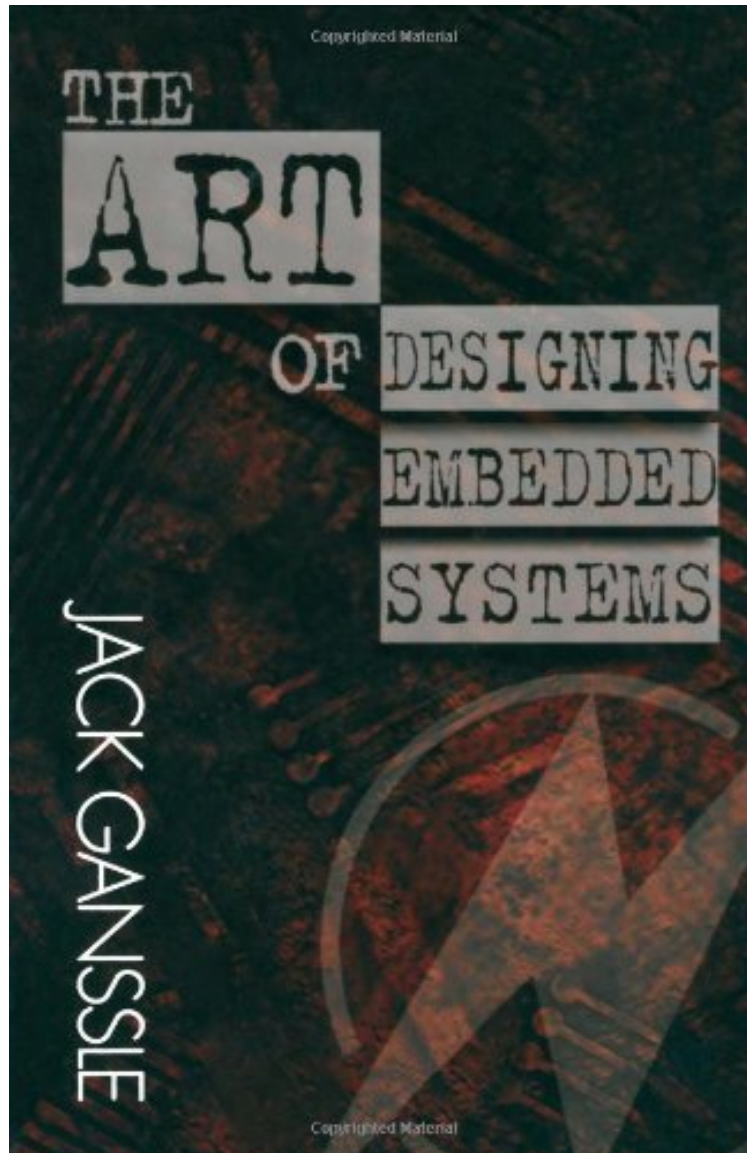


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# The Art of Designing Embedded Systems (Edn Series for Design Engineers)

Von Jack Ganssle

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**Von Jack Ganssle : The Art of Designing Embedded Systems (Edn Series for Design Engineers)** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of Designing Embedded Systems (Edn Series for Design Engineers):

Kundenrezensionen Hilfreichste Kundenrezensionen 2 von 2 Kunden fanden die folgende Rezension hilfreich. Hunter

S. Thompson has written an Embedded Systems Book! Von Geoffrey Brown This is a really poorly written and poorly organized collection of ramblings from an embedded systems "expert." Each topic is covered at a grossly superficial level and most sections consist of short random thoughts. Here's a typical paragraph (from the 2 pages on real time operating systems). "Improvements to these tools come almost daily. Keep on top of the field to avoid the fate of the dinosaurs." Speaking of dinosaurs, the author's favorite tool for debugging and performance analysis seems to be the oscilloscope. I get the feeling that the author "wrote" this book by talking into a tape recorder while in an LSD haze on the way to Las Vegas. BTW, the page count is 243 and not 352 claimed in the advertising for this book. Thankfully, the editors saw fit to trash at least a portion of this book. My only regret in writing this review is that the rating service doesn't offer the option of giving 0 stars. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Embedded Systems Guru Knowledge Base Von Richard A. Hogaboom This text is obviously a distillation of many years of experience in the field. I have programmed enough ISR's and programmable devices to know that it is very good advise indeed. The book, however, is not for the beginner. His assumed audience are people who are already in the field and would like to take advantage someone with greater experience. The book is loaded with hard learned nuggets of wisdom that are less likely to be found in classroom textbooks. He has something to offer both software and hardware types (I'm software). For example, the advise about software partitioning, ISR development and debugging, and device programming is excellent, and for hardware types the advise on building boards that are both software and hardware debuggable and the myriad tips on finding problems from the common to the obscure will be appreciated. He also provides suggested project management guidelines that help in getting functionality operating as quickly as possible, and, from my point of view, guidance on how to deal with irrational schedules and managements that are reluctant to provide adequate project resources. I appreciated especially his citing research that quiet private offices provide the single greatest boost to engineering productivity. Probably the only thing I found lacking in the book was a Bibliography of other book references and useful web links. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Great Design Tips Von Mark K. There are many embedded books that will take you real deep and never let you come up for air - this one helps you stay afloat (and awake). Yes, the book organization may not seem to be in perfect order - I have only found a few that were. But, the main difference that sets this book apart is the insight to problems in designing a system - especially the bug's that might creep up later in software. Here, the author gives his experience on how to design embedded systems not build them (there is a difference). Practical advice is presented that may save time, your system, and headaches.

Kurzbeschreibung Art of Designing Embedded Systems is a part primer and part reference, aimed at practicing embedded engineers, whether working on the code or the hardware design. Embedded systems suffer from a chaotic, ad hoc development process. This book lays out a very simple seven-step plan to get firmware development under control. There are no formal methodologies to master; the ideas are immediately useful. Most designers are unaware that code complexity grows faster than code size. This book shows a number of ways to linearize the complexity/size curve and get products out faster. Ganssle shows ways to get better code and hardware designs by integrating hardware and software design. He also covers troubleshooting, real time and performance issues, relations with bosses and coworkers, and tips for building an environment for creative work. Get better systems out faster, using the practical ideas discussed in Art of Designing Embedded Systems. Whether you're working with hardware or software, this book offers a unique philosophy of development guaranteed to keep you interested and learning.\* Practical advice from a well-respected author\* Common-sense approach to better, faster design\* Integrated hardware/software Pressestimmen Ganssle takes a direction that I find refreshing. Rather than presenting a one-size-fits-all methodology - a Ganssle Unified Process - he shares anecdote after anecdote, suggestion after suggestion. He's not telling design teams to change their strategies. He just refines them, and throws in a few more tactics along the way, with a conversational style that makes you think you're chatting away at a conference, rather than reading a book about electronics. -Software Development Times This book is equally valuable for someone looking for a higher-level understanding of the process of building reliable embedded systems, and the steps that can be taken to deliver them on time and on budget. -Software Development Times...shows readers how to get better, more integrated code and hardware designs and how to troubleshoot the inevitable bugs. This book presents a philosophy of development, instead of a cookbook of directions. -Poptronics Kurzbeschreibung Art of Designing Embedded Systems is a part primer and part reference, aimed at practicing embedded engineers, whether working on the code or the hardware design. Embedded systems suffer from a chaotic, ad hoc development process. This book lays out a very simple seven-step plan to get firmware development under control. There are no formal methodologies to master; the ideas are immediately useful. Most designers are unaware that code complexity grows faster than code size. This book shows a number of ways to linearize the complexity/size curve and get products out faster. Ganssle shows ways to get better code and hardware designs by integrating hardware and software design. He also covers troubleshooting, real time and performance issues, relations with bosses and coworkers, and tips for building an environment for creative work. Get better systems out faster, using the practical ideas discussed in Art of Designing Embedded Systems. Whether you're

working with hardware or software, this book offers a unique philosophy of development guaranteed to keep you interested and learning.\* Practical advice from a well-respected author\* Common-sense approach to better, faster design\* Integrated hardware/software