

Embedded – C Language:

1. Edit-Compile-Link-Execute Process

2. Where exactly our C program starts?.

3. THE C PREPROCESSOR

4. Why do we need to start function with main()?.

5. What is called coding standard and what is the uses of it?

6. Data Types, structures

7. Functions and Prototypes

8. Memory segments

9. pointers

10. ISR routine

11. Memory

12. Linking, compilation and execution

13. Queues and Fifos

14. Reading / Writing to device FIFO

15. What to take care in embedded systems?.

16. Terminology :

- Call by value
- Call by reference
- Function pointer
- Reentrancy
- Null pointer
- void pointers
- Bit field

Where to use assembly language

