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The embedded software industry is in the midst of a major revolution. Tremendous amount of new development lays ahead. This new software needs an actual architecture that is inherently safer, more extensible, and easier to understand than the usual shared-state concurrency and blocking based on a traditional Real-Time Operating System (RTOS). This book provides and explains such a modern ...

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He is the author of Practical Statecharts in C/C++ (CMP Books, 2002), has written numerous articles for magazines, including a column for C/C++ Users Journal, is a regular speaker at the Embedded Systems Conferences, and serves on the editorial review board of the Embedded Systems Design magazine. For a number of years, he worked in various Silicon Valley companies as an embedded software ...

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