

## RCETECVA02 - Embedded C Programming

### **Course outcomes:**

- Explain the real time embedded system and its components.
- Understand basic components and building blocks of Internet of Things.
- Apply skills to conduct interfacing of embedded boards with components, actuators and sensors.

### **Syllabus:**

#### **UNIT I**

Embedded System Vs General Computing System - Classification of Embedded System, Purpose of Embedded system, Quality Attributes of Embedded System - Typical Embedded System- Core of Embedded System, Memory, Sensors and Actuators, Communication Interface- Onboard communication interface, External communication interface.

#### **UNIT II**

Embedded Firmware Design Approaches- Embedded Firmware Development Languages - Embedded System Development Environment - IDE, Compiler, Linker - Types of File Generated on Cross Compilation-Simulator, Emulator and Debugging- Fundamental issues in Hardware Software Co-design-Integration and Testing of Embedded Hardware and Firmware.

### **UNIT III**

Introduction-Characteristics - Physical design - protocols - Logical design - Enabling technologies - IoT Levels - Domain Specific IoTs - IoT vs. M2M. IoT systems management - IoT Design Methodology - Specifications Integration and Application Development.

#### **UNIT IV**

Physical device – Raspberry Pi Interfaces – Programming – APIs / Packages – Web services. Intel Galileo Gen2 with Arduino- Interfaces - Arduino IDE – Programming - APIs and Hacks. Various Real time applications of IoT- Connecting IoT to cloud – Cloud Storage for IoT – Data Analytics for IoT – Software & Management Tools for IoT



# **UNIT V**

IoE – Overview – Architecture-Smart objects and LLNs-Secure mobility. Home automation – Cities: Smart parking – Environment: Weather monitoring – Agriculture: Smart irrigation – Data analytics for IoT – Software & management tools for IoT cloud storage models & Communication APIs – Cloud for IoT – Amazon Web Services for IoT

# **Reference Text Books:**

- 1. Programming Embedded Systems in C and C++ (Michael Barr).
- 2. Patterns for Time-Triggered Embedded Systems (Michael J. Pont).