



FREE eBook

LEARNING embedded

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#embedded

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About

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Chapter 1: Getting started with embedded

Remarks

This section provides an overview of what embedded is, and why a developer might want to use it.

It should also mention any large subjects within embedded, and link out to the related topics. Since the Documentation for embedded is new, you may need to create initial versions of those related topics.

Examples

Embedded systems development architecture

Basic architecture examples on how development for embedded systems works (i.e. IDEs, cross-compiling, downloading, in-line debugging, JTAG,...) and what would be the minimum requirements for starting.

It would be worth mentioning different approaches and platforms from beginners-higher level to advanced-lower level, like from Arduino, Raspberry, Launchpad to direct development using C on MSP, ATxx, ARMxx, etc... Not necessarily detailed but from a global point of view.

Read [Getting started with embedded online](https://riptutorial.com/embedded/topic/3387/getting-started-with-embedded): <https://riptutorial.com/embedded/topic/3387/getting-started-with-embedded>

Credits

S. No	Chapters	Contributors
1	Getting started with embedded	Asier , Community , Mark Yisri