EECS 298 Course Assignments

- Overview
  - Project proposal
    - brief description of the project (half a page)
  - Project execution
    - do your project
  - Project presentation
    - 10-20 minute presentation of the project
  - Project report
    - final report about the project

Project Option 1

- Hands-on experience with Embedded Software
  - Choose an embedded target platform
    - PDA
    - Lego Mindstorm robot
    - Xilinx board
    - ...
  - Choose an application
    - Controller
    - Game
    - ...
  - Implement the application on the platform
  - Report on your implementation

Project Option 2

- Literature research
  - Choose an interesting article from the literature on one aspect of Embedded Software Synthesis
    - see course contents for applicable areas
  - Summarize the article and its context
    - check references, related work
    - compare contributions
  - Analyze and critique the article
    - describe pros and cons
  - Report on your topic

Project Option 3

- Software synthesis example
  - Specify an example system in the SpecC system-level description language
  - Validate your example
    - simulation
  - Synthesize your example down to an embedded software implementation
    - System-on-Chip Environment (SCE)
  - Report on your experiment

Assignment 1

- Project proposal
  - brief description of your project idea
    - topic
    - approach
    - expected result
  - email to **doemer@uci.edu**
  - due by: October 8, 2004, at 12pm (noon)