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**MicroC/OS II Second
Edition describes the**

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design and
implementation of the
MicroC/OS-II real-time
operating system (RTOS) .
In addition to its value
as a reference to the
kernel, it is an

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extremely detailed and highly readable design study particularly useful to the embedded systems student. While documenting the design and implementation of

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the ker

This is the first
edition of 'The
Engineering of Reliable
Embedded Systems': it is
released here largely
for historical reasons.

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(Please consider
purchasing 'ERES2'
instead.) [The second
edition will be
available for purchase
here from June 2017.]

Linux Device Drivers

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?C/OS-III

CAN (Controller Area Network) is a serial communication protocol that was originally developed for the

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*automobile industry. CAN
is far superior to
conventional serial
technologies such as
RS232 in regards to
functionality and
reliability and yet CAN*

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*implementations are more
cost effective. CANopen,
a higher layer protocol
based on CAN, provides
the means to apply the
ingenious CAN features
to a variety of*

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industrial-strength applications. Many users, for example in the field of medical engineering, opted for CANopen because they have to meet

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*particularly stringent
safety requirements.
Similar requirements had
to be considered by
manufacturers of other
equipment with very high
safety or reliability*

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*requirements (e.g.
robots, lifts and
transportation systems).
Providing a detailed
look at both CAN and
CANopen, this book
examines those*

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*technologies in the
context of embedded
networks. There is an
overview of general
embedded networking and
an introduction to the
primary functionality*

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provided by CANopen.

*Everything one needs to
know to configure and
operate a CANopen
network using off-the-
shelf components is
described, along with*

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details for those designers who want to build their own CANopen nodes. The wide variety of applications for CAN and CANopen is discussed, and

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*instructions in
developing embedded
networks based on the
protocol are included.
In addition, references
and examples using
MicroCANopen, PCANopen*

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Magic, and Vector's high-end development tools are provided.

**LINUX DRIVER DEVELOPMENT
FOR EMBEDDED PROCESSORS
- SECOND EDITION - The
flexibility of Linux**

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*embedded, the
availability of
powerful, energy
efficient processors
designed for embedded
computing and the low
cost of new processors*

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are encouraging many industrial companies to come up with new developments based on embedded processors. Current engineers have in their hands powerful

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tools for developing applications previously unimagined, but they need to understand the countless features that Linux offers today. This book will teach you how

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*to develop device
drivers for Device Tree
Linux embedded systems.
You will learn how to
write different types of
Linux drivers, as well
as the appropriate APIs*

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(Application Program Interfaces) and methods to interface with kernel and user spaces. This is a book is meant to be practical, but also provides an important

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theoretical base. More than twenty drivers are written and ported to three different processors. You can choose between NXP i.MX7D, Microchip

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*SAMA5D2 and Broadcom
BCM2837 processors to
develop and test the
drivers, whose
implementation is
described in detail in
the practical lab*

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sections of the book.

*Before you start
reading, I encourage you
to acquire any of these
processor boards
whenever you have access
to some GPIOs, and at*

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*least one SPI and I2C
controllers. The
hardware configurations
of the different
evaluation boards used
to develop the drivers
are explained in detail*

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*throughout this book;
one of the boards used
to implement the drivers
is the famous Raspberry
PI 3 Model B board. You
will learn how to
develop drivers, from*

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*the simplest ones that
do not interact with any
external hardware, to
drivers that manage
different kind of
devices: accelerometers,
DACs, ADCs, RGB LEDs,*

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*Multi-Display LED
controllers, I/O
expanders, and Buttons.
You will also develop
DMA drivers, drivers
that manage interrupts,
and drivers that*

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*write/read on the
internal registers of
the processor to control
external devices. To
easy the development of
some of these drivers,
you will use different*

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types of Frameworks:

*Miscellaneous framework,
LED framework, UIO
framework, Input
framework and the IIO
industrial one. This
second edition has been*

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*updated to the v4.9 LTS
kernel. Recently, all
the drivers have been
ported to the new
Microchip SAMA5D27-SOM1
(SAMA5D27 System On
Module) using kernel*

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4.14 LTS and included in the GitHub repository of this book; these drivers have been tested in the ATSAM5D27-SOM1-EK1 evaluation platform; the ATSAM5D27-SOM1-EK1

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*practice lab settings
are not described
throughout the text of
this book, but in a
practice labs user guide
that can be downloaded
from the book 's GitHub.*

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MicroC/OS-II

Pt-137

*The Real-Time Kernel for
the Infineon XMC4500*

*Up-to-the-Minute,
Complete Guidance for
Developing Embedded*

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*Solutions with Linux
Linux has emerged as
today's #1 operating
system for embedded
products. Christopher
Hallinan's Embedded
Linux Primer has proven*

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*itself as the definitive
real-world guide to
building efficient, high-
value, embedded systems
with Linux. Now,
Hallinan has thoroughly
updated this highly*

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*praised book for the
newest Linux kernels,
capabilities, tools, and
hardware support,
including advanced
multicore processors.
Drawing on more than a*

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*decade of embedded Linux
experience, Hallinan
helps you rapidly climb
the learning curve,
whether you're moving
from legacy environments
or you're new to*

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*embedded programming.
Hallinan addresses
today's most important
development challenges
and demonstrates how to
solve the problems
you're most likely to*

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encounter. You'll learn how to build a modern, efficient embedded Linux development environment, and then utilize it as productively as possible. Hallinan

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*offers up-to-date
guidance on everything
from kernel
configuration and
initialization to
bootloaders, device
drivers to file systems,*

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*and BusyBox utilities to
real-time configuration
and system analysis.
This edition adds
entirely new chapters on
UDEV, USB, and open
source build systems.*

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*Tour the typical
embedded system and
development environment
and understand its
concepts and components.
Understand the Linux
kernel and userspace*

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*initialization
processes. Preview
bootloaders, with
specific emphasis on U-
Boot. Configure the
Memory Technology
Devices (MTD) subsystem*

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*to interface with flash
(and other) memory
devices. Make the most
of BusyBox and latest
open source development
tools. Learn from
expanded and updated*

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coverage of kernel debugging. Build and analyze real-time systems with Linux. Learn to configure device files and driver loading with UDEV. Walk

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through detailed coverage of the USB subsystem. Introduces the latest open source embedded Linux build systems. Reference appendices include U-

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*Boot and BusyBox
commands.*

*This textbook introduces
readers to digital
signal processing
fundamentals using Arm
Cortex-M based*

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*microcontrollers as
demonstrator platforms.
It covers foundational
concepts, principles and
techniques such as
signals and systems,
sampling, reconstruction*

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*and anti-aliasing, FIR
and IIR filter design,
transforms, and adaptive
signal processing.*

*The Engineering of
Reliable Embedded
Systems (LPC1769)*

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*Learn to Develop Linux
Embedded Drivers with
Kernel 4.9 LTS
A Practical Real-World
Approach*

Embedded Systems with Arm
Cortex-M Microcontrollers in

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Assembly Language and C: Third Edition

Another day without Test-Driven Development means more time wasted chasing bugs and watching your code deteriorate. You thought TDD was for someone else, but it's

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not! It's for you, the embedded C programmer. TDD helps you prevent defects and build software with a long useful life. This is the first book to teach the hows and whys of TDD for C programmers. TDD is a modern programming

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practice C developers need to know. It's a different way to program---unit tests are written in a tight feedback loop with the production code, assuring your code does what you think. You get valuable feedback every few

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minutes. You find mistakes before they become bugs. You get early warning of design problems. You get immediate notification of side effect defects. You get to spend more time adding valuable features to your product. James is one of

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the few experts in applying TDD to embedded C. With his 1.5 decades of training, coaching, and practicing TDD in C, C++, Java, and C# he will lead you from being a novice in TDD to using the techniques that few have mastered. This book is

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full of code written for embedded C programmers. You don't just see the end product, you see code and tests evolve. James leads you through the thought process and decisions made each step of the way. You'll learn techniques for

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test-driving code right next to the hardware, and you'll learn design principles and how to apply them to C to keep your code clean and flexible. To run the examples in this book, you will need a C/C++ development environment on your

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machine, and the GNU GCC tool chain or Microsoft Visual Studio for C++ (some project conversion may be needed).

Flutter Complete Reference
Create Beautiful, Fast and Native
Apps for Any Device

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Developing with FreeRTOS,
libopenm3 and GCC

About the ARM Architecture The
ARM architecture is the industry's
leading 16/32-bit embedded RISC
processor solution. ARM Powered
microprocessors are being routinely

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designed into a wider range of products than any other 32-bit processor. This wide applicability is made possible by the ARM architecture, resulting in optimal system solutions at the crossroads of high performance, low power

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consumption and low cost. About the book This is the authoritative reference guide to the ARM RISC architecture. Produced by the architects that are actively working on the ARM specification, the book contains detailed information about

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all versions of the ARM and Thumb instruction sets, the memory management and cache functions, as well as optimized code examples.

0201737191B05092001

Using FreeRTOS and libopencm3 instead of the Arduino software

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environment, this book will help you develop multi-tasking applications that go beyond Arduino norms. In addition to the usual peripherals found in the typical Arduino device, the STM32 device includes a USB controller, RTC (Real Time Clock),

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DMA (Direct Memory Access controller), CAN bus and more. Each chapter contains clear explanations of the STM32 hardware capabilities to help get you started with the device, including GPIO and several other ST Microelectronics

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peripherals like USB and CAN bus controller. You'll learn how to download and set up the libopencm3 + FreeRTOS development environment, using GCC. With everything set up, you'll leverage FreeRTOS to create tasks, queues,

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and mutexes. You'll also learn to work with the I2C bus to add GPIO using the PCF8574 chip. And how to create PWM output for RC control using hardware timers. You'll be introduced to new concepts that are necessary to master the STM32,

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such as how to extend code with GCC overlays using an external Winbond W25Q32 flash chip. Your knowledge is tested at the end of each chapter with exercises. Upon completing this book, you'll be ready to work with any of the devices in the

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STM32 family. Beginning STM32 provides the professional, student, or hobbyist a way to learn about ARM without costing an arm! What You'll Learn Initialize and use the libopenm3 drivers and handle interrupts Use DMA to drive a SPI

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based OLED displaying an analog
meter Read PWM from an RC
control using hardware timers Who
This Book Is For Experienced
embedded engineers, students,
hobbyists and makers wishing to
explore the ARM architecture, going

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beyond Arduino limits.

Automotive Microcontrollers
Embedded Systems with Arm
Cortex-M Microcontrollers in
Assembly Language and C: Third
Edition
Hands-On RTOS with

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Up-to-date, focused coverage of every topic on the CompTIA Network+ exam N10-007 Get on the fast track to becoming CompTIA Network+ certified with this affordable, portable study

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tool. Inside, certification training experts guide you through the official N10-007 exam objectives in the order that CompTIA presents them, providing a concise review of each and every exam topic. With an intensive

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focus only on what you need to know to pass the CompTIA Network+ Exam N10-007, this certification passport is your ticket to success on exam day. Inside:

- Itineraries—List of official exam objectives

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covered•ETAs—Amount of time needed to review each exam objective•Travel Advisories—Expert advice on critical topics•Local Lingo—Concise definitions of key terms and concepts•Travel

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Assistance—Recommended resources for more information•Exam Tips—Common exam pitfalls and solutions•Connecting Flights—References to sections of the book that cover related co

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Concepts • Checkpoints—End-of-
chapter questions, answers, and
explanations • Career Flight
Path—Information on the exam
and possible next steps Online
content includes: • 200 practice
exam questions in the Total

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Tester exam engine

Build a strong foundation in designing and implementing real-time systems with the help of practical examples Key Features Get up and running with the fundamentals of RTOS and apply

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them on STM32 Enhance your programming skills to design and build real-world embedded systems Get to grips with advanced techniques for implementing embedded systems Book Description A real-

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time operating system (RTOS) is used to develop systems that respond to events within strict timelines. Real-time embedded systems have applications in various industries, from automotive and aerospace

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through to laboratory test equipment and consumer electronics. These systems provide consistent and reliable timing and are designed to run without intervention for years. This microcontrollers book starts

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by introducing you to the concept of RTOS and compares some other alternative methods for achieving real-time performance. Once you've understood the fundamentals, such as tasks, queues, mutexes,

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and semaphores, you'll learn what to look for when selecting a microcontroller and development environment. By working through examples that use an STM32F7 Nucleo board, the STM32CubeIDE, and SEGGER

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debug tools, including SEGGER J-Link, Ozone, and SystemView, you'll gain an understanding of preemptive scheduling policies and task communication. The book will then help you develop highly efficient low-level drivers

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and analyze their real-time performance and CPU utilization. Finally, you'll cover tips for troubleshooting and be able to take your new-found skills to the next level. By the end of this book, you'll have built on your

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embedded system skills and will be able to create real-time systems using microcontrollers and FreeRTOS. What you will learn Understand when to use an RTOS for a project Explore RTOS concepts such as tasks,

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mutexes, semaphores, and queues Discover different microcontroller units (MCUs) and choose the best one for your project Evaluate and select the best IDE and middleware stack for your project Use professional-

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grade tools for analyzing and debugging your application Get FreeRTOS-based applications up and running on an STM32 board Who this book is for This book is for embedded engineers, students, or anyone interested in

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learning the complete RTOS feature set with embedded devices. A basic understanding of the C programming language and embedded systems or microcontrollers will be helpful. The Real-Time Kernel and the

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Renesas SH7216

Theory and Practice

Beginning STM32

This book puts the
spotlight on how a real-
time kernel works using
Micrium's C/OS-III as a

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reference. The book consists of two complete parts. The first describes real-time kernels in generic terms. Part II provide examples for the reader, using the Inineon

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XMC4500. Together with the IAR Systems Embedded Workbench for ARM development tools, the evaluation board provides everything necessary to enable the reader to be up

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and running quickly, as well as a fun and educational experience, resulting in a high-level of proficiency in a short time. This book is written for serious embedded

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systems programmers,
consultants, hobbyists,
and students interested in
understanding the inner
workings of a real-time
kernel. C/OS-III is not
just a great learning

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platform, but also a full commercial-grade software package, ready to be part of a wide range of products. C/OS-III is a highly portable, ROMable, scalable, preemptive real-

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time, multitasking kernel designed specifically to address the demanding requirements of today's embedded systems. C/OS-III is the successor to the highly popular C/OS-II

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real-time kernel but can use most of C/OS-II's ports with minor modifications. Some of the features of C/OS-III are: Preemptive multitasking with round-robin

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scheduling of tasks at the
same priority Unlimited
number of tasks and other
kernel objects Rich set of
services: semaphores,
mutual exclusion
semaphores with full

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priority inheritance,
event flags, message
queues, timers, fixed-size
memory block management,
and more. Built-in
performance measurements
Provides a definitive

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resource for those who want to support computer peripherals under the Linux operating system, explaining how to write a driver for a broad spectrum of devices,

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including character devices, network interfaces, and block devices. Original. (Intermediate).

Guidelines for the Use of the C Language in Critical

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Systems

Mike Meyers' CompTIA
Network+ Certification
Passport, Sixth Edition
(Exam N10-007)

Building real-time
embedded systems using

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FreeRTOS, STM32 MCUs, and
SEGGER debug tools

Flutter is Google's UI toolkit for
creating beautiful and native
applications for mobile, desktop and
web from a single Dart codebase. In
this book we cover in detail the Dart

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programming language (version 2.10, with null safety support) and the Flutter framework (version 1.20). While reading the chapters, you'll find a lot of good practices, tips and performance advices to build high quality products. The

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book is divided in 3 parts. PART 1: It's about the Dart programming language (classes, exceptions, inheritance, null safety, streams, SOLID principles...). PART 2. It's about the Flutter framework (localization, routing, state

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management with Bloc and
Provider, testing, performances with
DevTools, animations...). PART 3.
It's a long collection of examples
(using Firestore, monetizing apps,
using gestures, networking,
publishing packages at pub.dev, race

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recognition with ML kits, playing audio and video...). The official website of the book contains the complete source code of the examples and a "Quiz Game" to test your Dart and Flutter skills! This book introduces basic

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programming of ARM Cortex chips in assembly language and the fundamentals of embedded system design. It presents data representations, assembly instruction syntax, implementing basic controls of C language at the

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assembly level, and instruction encoding and decoding. The book also covers many advanced components of embedded systems, such as software and hardware interrupts, general purpose I/O, LCD driver, keypad interaction, real-time

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clock, stepper motor control, PWM input and output, digital input capture, direct memory access (DMA), digital and analog conversion, and serial communication (USART, I2C, SPI, and USB).

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MISRA-C:2004

ARM Architecture Reference
Manual

The Real Time Kernel

**This two-part book puts the
spotlight on how a real-time
kernel works using Micrium's**

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C/OS-III kernel as a reference. Part I includes an overview of the operation of real-time kernels, and walks through various aspects of C/OS-III implementation and usage. Part II provides application

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examples (using the versatile Renesas YRDKSH7216 Evaluation Board, available separately) that enable readers to rapidly develop their own prototypes. This book is written for serious embedded systems

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**programmers, consultants,
hobbyists, and students
interested in understanding
the inner workings of a real-
time kernel. C/OS-III is not
just a great learning
platform, but also a full
commercial-grade software**

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package, ready to be part of a wide range of products. C/OS-III is a highly portable, ROMable, scalable, preemptive real-time, multitasking kernel designed specifically to address the demanding requirements of

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today 's embedded systems.
C/OS-III is the successor to
the highly popular C/OS-II
real-time kernel but can use
most of C/OS-II 's ports
with minor modifications.
Some of the features of C/OS-
III are: **Preemptive**

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multitasking with round-robin scheduling of tasks at the same priority Supports and unlimited number of tasks and other kernel objects Rich set of services: semaphores, mutual exclusion semaphores with

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**full priority inheritance,
event flags, message queues,
timers, fixed-size memory
block management, and more.
Built-in performance
measurements
Test Driven Development for
Embedded C**

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**Embedded Networking with CAN
and CANopen
UC/OS-III**