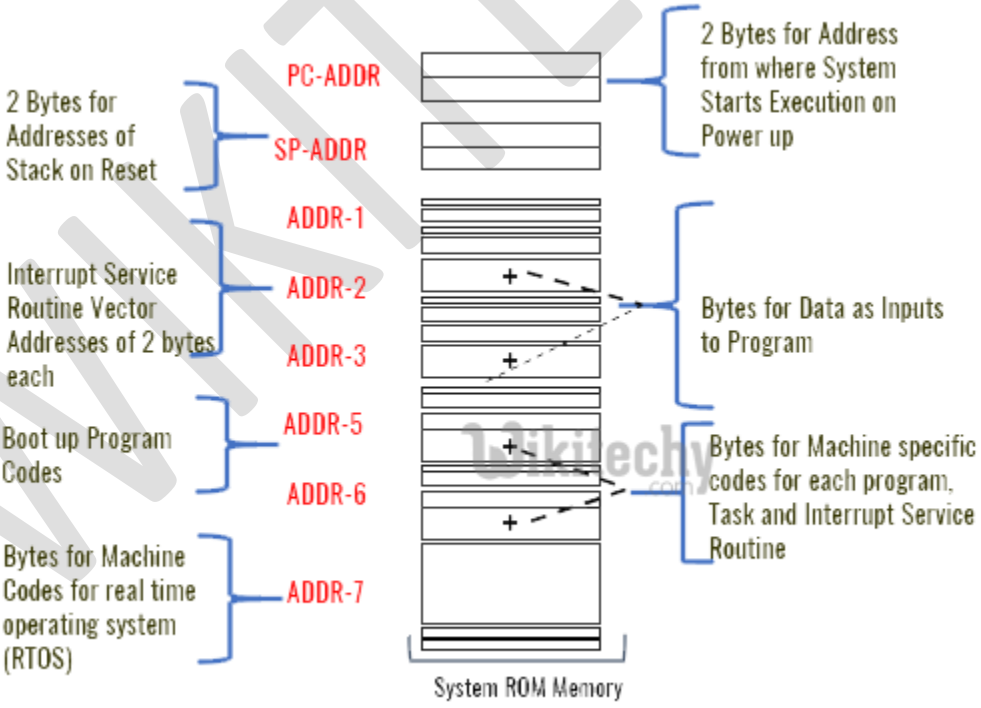
Software for embedding in a system

- ROM image
- Programming Languages and
- Program models

Rom Image

Final stage software also called ROM image (Just as an image is a unique sequence and arrangement of pixels, embedded software is also a unique placement and arrangement at each ROM address of bytes for instructions and data).



Final machine software

- Bytes at each address defined for creating the ROM image.
- By changing this image, the same hardware platform works differently and can be used for entirely different applications.
- Distinct ROM image in a distinct Embedded System.
- Compressed Codes and Data ROM image may alternatively be compressed software (for example, the zip format) and data.

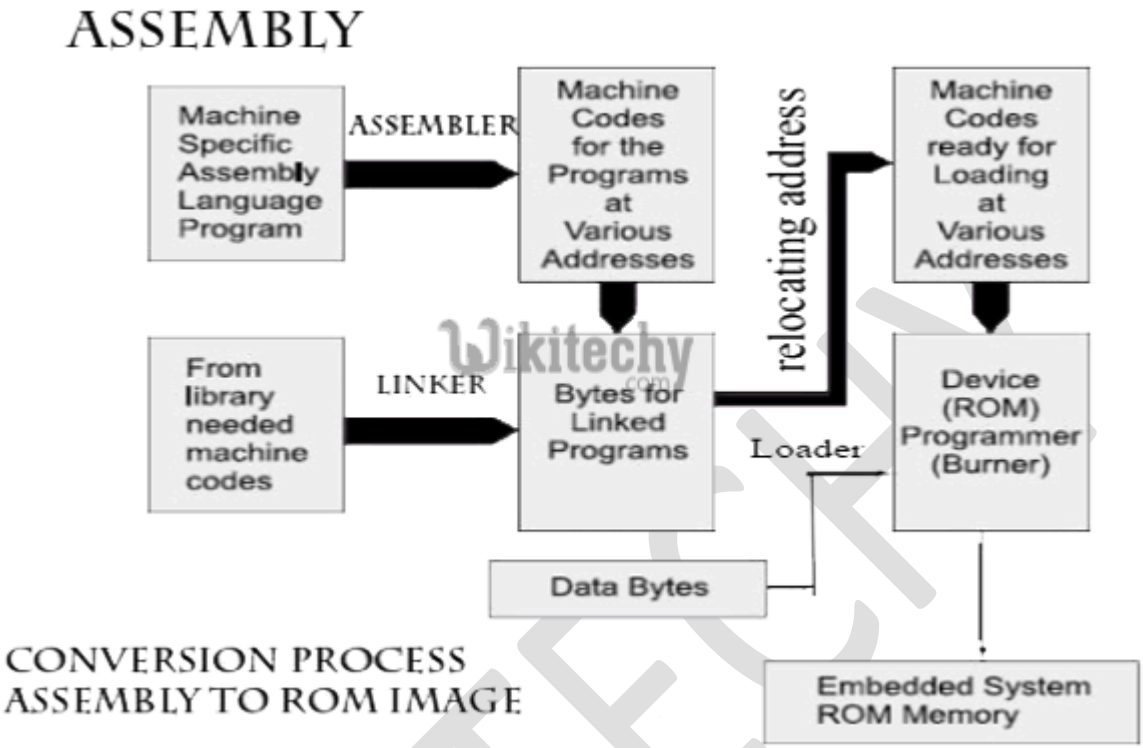
Programming Languages

Machine Language Coding :

- Programmer defines the addresses and the corresponding bytes or bits at each address.
- Used in configuring some specific physical device or subsystem like transceiver.

Assembly Language Coding :

- It is needed for Invoking Processor.
- Specific Instructions is requiring to understanding of the processor and instruction set.



For More Details Click Here:

https://www.wikitechy.com/tutorials/embedded-systems/software-for-embedding-in-a-system-part-1

