

ECSE 421. EMBEDDED SYSTEMS.

Credits: 3

Offered by: Electrical & Computer Engr (Faculty of Engineering)

Terms offered: Fall 2025

[View offerings for Fall 2025 in Visual Schedule Builder.](#)

Description

Definition, structure and properties of embedded systems. Real-time programming: interrupts, latency, context, re-entrancy, thread and process models. Microcontroller and DSP architectures, I/O systems, timing and event management. Real-time kernels and services. Techniques for development, debugging and verification. Techniques for limited resource environments. Networking for distributed systems.

- (3-1-5)
- Prerequisites: ECSE 324

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