Designing Embedded Systems: Guidebook (Paperback)

By Steve McClure

Createspace, United States, 2014. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book ***** Print on Demand *****.This Guidebook reviews the Software Development and Engineering Principles involved in the Design of Embedded Computer Systems. The reason behind developing this book can be answered by the following question. What does an embedded software engineer produce? Now most people would say prototypes and this might seem like the correct answer but it is not. The correct answer is that the engineer produces documentation, documentation that shows other people how to understand and build the product. Now imagine that you are a software engineer who has newly joined the company and you have been given the unenviable task of maintaining an existing product. Why was this work given to the new guy? The answer is that no one else in the company wanted to tackle this project. Why? Because there is no documentation. So to figure out what the product does and to fix the bugs the new guy (or gal) has to reverse-engineer the source code. So the money that management thought they saved when some code was quickly thrown together by a software engineer (who has...

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