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Introduction to Embedded Systems: Using ANSI C and the Arduino Development Environment (Synthesis Lectures on Digital Circuits and Systems) 1st Edition. by David Russell (Author), Mitchell Thornton (Series Editor) 3.5 out of 5 stars 20 ratings. ISBN-13: 978-1608454983.

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Many electrical and computer engineering projects involve some kind of embedded system in which a microcontroller sits at the center as the primary source of control. The recently-developed Arduino development platform includes an inexpensive hardware development board hosting an eight-bit ATMEL ATmega-family processor and a Java-based software-development environment.

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An embedded system is a computer system—a combination of a computer processor, computer memory, and input/output peripheral devices—that has a dedicated function within a larger mechanical or electrical system. It is embedded as part of a complete device often including electrical or electronic hardware and mechanical parts.

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Embedded system - Wikipedia

The goal of this text is to introduce fundamental methods for creating embedded software in general, with a focus on ANSI C. The Arduino development platform provides a great means for accomplishing this task. As such, this work presents embedded software development using 100% ANSI C for the Arduino's ATmega328P processor.

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