GUJARAT TECHNOLOGICAL UNIVERSITY

Programming Languages for Embedded Software
SUBJECT CODE: 3716102

Type of course: Elective

Prerequisite: NA

Rationale:

Teaching and Examination Scheme:

Teaching Scheme			Credits	Examination Marks				Total Marks
L	T	P	C	Theory Marks		Practical Marks		
				ESE(E)	PA (M)	PA (V)	PA (I)	
3	0	2	4	70	30	30	20	150

Content:

Sr. No.	Content	Total Hrs	% Weightage
1	**Unit 1:**Embedded 'C' Programming - Bitwise operations, Dynamic memory allocation, OS services - Linked stack and queue, Sparse matrices, Binary tree - Interrupt handling in C, Code optimization issues - Writing LCD drives, LED drivers, Drivers for serial port communication - Embedded Software Development Cycle and Methods (Waterfall, Agile)		
2	**Unit 2:**Object Oriented Programming - Introduction to procedural, modular, object-oriented and generic programming techniques, Limitations of procedural programming, objects, classes, data members, methods, data encapsulation, data abstraction and information hiding, inheritance, polymorphism		
3	**Unit 3:** CPP Programming: 'cin', 'cout', formatting and I/O manipulators, new and delete operators, Defining a class, data members and methods, 'this' pointer, constructors, destructors, friend function, dynamic memory allocation		
4	**Unit 4:**Overloading and Inheritance: Need of operator overloading, overloading the assignment, overloading using friends, type conversions, single inheritance, base and derived classes, friend classes, types of inheritance, hybrid inheritance, multiple inheritance, virtual base class, polymorphism, virtual functions		
5	Templates: Function template and class template, member function templates and template arguments,Exception Handling: syntax for exception handling code: try-catch- throw,		

	Multiple Exceptions.		
6	Scripting Languages Overview of Scripting Languages – PERL, CGI, VB Script, Java Script. PERL: Operators, Statements Pattern Matching etc. Data Structures, Modules, Objects, Tied Variables, Inter process Communication Threads, Compilation & Line Interfacing		

Reference Books:

1. Michael J. Pont , "Embedded C", Pearson Education, 2nd Edition, 2008
2. Randal L. Schwartz, "Learning Perl", O'Reilly Publications, 6th Edition 2011
3. A. Michael Berman, "Data structures via C++", Oxford University Press, 2002
4. Robert Sedgewick, "Algorithms in C++", Addison Wesley Publishing Company, 1999
5. Abraham Silberschatz, Peter B, Greg Gagne, "Operating System Concepts", John Willey & Sons, 2005

Course Outcome:

After learning the course the students should be able to:

1. Write an embedded C application of moderate complexity
2. Develop and analyze algorithms in C++.
3. Differentiate interpreted languages from compiled languages