This is a design course. You will need to:
  ▶ Use creativity, resourcefulness and persistence
  ▶ Read long and often confusing datasheets
  ▶ Apply material from previous courses
  ▶ Find solutions from incomplete specifications

I will treat you like real engineers. I expect you to perform like real engineers.
This class is really about *Embedded Design*

Embedded design covers toothbrushes to entertainment systems

Our focus will be small *bare-metal* systems

Our code dances gently upon the silicon.

SW controls HW, HW controls SW, asynchronously
Labs won’t have step-by-step instructions

Labs vary in difficulty and are weighted accordingly. Expect from 3 hours on lab 1 to 30+ hours on the final lab

Lab is the place where we gather as smaller groups and get things working. Ideally, you come to lab with half your work already done

Share design approaches, philosophy, coding ideas; but don’t copy code

Commit to using a programming editor: vim or emacs

NO! Try not! Do or do not. There is no try. -Yoda