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Common architectural patterns for embedded systems include: Layered Architecture, which organizes the various software components into n-tiers or layers, each with a specific role

Extremely common architectural pattern, especially for embedded systems; Embedded layers might consist of: HAL/BSP, Drivers/Middleware, Business Logic

**Design / Implementation Patterns for Embedded Systems**

He is the author of over 5700 book pages from a number of technical books including Real-Time UML, Real-Time UML Workshop for Embedded Systems, Real-Time Design Patterns, Doing Hard Time, Real-Time Agility, and Design Patterns for Embedded Systems in C.

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