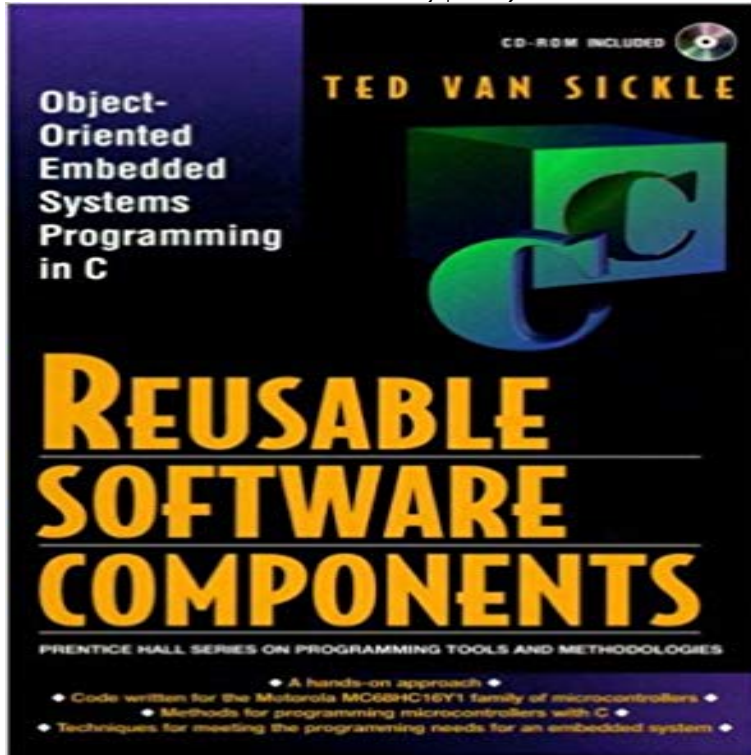


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Helps real-time embedded systems designers combine the development benefits of the widely-used C language and object-oriented techniques not normally associated with C. Introduces object-oriented programming to microcontroller programmers familiar with C. Shows how objects can be written in C, and developed into classes. Presents useful objects and classes for microcontroller programs, including a class that creates instances of an asynchronous serial port. Shows how to implement components to handle timer functions and input capture. Compiles data sheets for all components derived in the book. Programmers working with real-time embedded systems.

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