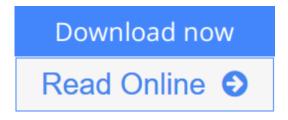# Microcontrollers and Microcomputers: Principles of Software and Hardware Engineering

By Fredrick M. Cady

Microcontrollers and Microcomputers: Principles of Software and Hardware Engineering By Fredrick M. Cady

There are a mind-boggling number of microcontrollers in use today. Hundreds of millions are shipped every year in products such as automobiles and coffee makers. In order to fully understand this technology, it is necessary to grasp current principles of microprocessor technology and their relationship to microcontrollers. *Microcontrollers and Microcomputers: Principles of Software and Hardware Engineering* is a top-down introductory treatment of microprocessors which provides students with an accessible and thorough overview of the key hardware and software engineering issues of today.

The text begins with an explanation of the mystery of a stored-program computer, and goes on to explore the resources of the processor in a laboratory setting. Cady leads students step-by-step through examples that utilize various instructions. More difficult programming assignments are given as readers progress. These assignments demonstrate the need for techniques used in debugging, which is a critical step in developing software for microprocessors. A key chapter dedicated to software design presents top down design and promotes pseudocode.

Ideal for use in microprocessor courses in electrical engineering and computer science, the text is accompanied by an instructor's manual which includes problem solutions and a course outline. A World Wide Web site provides an errata and other additional information: http://www.coe.montana.edu/ee/cady/cadyhmpg.htm.

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Editorial Review

Review
"Excellent text! Covers the major aspects of software and hardware engineering."--David J. Waldo, Oklahoma Christian University

About the Author
Frederick M. Cady is at Montana State University.

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