


Embedded systems are a ubiquitous component of our everyday lives. We interact with hundreds of tiny computers every day that are embedded into our houses, our cars, our toys, and our work. As our world has become more complex, so have the capabilities of the microcontrollers embedded into our devices. ARM® Cortex™-M microcontrollers represent the new class of microcontroller much more powerful than the devices previously available. The purpose of this book is to present the design methodology to train young engineers to understand the basic building blocks that comprise devices like a cell phone, an MP3 player, a pacemaker, anti-lock brakes, and an engine controller.

This book, now in its fourth edition 2nd printing, teaches the fundamentals of embedded systems as applied to ARM® Cortex™-M microcontrollers, including the new TM4C123 and TM4C1294 LaunchPads from Texas Instruments. It is primarily written for undergraduate electrical and computer engineering students. It could also be used for professionals learning the ARM platform.

An embedded system is a system that performs a specific task and has a computer embedded inside. A system is comprised of components and interfaces connected together for a common purpose. This book presents components, interfaces and methodologies for building systems. Specific topics include microcontrollers, design, verification, hardware/software synchronization, interfacing devices to the computer, timing diagrams, real-time systems, data collection and processing, motor control, analog filters, digital filters, wireless communication, real-time signal processing, and the Internet of things.

The true engineering experience occurs not with your eyes and ears, but rather with your fingers and elbows. In other words, engineering education does not happen by listening in class or reading a book; rather it happens by designing under the watchful eyes of a patient mentor. So, go build something today, then show it to someone you respect!




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