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| <b>Course Title:</b>   | <b>Introduction To Embedded Systems</b> | <b>Semester</b> | <b>I/II</b> |
| <b>Course Code:</b>  | <b>BETCK105J /205J</b>                  | CIE Marks       | 50          |
| <b>Course Type (Theory/Practical /Integrated )</b>   | Theory                                  | SEE Marks       | 50          |
|  |   | Total Marks     | 100         |
| <b>Teaching Hours/Week (L:T:P:S)</b>   | 3:0:0:0                                 | Exam Hours      | 03          |
| <b>Total Hours of Pedagogy</b>   | 40 hours                                | Credits         | 03          |
| <b>Course Learning objectives:</b> To teach students<br><b>CLO1.</b> Introductory topics of Embedded System design<br><b>CLO2.</b> Characteristics & attributes of Embedded System<br><b>CLO3.</b> Introduction of Embedded System Software and Hardware development<br><b>CLO4.</b> Industry traits in Embedded system design   |   |                 |             |
| <b>Teaching-Learning Process</b><br>These are sample Strategies, which teacher can use to accelerate the attainment of the various course outcomes and make Teaching –Learning more effective <ol style="list-style-type: none"> <li>1. Lecturer method (L) does not mean only the traditional lecture method, but a different type of teaching method may be adopted to develop the outcomes.</li> <li>2. Show Video/animation films to explain the functioning of various analog and digital circuits.</li> <li>3. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyse information rather than simply recall it.</li> <li>4. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.</li> <li>5. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</li> </ol> |   |                 |             |
| <b>Module-1 (8 Hrs) Basics of computer Architecture &amp; Introduction to Embedded System</b>  |   |                 |             |
| Self-study: : <b>Number conversion and ASCII equivalent , Generic structure of Computer Basics of computer architecture and the binary number system:</b> Basics of computer architecture, computer languages, RISC and CISC architectures, number systems, number format conversions, computer arithmetic, units of memory capacity<br><b>Introduction to embedded systems:</b> Application domain of embedded systems, desirable features and general characteristics of embedded systems, model of an embedded system, microprocessor Vs microcontroller, example of a simple embedded system, figure of merit for an embedded system, classification of MCUs: 4/8/16/32 bits, history of embedded systems, current trends<br><b>Application:</b> A tour of the world of embedded, current trends in industry of embedded system<br><b>(RBT Levels: L1,L2)</b>  |   |                 |             |

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| <b>Module-2 The Typical Embedded System (8 Hours)</b>  |
| <b>Self Study: Basic building blocks of Embedded System, Different PLDs, Interface design</b><br><b>Core of Embedded Systems :</b> General Purpose and Domain Specific Processors, Application specific ICs, sensors and actuators, embedded firmware, other system components, PCB and passive components<br><b>Characteristics and quality attributes of embedded systems:</b> Characteristics, Operational and nonoperational quality attributes, application specific embedded system - washing machine, domain specific – automotive<br><b>Applications:</b> Electronics Control Unit employed in automotive application<br><b>(RBT Level: L1,L2)</b> |
| <b>Module-3(Embedded Software &amp; Hardware Design ) ( 8Hours)</b>  |
| <b>Self Study:</b> Basic understanding of Analog and Digital Electronics Components characteristics<br><b>Hardware Software Co design and Program Modelling :</b> Fundamental issues in Hardware Software Co-design, Computational models in Embedded System Design<br><b>Embedded Hardware Design and Development:</b> Analog Electronic Components, Digital Electronic Components, Electronic Design Automation Tools<br><b>Application:</b> Application of combinational and sequential circuit in product design<br><b>(RBT Level: L1,L2,L3)</b>   |
| <b>Module-4 (Embedded System Design and Development Environment)(8 Hours)</b>  |
| <b>Self Study: Basic understanding programming language</b><br><b>Embedded Firmware Design and Development:</b> Embedded Firmware Design Approaches, Embedded Firmware Development Languages<br><b>Embedded System Development Environments:</b> Types of files generated on cross compilation ( only explanation – programming codes need not be dealt), disassemble/ decompiler, Simulators, Emulators and Debugging<br><b>Application: Importance of Emulator and simulator in design Development</b><br><b>(RBT Level: L1,L2,L3)</b>   |
| <b>Module-5 Trends in Embedded Industry(8 Hours)</b>   |
| <b>Self Study: Current technology focus in Embedded</b><br>Processor Trends in Embedded System, Embedded OS Trends, Development Language Trends, Open standards frameworks and alliances , Bottlenecks<br><b>Application: Skill set to work with embedded system</b><br><b>RBT Level : L1,L2</b>   |
| <b>Course outcomes (Course Skill Set)</b><br>At the end of the course the student will be able to: <ol style="list-style-type: none"> <li>1. Understand the industry trends in embedded system</li> <li>2. Explain characteristics of Embedded System design</li> <li>3. Acquire knowledge about basic concepts of circuit emulators, debugging and RTOS</li> <li>4. Analyse embedded system software and hardware requirements</li> <li>5. Develop programming skills in embedded systems for various applications.</li> </ol>  |

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| <b>Course Assessment and Evaluation Details (both CIE and SEE)</b> |
| <b>Continuous Internal Evaluation: 50 marks</b>                    |

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|---|-------|---------------|
|   |       |               |
| Theory Assessment Tool  | Marks | Reduced marks |
| IAT-1   | 25    | 25            |
| IAT-2   | 25    |               |
| Assessment -1(activity based)   | 25    | 25            |
| Assessment-2(activity based)  | 25    |               |
| Semester End Examination (SEE) : 50 marks   |       |               |
| SEE   | Marks | Reduced Marks |
| Course end examination<br>(Answer any one question from<br>each unit – Internal choice) | 100   | 50            |

**Activity Based Learning (Suggested Activities in Class)/ Practical Based learning**

- To design a simple Embedded System like simple remote
- To demonstrate simple microcontroller based experiments like LED interfacing, LCD interfacing, DAC etc

**Suggested Learning Resources:**

**Text Books :**

1. . Lyly B Das, Embedded systems: An Integrated Approach, 1st Ed., Pearson, 2013
2. Shibu K V, “Introduction to Embedded Systems”, Second Edition, McGraw Hill Education

**Reference Books:**

1. Kanta Rao B, Embedded Systems, 1st Ed., PHI
2. Frank Vahid & Tony Givargis, Embedded System Design, 2nd Edition, John Wiley,

**Web links and Video Lectures (e-Resources):**

NPTL Lectures: <https://nptel.ac.in/courses/108102045> Embedded Systems, IIT Delhi, Prof. Santanu Chaudhary

**COs and POs Mapping**

| COs        | POs |   |   |   |   |   |   |   |   |    |    |    | PSOs |   |
|------------|-----|---|---|---|---|---|---|---|---|----|----|----|------|---|
|            | 1   | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 1    | 2 |
| <b>CO1</b> | 3   | 2 |   |   |   |   |   |   |   |    |    |    | 3    |   |
| <b>CO2</b> | 3   | 2 | 2 | 3 |   |   |   |   |   |    |    |    | 3    |   |
| <b>CO3</b> | 3   | 2 | 2 | 3 | 3 | 2 |   |   |   |    |    |    | 3    |   |
| <b>CO4</b> | 3   | 2 | 2 |   | 3 | 2 |   |   |   |    |    |    | 3    |   |
| <b>CO5</b> | 3   |   |   |   |   | 2 |   |   |   |    |    |    | 3    |   |

Level 3- Highly Mapped, Level 2-Moderately Mapped, Level 1-Low Mapped, Level 0- Not Mapped