

Making Embedded Systems Design Patterns For Great Software

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Patterns are given for a number of important embedded tasks, like the creation of state machines and working with multitasking. There were two I found particularly appealing. The first is the observer pattern. This is another name for publish/subscribe, an approach that is increasingly found in complex systems.

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Making Embedded Systems (O'Reilly Media, \$39.99 USD) helps you cultivate a host of good development practices, based on classic software design patterns and new patterns unique to embedded programming. "Embedded systems are where the software meets the physical world," White explains.

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