



## Embedded and Real-Time Programming Languages

These courses are designed for developers with a basic understanding of programming concepts and are suitable for a wide range of applications, including the development of real-time systems, firmware, and drivers.

The C, C++ languages, and OpenCL for embedded systems category includes courses on language fundamentals, advanced programming techniques, and the use of these technologies in specific embedded systems applications. ol 2. **C Language for Embedded MCUs** The course covers topics such as language fundamentals, advanced programming techniques, and the use of C in specific embedded systems applications. ol 3. **Embedded C++ Programming** The course covers topics such as language fundamentals, dynamic memory allocation in embedded applications, and the management of C++ exceptions for secure embedded applications.

Upon completion of the course, attendees will be able to develop reliable and efficient software for microcontroller-based systems using C with confidence. 24 h **Inquiry** ol 3. **Embedded C++ Programming** The course covers topics such as language fundamentals, dynamic memory allocation in embedded applications, and the management of C++ exceptions for secure embedded applications.

Additionally, students will learn how to use C++ objects to handle serial transmission/reception of character strings. 18 h **Inquiry** ol 9. **OpenCL High Performance Computing (HPC)** is more and more frequent in embedded systems, for graphics rendering, virtual reality or parallel computing that will be able to program on various platforms. 49 h **Inquiry** ol 10. **Classic and Modern C++ for Embedded Systems** This course is the combination of the ol 3 Embedded C++ Programming course and ol 10 Embedded Modern C++ Programming. It is intended for programming for embedded systems. 30 h **Inquiry**