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Real-Time Collision Detection - Christer Ericson - 2004-12-22

The book provides the tools and know-how needed to implement industrial-strength collision detection for the highly detailed dynamic environments of applications such as 3D games, virtual machines for software implementation and testing, program execution image, function call conventions, run-time stack usage and link computations and on advanced optimization for modern computer architectures. All in all, this comprehensive book will become the industry standard for years to come.

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The book provides a comprehensive guide to the design and implementation of efficient collision detection systems for real-time and embedded systems. It covers the fundamental concepts of real-time computing, demonstrates the most significant results in the field, and provides the essential methodologies for designing predictable real-time systems. The book is divided into three parts: Part I covers the fundamental concepts of real-time computing, including the definition of real-time systems, the design of real-time systems, and the implementation of real-time systems. Part II provides an introduction to the design and implementation of real-time systems, including the design of real-time systems, the implementation of real-time systems, and the optimization of real-time systems. Part III is devoted to the design and implementation of real-time systems, including the design of real-time systems, the implementation of real-time systems, and the optimization of real-time systems.

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Real-Time Systems Design and Analysis - Phillip A. Laplante - 2004-10-28

Real-Time Systems Design and Analysis provides students and professional programmers to the development of software for real-time applications. Based on the academic and commercial experiences of the author, the book is an ideal companion to final year undergraduate options or MSc modules in the area of real-time systems design and implementation. Assuming a certain level of general systems design and programming experience, this text will extend students' knowledge and skills into and around the Ada language, as well as introducing a variety of supporting topics and techniques. The book adopts a practical approach in discussing real-time systems: It covers topics such as basic input and output; cycle executives for bare hardware; finite state machine organization, state chart representation, statechart interfaces, and statechart execution; finite state machines; task communication and synchronization; input/output interfaces; structured design for real-time systems; designing for multitasking; UML for real-time systems design; object-oriented programming with Ada; and a glossary of terms. All examples are implemented with the Palm OS, with a comprehensive discussion of the Memory Manager APIs. Greatly expanded discussions of forms, forms objects, and new APIs for the Palm OS. Updated environments are discussed, including commercial products such as Metroworks CodeWarrior, Java-based environments such as Sun KVM and IBM VisualAge Micro.
The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full
advantage of Rust’s features—from installation to creating robust and scalable programs. You’ll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as • Ownership and borrowing, lifetimes, and traits • Using Rust’s memory safety guarantees to build robust and reliable software • Structuring your code with modules The focus, however, is C programming with CodeWarrior and PRC-Tools. To help with system design and development, best practices to create applications that are easy to maintain. Gain confidence by learning how to break your applications before your users do. Deploy applications with minimal resource use and maximized performance. Real-time applications come with real challenges - persistent connections, multi-server deployment, and strict performance requirements are just a few. Try not to solve these challenges by yourself - use a framework that handles them for you. Eliza and Phoenix Channels provide a solid foundation on which to build stable and scalable real-time applications. Build applications that for years to come with the practices found in this book. Understand the magic of real-time communication by inspecting the WebSockets protocol in action. Avoid performance pitfalls early in the development lifecycle to deliver a catalog of common problems and their solutions. Levelling Container to build a data pipeline that improves scalability. Break your applica-year before users do and confidently deploy them. Build a real-world project using solid application design and testing practices that help make future changes a breeze. Create distributed apps that can scale to many users with tools like Phoenix Tracker. Deploy and monitor your application with confidence and reduce the risk of future bugs. Avoid performance pitfalls early in the development lifecycle to deliver a catalog of common problems and their solutions. Levelling Container to build a data pipeline that improves scalability. Break your application before users do and confidently deploy them. Build a real-world project using solid application design and testing practices that help make future changes a breeze. Create distributed apps that can scale to many users with tools like Phoenix Tracker. Deploy and monitor your application with confidence and reduce the risk of future bugs.

The Rust Programming Language (Covers Rust 2018)
compiler-led programming techniques You’ll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your knowledge. The book is organized around a command line tool of OpenVX, a high-level domain-specific language for computer vision. The open-source community has contributed the following features to improve the use of Rust for this application: 

Real-Time Phoenix
Steve Klabnik - 2020-03-23
Get started with Phoenix Tracker and Eliza using Elixir and Phoenix Channels to build applications that instantly react to changes and reflect the application’s true state. Learn how Eliza and Phoenix make it easy and enjoyable to create real-time applications that scale to a large number of users. Apply system design and development best practices to create applications that are easy to maintain. Gain confidence by learning how to break your applications before your users do. Deploy applications with minimal resource use and maximized performance. Real-time applications come with real challenges - persistent connections, multi-server deployment, and strict performance requirements are just a few. Try not to solve these challenges by yourself - use a framework that handles them for you. Eliza and Phoenix Channels provide a solid foundation on which to build stable and scalable real-time applications. Build applications that for years to come with the practices found in this book. Understand the magic of real-time communication by inspecting the WebSockets protocol in action. Avoid performance pitfalls early in the development lifecycle to deliver a catalog of common problems and their solutions. Levelling Container to build a data pipeline that improves scalability. Break your application before your users do and confidently deploy them. Build a real-world project using solid application design and testing practices that help make future changes a breeze. Create distributed apps that can scale to many users with tools like Phoenix Tracker. Deploy and monitor your application with confidence and reduce the risk of future bugs. Avoid performance pitfalls early in the development lifecycle to deliver a catalog of common problems and their solutions. Levelling Container to build a data pipeline that improves scalability. Break your application before your users do and confidently deploy them. Build a real-world project using solid application design and testing practices that help make future changes a breeze. Create distributed apps that can scale to many users with tools like Phoenix Tracker. Deploy and monitor your application with confidence and reduce the risk of future bugs.

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Developed a firm foundation in electronics and practical PIC and STM32 microcontroller programming and interfacing, adding valuable skills to your professional portfolio. Measuring humidity and temperature in an environment to help you gain hands-on project experience. You'll build on your knowledge as you create IoT projects by using microcontroller boards. Later, you'll explore the fundamentals of digital electronics and microcontroller board programming. The book uses examples such as microcontroller (containing a type of STM32 microcontroller) and Curiosity Nano (containing a type of PIC microcontroller) boards for executing your projects as PIC is a beginner-level board and STM-32 is an ARM Cortex-based board. Later, you'll learn to understand embedded systems and microcontroller boards programming. The book uses examples such as microcontroller (containing a type of STM32 microcontroller) and Curiosity Nano (containing a type of PIC microcontroller) boards for executing your projects as PIC is a beginner-level board and STM-32 is an ARM Cortex-based board.


This book includes a range of techniques for developing digital signal processing code; tips and tricks for optimizing DSP software; and various options available for constructing DSP systems from numerous software components.


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**Linux for Embedded and Real-Time Applications** - Doug Abbot - 2011-04-01

The open source nature of Linux has always intrigued embedded engineers, and the latest kernel releases have provided new features enabling more robust functionality for embedded applications. Enhanced real-time performance, easier porting to new architectures, support for microcontrollers and an improved I/O system give engineers more reasons to love Linux! However, the rapid evolution of the Linux world can result in an eternal search for new information sources that will help engineers keep up to speed. This completely updated second edition of Doug Abbott’s introduction to embedded Linux brings engineers up to speed on all the latest developments. This practical, hands-on guide covers the many issues of special concern to Linux users in the embedded space, taking into account their specific needs and constraints. You’ll find updated information on: * The GNU toolchain * Configuring and building the kernel * Troubleshooting * Kernel modules * Network driver development * The RTAI environment * Multiprocessing * The accompanying CD-ROM contains all the source code from the book’s examples, helpful software and other resources to help you get up to speed quickly. This is the definitive Linux development reference written specifically for embedded engineers and, for the latest kernel releases, it has been updated to support Linux 2.6.0. The new edition includes new chapters on networking and multiprocessor applications.

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**DIY Microcontroller Projects for Hobbyists** - Miguel Angel Garcia-Ruiz - 2021-07-30

A practical guide to building PIC and STM32 microcontroller-based applications with C and C++ programming Key Features Discover how to apply microcontroller boards to real-life projects to create interesting IoT projects. Create innovative solutions to help improve the lives of people affected by the COVID-19 pandemic Design, build, and test your own microcontroller projects with the C and C++ programming language Book Description We live in a world surrounded by electronic devices, and microcontrollers are everywhere. Microcontrollers are essential components in the design and development of electronic devices. This book provides a practical guide for hobbyists who want to get started with microcontroller projects. You'll learn how to use microcontroller boards to create interesting IoT projects by applying more complex sensors. Finally, you'll find out how to plan for a microcontroller-based project and troubleshoot it. By the end of this book, you'll have developed a firm foundation in electronics and practical PIC and STM32 microcontroller programming techniques. What you will learn Get to grips with the basics of digital and analog electronics Design, build, and test a microcontroller-based system Understand the importance and applications of PIC and STM32 microcontrollers Discover how to connect sensors to microcontroller boards Find out how to obtain sensor data via coding Use microcontroller boards in real life and practical projects Who is this book for? This STM32 PIC microcontroller book is for students, hobbyists, and engineers who want to develop a project with microcontroller-based application. It is also useful for electronic engineers, computer science students, and anyone interested in microcontrollers and microcontroller programming. Later, you will also find this book useful. Basic knowledge of digital circuits and C and C++ programming will be helpful but not necessary.

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