Microcontrollers Programming Contents

Contents



Introduction to Embedded Systems (4 hrs)

➤C Programming (36 hrs)

≻Embedded C & Interfacing (72 hrs)

≻Introduction to RTOS (4 hrs)

Introduction to Embedded Systems



➤ What is "Embedded Systems"?

- ≻ Embedded Systems Applications.
- ≻ Microcontrollers and Microprocessors.
- ≻ Computer Systems. (Types and Components)
- ≻CPU Architecture.
- ≻Types of Memory.
- ► Numbering Systems.
- ≻ Microcontrollers Families.
- ≻ Microcontrollers Peripherals.

C Programming

≻ Variables, Types and I/O Functions.

- ≻ Control Flow (Branching and Loops).
- ≻ Functions (Iterative and Recursive).
- ≻C Preprocessor.
- ≻ Building Process.
- ≻Bit-wise Operations.
- ► Pointers and Arrays.
- ► Dynamic Memory Allocation
- ≻Structures.
- ► Debugging Techniques and Error Types
- ≻ Data Structures (Linked Lists)
- >Final Project (Employees Database)



Embedded C

≻ Preprocessor Directives.

≻ Memory Segmentation

≻ Variables scope and lifetime (Keywords in C).

≻ Functions scope in multi-files project.

≻A Deeper look on the building process.

≻Layered Architecture.

≻Call back Functions.

≻Memory Alignment.

≻Bit-Fields.

≻ Startup code and Boot loader.



Interfacing

≻ Introduction to ATMEGA32.

≻ How to read a datasheet.

≻Digital Input/Output (DIO)

- o Led
- o Seven Segment
- o Motors
- Electrical Switches (Relays and Transistors)
- o Mechanical Switches (Push buttons)
- o Keypad
- o LCD
- ≻Device Drivers



Interfacing_(cont.)

 $ightarrow ADC \rightarrow Temperature Sensor$

 \succ Interrupts \rightarrow External Interrupts

 \succ Serial Peripheral Interface (SPI) \rightarrow Communicating with other MC

 \succ Inter-Integrated Circuit (I2C) \rightarrow Interfacing with EEPROM

≻Universal Asynchronous Receiver Transmitter (UART) → Bluetooth

≻Timers

- General Purpose Timers (GPT)
- o Output Compare Mode (OCM)
- Input Capture Unit (ICU)
- o Pulse Width Modulation (PWM)
- Watchdog Timer

> Final Project (Simple Smart Home hardware implementation)



RTOS



- ➤ Introduction to RTOS
- ≻ Real time Concepts
- ➤ Race Conditions
- ≻Synchronization and Mutual Exclusion
- ≻ Inter-task Communication
- ► ISR and Events



