

NEWARK COLLEGE OF ENGINEERING

SYLLABUS AND COURSE INFORMATION

- Course Name:** Embedded Systems I
- Course Number:** ECET 311
- Course Structure:** 2-2-3 (lecture hr/wk – lab hr/wk – course credits)
- Course Description:** Develops a working knowledge of the characteristics and applications of devices used in embedded systems such as microcontrollers. Emphasis is put on the architecture, instruction sets, and assemblers. Representative data handling problems and interfacing are studied and tested in the laboratory using state-of-the art hardware.
- Prerequisites:** (CS 100 or CS 106 or CS 113 or CS 114 or CS 115 or CS 116) and (ECET 211 or CPT 315 or ECE 252) and (ECET 215 or ECE 251) and (ECET 205 or ECE 271)
- Corequisites:** None
- Required, Elective, or Selected Elective:** Required
- Required Materials:** **Text:** None. Students may be required to buy embedded systems hardware, sensors, and devices for use in personal lab experiments and projects.
- Course Outcomes:** By the end of the course students are able to:
1. Convert numbers from one numbering systems to another.
 2. List and describe the fundamental parts of a microcontroller and explain the difference between a microcontroller and a microprocessor.
 3. Understand the relationship between hardware and software and how they work together to accomplish a task.
 4. Develop high level code and hardware solutions to embedded problems and tasks.
 5. Use hardware peripherals such as timers, PWM, A/D, serial, IO ports, and interrupts to develop robust and full-featured microcontroller programs.
 6. Utilize an Integrated Development Environment and a development board to assist in project design, troubleshooting, and debugging.
 7. Develop and analyze flow charts and hardware schematics to deduce or describe the operation and functions of an embedded system.
 8. Synthesize an embedded system and program from a real-life problem statement.
 9. Develop engineering specifications for a design and present them in a oral and written project report.

