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Making Embedded Systems (O'Reilly Media, \$39.99 USD) helps you cultivate a host of good development practices, based on classic software design patterns and new patterns unique to embedded programming. "Embedded systems are where the software meets the physical world," White explains.

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Embedded Systems Growing, Expect Broad Pattern Support. As embedded systems start to have more memory and processor available, and shift from bare metal, to real-time-kernels, to embedded versions of Linux and Windows or even to Android, I suspect they will pick up all these patterns and more.

Design patterns frequently seen in embedded systems ...

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