





Project Status and Progress	
<ul> <li>Option 1: Hands-on Experience with Embedded Software         <ul> <li>CJC: Mobile IP (embedded Linux) on wireless access point</li> <li>CBH: Port PalmOS application to WindowsCE</li> <li>SYC+CWS: Traffic light controller on Xilinx board</li> <li>QKN + RL: Temperature sensor on flash microcontroller</li> <li>ML + HL: Instant messenger application on mobile phone</li> <li>KLN: Snake game (Java) on mobile phone</li> <li>SI: Real-time UML/Java appl. wallet PDA, cash register PC</li> </ul> </li> <li>Option 2: Literature Research         <ul> <li>HEC: RTOS survey</li> <li>KDS: Target processor survey</li> <li>GK: Power management for embedded applications</li> <li>EKS: Code generation for embedded processors</li> </ul> </li> <li>Option 3: Embedded Software Synthesis using SpecC         <ul> <li>JHB: Reed-Solomon decoder</li> <li>AG: Digital camera</li> <li>TWH: Tic-tac-toe game</li> <li>GS: Wireless sensor node measuring motion</li> <li>ISG: Elevator controller</li> <li>HCL: Algorithm evaluation for fair packet scheduling</li> </ul> </li> </ul>	Schedule Final wk. TBD Week 10 Final wk. TBD Week 10 Week 10 Week 10 Week 7 Week 7 Week 8 Week 10 Week 9 Week 9 Week 10 Week 10 Final wk.
EECS298: Embedded Software Synthesis, Lecture 10 (c) 2004 R. Doemer	4

