



Software Engineering for Embedded Systems: Methods, Practical Techniques, and Applications (Expert Guide)

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This Expert Guide gives you the techniques and technologies in software engineering to optimally design and implement your embedded system. Written by experts with a solutions focus, this encyclopedic reference gives you an indispensable aid to tackling the day-to-day problems when using software engineering methods to develop your embedded systems.

With this book you will learn:

- The principles of good architecture for an embedded system
- Design practices to help make your embedded project successful
- Details on principles that are often a part of embedded systems, including digital signal processing, safety-critical principles, and development processes
- Techniques for setting up a performance engineering strategy for your embedded system software
- How to develop user interfaces for embedded systems
- Strategies for testing and deploying your embedded system, and ensuring quality development processes
- Practical techniques for optimizing embedded software for performance, memory, and power
- Advanced guidelines for developing multicore software for embedded systems
- How to develop embedded software for networking, storage, and automotive segments
- How to manage the embedded development process

Includes contributions from:

Frank Schirrmeister, Shelly Gretlein, Bruce Douglass, Erich Styger, Gary Stringham, Jean Labrosse, Jim Trudeau, Mike Brogioli, Mark Pitchford, Catalin Dan Udma, Markus Levy, Pete Wilson, Whit Waldo, Inga Harris, Xinxin Yang, Srinivasa Addepalli, Andrew McKay, Mark Kraeling and Robert Oshana.

- Road map of key problems/issues and references to their solution in the text

- Review of core methods in the context of how to apply them
- Examples demonstrating timeless implementation details
- Short and to-the-point case studies show how key ideas can be implemented, the rationale for choices made, and design guidelines and trade-offs



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Editorial Review

Review

"Editors Oshana and Kraeling, with a combined experience of over 50 years in embedded software and an array of authors with backgrounds in various aspects of hardware and software design both in industry and academia rely on a variety of case studies and software code examples to provide exhaustive coverage of the field of software engineering for embedded systems. There is an interleaved two-dimensional conceptual framework to the work that divides the topics into three vertical and five horizontal layers."--**Reference & Research Book News, December 2013**

From the Back Cover

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Unique Features Include:

Short and to-the-point case studies show how key ideas can be implemented, the rationale for choices made, and design guidelines and trade-offs About the Author

Robert Oshana has over 30 years of experience in the embedded software industry, primarily focused on embedded and real-time systems for the defence industry and semiconductor industries. He has BSEE, MSEE, MSCS, and MBA degrees and is a Senior Member of IEEE. Rob is an international speaker and has over 100 presentations and publications in various technology fields and has written several books on embedded software technology. Rob is an adjunct professor at Southern Methodist University and University of Texas and is a Distinguished Member of Technical Staff and Director of Software Enablement for Digital Networking at Freescale Semiconductor. Users Review**From reader reviews:**

Doris Griffin: Why don't make it to become your habit? Right now, try to prepare your time to do the important behave, like looking for your favorite guide and reading a guide. Beside you can solve your

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