

Languages

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. **CL2 - 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. It is suitable for developers with a basic understanding of programming concepts and is designed to provide a strong foundation in C programming for embedded systems.

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, the use of C++ templates in embedded systems, advanced aspects, such as polymorphism and inheritance, 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

OpenCL High Performance Computing (HPC) is more and more frequent in embedded systems, for graphics-rendering, virtual reality, or parallel programming that the modern C language is not able to do. 12 h

C++ C++ programming course and 10 h Embedded C This course is the continuation of the C programming for embedded systems. 30 h

Inquiry Embedded C and want to learn everything about classic and modern C++ 12 h