What You Need to Use This Book; Conventions; Source Code; Errata; P2P.Wrox.Com; Part 1: Arm Systems and Development; Chapter 1: The History of ARM; The Origin of ARM; Why Acorn Decided to Create a New Processor; Why Acorn Became ARM; Why ARM Doesn't Actually Produce Microprocessors; ARM Naming Conventions; How to Tell What Processor You Are Dealing With Differences between ARM7TDMI and ARM926EJ-SDifferences between ARM7 and ARMv7; Differences between Cortex-M and Cortex-A; Manufacturer Documentation; What Is ARM Doing Today?; Summary; Chapter 2: ARM Embedded Systems; ARM Embedded Systems Defined; What Is a System on Chip?; What's the Difference between Embedded Systems and System Programming?; Why Is Optimization So Important?; What Is the Advantage of a RISC Architecture?; Choosing the Right Processor; What Should You Start With?; What Boards Are Available?;

What Operating Systems Exist?; Which Compiler Is Best Suited to My Purpose?

Getting Ready for DebuggingAre There Any Complete Development Environments?; Is There Anything Else I Need to Know?; Summary; Chapter 3: ARM Architecture; Understanding the Basics; Register; Stack; Internal RAM; Cache; Getting to Know the Different ARM Subsystems; Presenting the Processor Registers; Presenting the CPSR; Calculation Unit; Pipeline; Tightly Coupled Memory; Coprocessors; Understanding the Different Concepts; What Is an Exception?; Handling Different Exceptions; Modes of Operation; Vector Table; Memory Management; Presenting Different Technologies; JTAG Debug (D) Enhanced DSP (E)Vector Floating Point (F); EmbeddedICE (I); Jazelle (J); Long Multiply (M); Thumb (T); Synthesizable (S); TrustZone; NEON; big. LITTLE; Summary; Chapter 4: ARM Assembly Language; Introduction to Assembly Language; Talking to a Computer; Why Learn Assembly?; Speed; Size; Fun!; Compilers Aren't Perfect; Understanding Computer Science through Assembly; Shouldn't You Just Write in Assembly?; Uses of Assembly; Writing Bootloaders; Reverse Engineering; Optimization; ARM Assembly Language; Layout; Instruction Format; Condition Codes; Updating Condition Flags; Addressing Modes ARM Assembly PrimerLoading and Storing; Setting Values; Branching; Mathematics; Understanding an Example Program; Summary; Chapter 5: First Steps; Hello World!; Taking the World Apart; Hello World, for Real This Time!; Software Implementation; Memory Mapping; Real World Examples; Silicon Labs STK3800; Silicon Labs STK3200; Atmel D20 Xplained Pro; Case Study: U-Boot; Machine Study: Raspberry Pi; Boot Procedure; Compiling Programs for the Raspberry Pi; What's Next?; Summary; Chapter 6: Thumb Instruction Set; Thumb; Thumb-2 Technology; How Thumb Is Executed; Advantages of Using Thumb Cores Using Thumb

Sommario/riassunto

A practical Wrox guide to ARM programming for mobile devices With more than 90 percent of mobile phones sold in recent years using ARM-based processors, developers are eager to master this embedded technology. If you know the basics of C programming, this guide will ease you into the world of embedded ARM technology. With clear explanations of the systems common to all ARM processors and step-by-step instructions for creating an embedded application, it prepares you for this popular specialty. While ARM technology is not new, existing books on the topic predate the current e
