

OMB No. 4929031587126

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# Stsw Stm32102 Stm32 Virtual Com Port Driver

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**KEY QUENTIN**

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 and apply them on STM32  
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 programming skills to  
 design and build real-  
 world embedded systems  
 Get to grips with

advanced techniques for implementing embedded systems

**Book Description**

A real-time operating system (RTOS) is used to develop systems that respond to events within strict timelines. Real-time embedded systems have applications in various industries, from automotive and aerospace through to laboratory test equipment and consumer electronics. These systems provide consistent and reliable timing and are designed to run without intervention for years.

This microcontrollers book starts by introducing you to the concept of RTOS and compares some other alternative methods for achieving real-time performance. Once you've understood the fundamentals, such as tasks, queues, mutexes, and semaphores, you'll learn what to look for when selecting a microcontroller and development environment. By working through examples that use an STM32F7 Nucleo board, the STM32CubeIDE, and SEGGER debug tools, including SEGGER J-Link, Ozone, and SystemView, you'll gain an understanding of preemptive scheduling

policies and task communication. The book will then help you develop highly efficient low-level drivers and analyze their real-time performance and CPU utilization.

Finally, you'll cover tips for troubleshooting and be able to take your newfound skills to the next level. By the end of this book, you'll have built on your embedded system skills and will be able to create real-time systems using microcontrollers and FreeRTOS. What you will learn

Understand when to use an RTOS for a project

Explore RTOS concepts such as tasks, mutexes, semaphores, and queues

Discover different microcontroller units (MCUs) and choose the best one for your project

Evaluate and select the best IDE and middleware stack for your project

Use professional-grade tools for analyzing and debugging your application

Get FreeRTOS-based applications up and running on an STM32 board

Who this book is for

This book is for embedded engineers, students, or anyone interested in learning the complete RTOS feature set with embedded devices. A basic understanding of the C programming language and embedded

systems or microcontrollers will be helpful.

[Building real-time embedded systems using FreeRTOS, STM32 MCUs, and SEGGER debug tools](#)

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*Hands-On RTOS with Microcontrollers*

Hands-On RTOS with Microcontrollers

Building real-time embedded systems using FreeRTOS, STM32 MCUs, and SEGGER debug tools

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