



UC/OS-III: The Real-Time Kernel and the Freescale Kinetis ARM Cortex-M4, Jean J Labrosse, Juan P Benavides, José Fernández-Villasenor, Micrium, 2011, 0982337523, 9780982337523, 1044 pages. .

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The Atmel AVR Microcontroller Mega and Xmega in Assembly and C, Han-Way Huang, Jan 1, 2013, Technology & Engineering, 817 pages. Offering comprehensive, cutting-edge coverage, THE ATMEL AVR MICROCONTROLLER: MEGA AND XMEGA IN ASSEMBLY AND C delivers a systematic introduction to the popular Atmel 8-bit AVR

Ada 95 Quality and Style , Christine Ausnit-Hood, 1995, Computers, 292 pages. The purpose of this book is to help create better ADA programs by identifying and detailing a set of stylistic guidelines. This guide is ideally suited for programmers and

MATLAB and Simulink Student Version 2010a , Katsuhiko Ogata, Apr 30, 2010, , 904 pages. Get the essential tools for your courses in engineering, math, and science. MATLAB® is a high-level language and interactive environment that lets you focus on your course work

Real Time Programming Languages, Specification and Verification, Rudrapatna Shyamasundar, Sethu Ramesh, 2010, Computers, 245 pages. The primary aim of this monograph is to present the current research efforts that have gone into/or going on in the systematic design of real-time programs. Such an effort

Proceedings: The Tenth Annual Symposium on Computer Applications ..., Volume 3 The Tenth Annual Symposium on Computer Applications in Medical Care, October 25-26, 1986, Washington, DC, , 1986, Medical, 428 pages. .

MU C/OS the real-time kernel, Jean J. Labrosse, 1992, Computers, 266 pages. .

Ada from the beginning , Jan Skansholm, 1988, , 617 pages. .

Uc/OS-III The Real-Time Kernel and the Renesas Sh7216, Jean J Labrosse, Feb 16, 2010, , 938 pages. This two-part book puts the spotlight on how a real-time kernel works using Micrium's C/OS-III kernel as a reference. Part I includes an overview of the operation of real-time

UC/TCP-IP, The Embedded Protocol Stack for the Kinetis ARM Cortex-M4 , Christian Legare, 2011, , 1122 pages. .

Embedded Systems Fundamentals, John David, 2010, , 96 pages. An embedded system is a special-purpose computer system designed to perform one or a few dedicated functions, often with real-time computing constraints. It is usually embedded

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