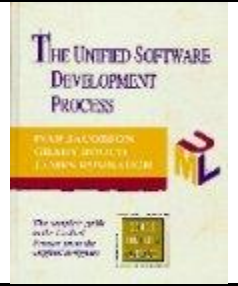


Literature Recommended for Embedded and Real-Time System Development

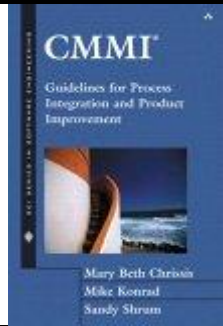


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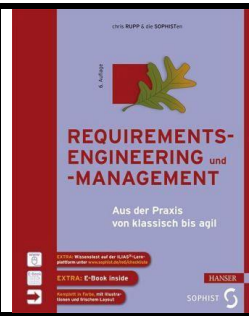
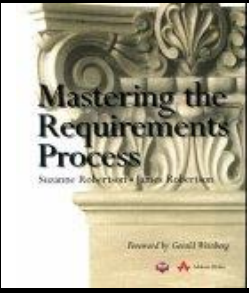

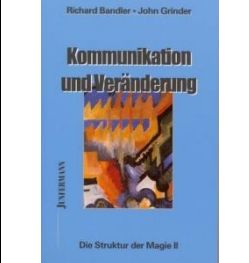
1 Development Proccess


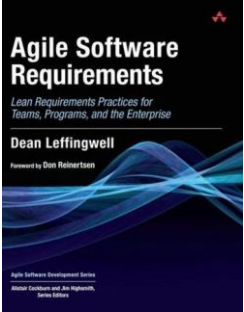
Title:	The Unified Software Development Process	
Author:	Ivar Jacobson, Grady Booch, James Rumbaugh	
Publisher:	Addison-Wesley	
ISBN:	0-201-57169-2	
Comment:		
Title:	Agile Softwareentwicklung für Embedded Real-Time Systems mit der UML	
Author:	Peter Hruschka, Chris Rupp	
Publisher:	Hanser	
ISBN:	3-446-21997-8	
Comment:		
Title:	Extreme Programming Explained EMBRACE CHANGE	
Author:	Kent Beck, Dirk Andres	
Publisher:	Addison-Wesley	
ISBN:	0-321-27865-8	
Comment:		
Title:	Scrum PRODUKTE ZUVERLÄSSIG UND SCHNELL ENTWICKELN	
Author:	Boris Gloger	
Publisher:	HANSER	
ISBN:	978-3-446-41913-1	
Comment:		

2 Prozess Maturity Models

Title:	CMMI® Guidelines for Process Integration and Product Improvement	
Author:	Mary Beth Chrissis, Mike Konrad, Sandy Shrum	
Publisher:	Addison-Wesley	
ISBN:	0-321-15496-7	
Comment:		
Title:	SPICE in der Praxis Interpretationshilfe für Anwender und Assessoren	
Author:	Klaus Hörmann, Lars Dittmann, Bernd Hindel, Markus Müller	
Publisher:	dpunkt.verlag	
ISBN:	3-89864-341-7	
Comment:		
Title:	SPICE im Unternehmen einführen Ein Leitfaden für die Praxis	
Author:	Paul-Roux Wentzel, Jürgen Schmied, Uwe Hehn, Michael Gerdorf	
Publisher:	dpunkt.verlag	
ISBN:	978-3-89864-614-7	
Comment:		

3 Requirements Engineering and Management

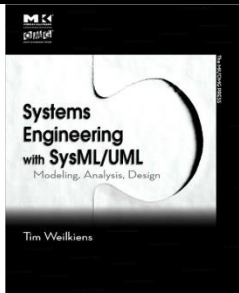
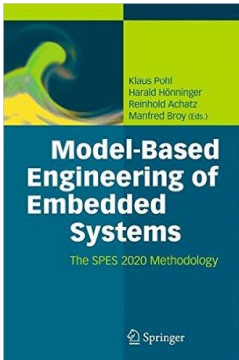
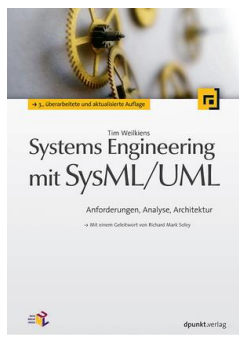
Title:	Requirements-Engineering und -Management Aus der Praxis von klassisch und agil	
Author:	Chris Rupp, SOPHIST GROUP	
Publisher:	Hanser	
ISBN:	9783446438934	
Comment:		
Title:	Mastering the Requirements Process	
Author:	Suzanne Robertson, James Robertson	
Publisher:	amc PRESS, Addison-Wesley	
ISBN:	0-201-36046-2	
Comment:		
Title:	Requirements-Led Project Management Discovering David's Slingshot	
Author:	Suzanne Robertson, James Robertson	
Publisher:	Addison-Wesley	
ISBN:	0-321-18062-3	
Comment:		
Title:	Metasprache und Psychotherapie Die Struktur der Magie I	
Author:	Richard Bandler, John Grinder	
Publisher:	Junfermann	
ISBN:	3-87387-186-6	
Comment:		
Title:	Kommunikation und Veränderung Die Struktur der Magie II	
Author:	Richard Bandler, John Grinder	
Publisher:	Junfermann	
ISBN:	3-87387-187-4	
Comment:		

Title:	Requirements Engineering für die agile Softwareentwicklung	
Author:	Johannes Bergmann	
Publisher:	dpunkt.verlag	
ISBN:	978-3-86490-149-2	
Comment:		
Title:	Agile Software Requirements Lean Requirements Practices for Teams, Programs, and the Enterprise	
Author:	Dean Leffingwell	
Publisher:	Addison Wesley	
ISBN:	978-0-321-63584-6	
Comment:		

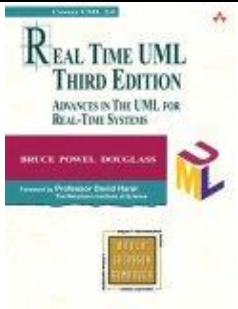

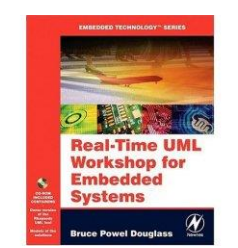
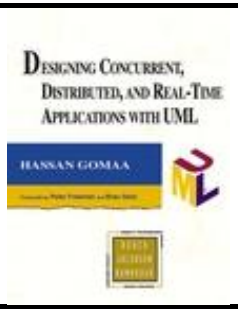

4 UML (Unified Modeling Language)



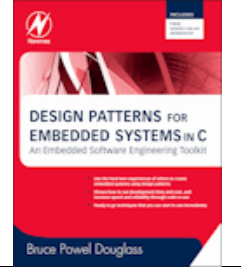
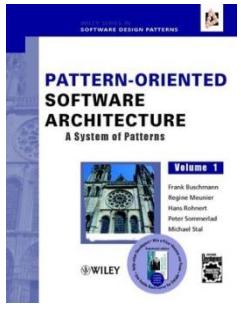

Title:	Objektorientierte Softwareentwicklung Analyse und Design mit der UML	
Author:	Bernd Oestereich	
Publisher:	Oldenbourg	
ISBN:	3-486-25573-8	
Comment:		
Title:	Objektorientierte Softwareentwicklung Analyse und Design mit der UML 2.1	
Author:	Bernd Oestereich	
Publisher:	Oldenbourg	
ISBN:	3486579266 978-3486579260	
Comment:		
Title:	UML 2 glasklar	
Author:	Mario Jeckle, Chris Rupp, Jürgen Hahn, Barbara Zengler, Stefan Queins	
Publisher:	Hanser	
ISBN:	344611186 978-3446411180	
Comment:		

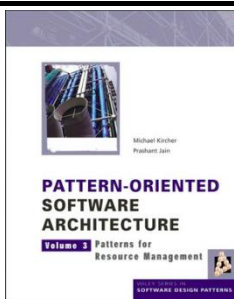
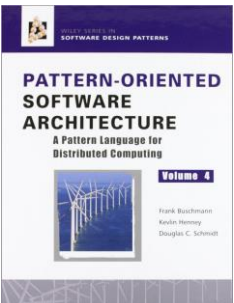



5 SysML (Systems Modeling Language)


Title:	Systems Engineering with SysML/UML Modeling, Analysis, Design	
Author:	Tim Weilkiens	
Publisher:	The MK/OMG PRESS	
ISBN:	978-0-12-374274-2	
Comment:		
Title:	Model-Based Engineering of Embedded Systems The SPES 2020 Methodology	
Author:	Klaus Pohl, Harald Hönninger, Reinhold Achatz, Manfred Broy (Eds.)	
Publisher:	Springer	
ISBN:	978-3-642-34613-2 978-3-642-34614-9 (eBook)	
Comment:		
Title:	Systems Engineering mit SysML/UML Anforderungen, Analyse, Architektur	
Author:	Tim Weilkiens	
Publisher:	Springer	
ISBN:	978-3-86490-091-4 978-3-86491-543-7 (PDF) 978-3-86491-544-4 (ePub)	
Comment:		

6 Software Engineering

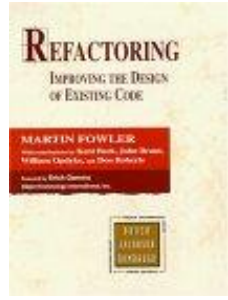
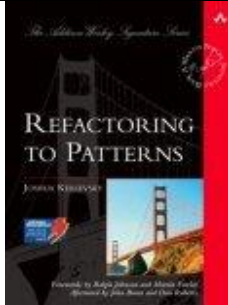

Title:	Real-Time UML Third Edition Advantages in the UML for Real-Time Systems	
Author:	Bruce Powel Douglass	
Publisher:	Addison-Wesley	
ISBN:	0-321-16076-2	
Comment:		
Title:	Doing Hard Time Developing Real-Time Systems with UML, Objects, Frameworks, and Patterns	
Author:	Bruce Powel Douglass	
Publisher:	Addison-Wesley	
ISBN:	0-201-49837-5	
Comment:		
Title:	Real-Time UML Workshop for Embedded Systems	
Author:	Bruce Powel Douglass	
Publisher:	Butterworth Heinemann	
ISBN:	0-750-67906-9	
Comment:		
Title:	Designing Concurrent, Distributed, and Real-Time Applications with UML	
Author:	Hassan Gomaa	
Publisher:	Addison-Wesley	
ISBN:	0-201-65793-7	
Comment:		
Title:	Modellierung von eingebetteten Systemen mit UML und SysML	
Author:	Andreas Korff	
Publisher:	Spektrum	
ISBN:	978-3-8274-1690-2	
Comment:		

Title:	Design Patterns	
Author:	Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides	
Publisher:	Addison-Wesley	
ISBN:	0-201-63361-2	
Comment:		
Title:	Real-Time Design Patterns Robust Scalable Architecture for Real-Time Systems	
Author:	Bruce Powel Douglass	
Publisher:	Addison-Wesley	
ISBN:	0-201-69956-7	
Comment:		
Title:	Design Patterns for Embedded Systems in C An Embedded Software Engineering Toolkit	
Author:	Bruce Powel Douglass	
Publisher:	Newnes	
ISBN:	978-1-85617-707-8	
Comment:		
Title:	Pattern-Oriented Software Architecture Volume 1 A System of Patterns	
Author:	Frank Buschmann, Regine Meunier, Hans Rohnert, Peter Sommerland, Michael Stal	
Publisher:	WILEY	
ISBN:	978-0-471-95869-7	
Comment:		
Title:	Pattern-Oriented Software Architecture Volume 2 Patterns for Concurrent and Networked Objects	
Author:	Douglas Schmidt, Michael Stal, Hans Rohnert, Frank Buschmann	
Publisher:	WILEY	
ISBN:	978-0-471-60695-6	
Comment:		





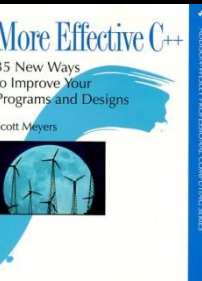
Title:	Pattern-Oriented Software Architecture Volume 3 Patterns for Resource Management	
Author:	Michael Kircher, Prashant Jain	
Publisher:	WILEY	
ISBN:	978-0-470-84525-7	
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Title:	Pattern-Oriented Software Architecture Volume 4 A Pattern Language for Distributed Computing	
Author:	Frank Buschmann, Kelvin Henney, Douglas C. Schmidt	
Publisher:	WILEY	
ISBN:	978-0-470-05902-9	
Comment:		
Title:	Pattern-Oriented Software Architecture Volume 5 On Patterns and Pattern Language	
Author:	Frank Buschmann, Kelvin Henney, Douglas C. Schmidt	
Publisher:	WILEY	
ISBN:	978-0-471-48648-0	
Comment:		
Title:	Effektive Softwarearchitekturen: Ein praktischer Leitfaden	
Author:	Gernot Starke	
Publisher:	Hanser	
ISBN:	978-3-446-42728-0	
Comment:		
Title:	Basiswissen Softwarearchitektur Verstehen, entwerfen, wiederverwenden	
Author:	Torsten Posch, Klaus Birken, Michael Gerdorn	
Publisher:	dpunkt.verlag	
ISBN:	978-3898647366	
Comment:		




Title:	Knigge für Softwarearchitekten - Reloaded	
Author:	Peter Hruschka und Gernot Starke	
Publisher:	entwickler.press	
ISBN:	978-3868021000	
Comment:		

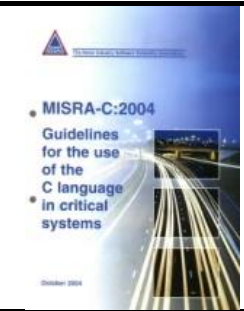

7 Redesign (Reverse Engineering, Refactoring, Reengineering)

Title:	Refactoring Improving the Design of Existing Code	
Author:	Martin Fowler Kent Beck, John Brant, William Opdyke, Don Roberts	
Publisher:	Addison-Wesley	
ISBN:	0-201-48567-2	
Comment:	www.refactoring.com	
Title:	Refactoring to Patterns	
Author:	Joshua Kerievsky	
Publisher:	ADDISON-WESLEY	
ISBN:	0-321-21335-1	
Comment:		
Title:	Refactorings in großen Softwareprojekten Komplexe Restrukturierung erfolgreich durchführen	
Author:	Stefan Roock, Martin Lippert	
Publisher:	dpunkt.verlag	
ISBN:	3-89864-207-0	
Comment:		


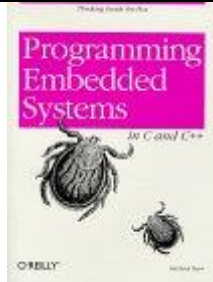
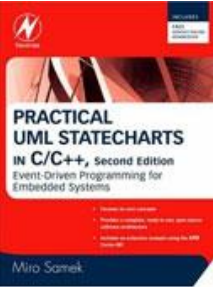
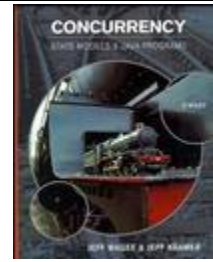
8 Programming Languages

Title:	Programmieren in C	
Author:	Brian W. Kernighan, Dennis M. Ritchie	
Publisher:	Hanser	
ISBN:	3-446-15497-3	
Comment:		
Title:	Objektorientierte Programmierung mit ANSI C	
Author:	Axel-Tobias Schreiner	
Publisher:	Hanser	
ISBN:	3-446-17426-5	
Comment:		
Title:	Die C++ Programmiersprache	
Author:	Bjarne Stroustrup	
Publisher:	Addison-Wesley	
ISBN:	978-3-8273-2823-6	
Comment:		
Title:	Effective C++ Second Edition	
Author:	Scott Meyers	
Publisher:	Addison-Wesley	
ISBN:	978-0-3213-3487-9	
Comment:		
Title:	More Effective C++	
Author:	Scott Meyers	
Publisher:	Addison-Wesley	
ISBN:	978-0-2016-3371-9	
Comment:		


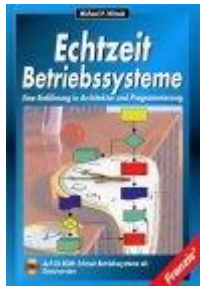
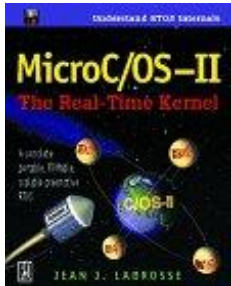
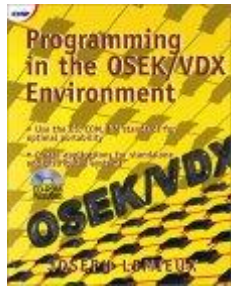
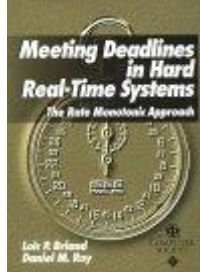
Title:	Effective STL	
Author:	Scott Meyers	
Publisher:	Addison-Wesley	
ISBN:	978-0-2017-4962-5	
Comment:		
Title:	Effective Modern C++ 42 SPECIFIC WAYS TO IMPROVE YOUR USE OF C++11 AND C++14	
Author:	Scott Meyers	
Publisher:	Addison-Wesley	
ISBN:	978-0-2017-4962-5	
Comment:		
Title:	Die C++ Standard Bibliothek Einführung und Nachschlagewerk	
Author:	Stefan Kuhlins, Martin Schader	
Publisher:	Springer	
ISBN:	978-3-540-25693-9	
Comment:		
Title:	The C++ Standard Library A Tutorial and Reference - Second Edition	
Author:	Nicolain M. Josuttis	
Publisher:	Addison-Wesley	
ISBN:	978-0-321-62321-8	
Comment:		
Title:	C++ 11 für Programmierer Den neuen Standard effektiv einsetzen	
Author:	Rainer Grimm	
Publisher:	O'REILLY	
ISBN:	978-3-95561-391-4	
Comment:		
Title:	Real-Time C++ Efficient Object-Oriented and Template Microcontroller Programming	
Author:	Chris Kormanyos	
Publisher:	Springer	
ISBN:	978-3-642-34687-3	
Comment:		

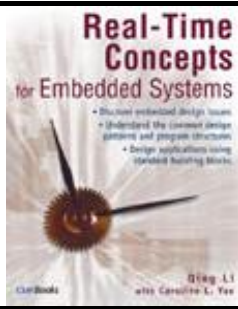

Title:	MISRA-C: 2004	
Author:	MISRA (The Motor Industry Software Reliability Association)	
Publisher:	British Library	
ISBN:	0 9524156 2 3 (paperback)	
Comment:	http://www.misra.org.uk/	
Title:	MISRA-C++: 2008	
Author:	MISRA (The Motor Industry Software Reliability Association)	
Publisher:	British Library	
ISBN:	978-906400-03-3 (paperback)	
Comment:	http://www.misra.org.uk/	

9 Programming Technics

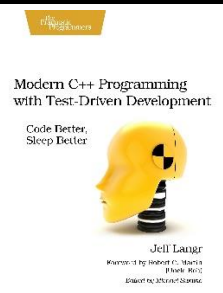
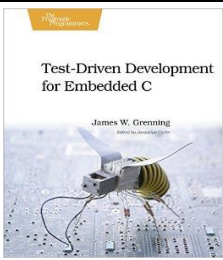
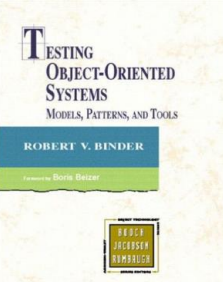


Title:	Embedded Software entwickeln Grundlagen für die Programmierung eingebetteter Systeme – Eine Einführung für Anwendungsentwickler	
Author:	Thomas Eisenlöffel	
Publisher:	dpunkt.verlag	
ISBN:	978-3-89864-727-4	
Comment:		
Title:	Programming Embedded Systems in C and C++	
Author:	Michael Barr	
Publisher:	O'Reilly	
ISBN:	1-56592-354-5	
Comment:		
Title:	Practical UML Statecharts in C/C++ Second Edition: Event-Driven Programming for Embedded Systems	
Author:	Mirco Samek	
Publisher:	Newnes	
ISBN:	0-750-68706-1	
Comment:	www.state-machine.com	
Title:	Concurrency State Models & JAVA Programs	
Author:	Jeff Magee, Jeff Kramer	
Publisher:	WILEY	
ISBN:	0-471-98710-7	
Comment:		

10 Operating Systems

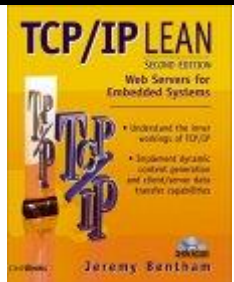

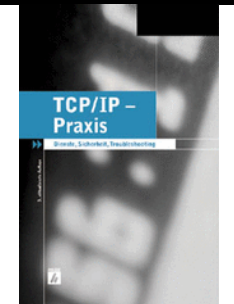
Title:	Moderne Betriebssysteme	
Author:	Andrew S. Tanenbaum	
Publisher:	HANSER	
ISBN:	3-446-18402-3	
Comment:		
Title:	Echtzeit Betriebssysteme	
Author:	Michael P. Witzak	
Publisher:	Franzis	
ISBN:	3-7723-4293-0	
Comment:		
Title:	MicroC/OS-II The Real-Time Kernel	
Author:	Jean J. Labrosse	
Publisher:	CMP Books	
ISBN:	0-87930-543-6	
Comment:	http://www.ucos-ii.com	
Title:	Programming in the OSEK/VDX Environment	
Author:	Joseph Lemieux	
Publisher:	CPM Books	
ISBN:	1-578-20081-4	
Comment:		
Title:	Meeting Deadlines in Hard Real-Time Systems The Rate Monotonic Approach	
Author:	Loic P. Briand, Daniel M. Roy	
Publisher:	Institute of Electrical & Electronics Engineers	
ISBN:	0-818-67406-7	
Comment:		

Title:	Real-Time Concepts for Embedded Systems	
Author:	Qing Li, Caroline Yao	
Publisher:	CMP BOOKS	
ISBN:	1-57820-124-1	
Comment:		
Title:	Moderne Realzeitsysteme kompakt Eine Einführung mit Embedded Linux	
Author:	Jürgen Quade, Michael Mächtel	
Publisher:	dpunkt.verlag	
ISBN:	978-3-89864-830-1	
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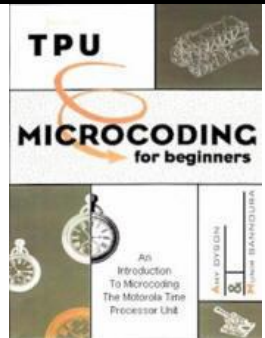
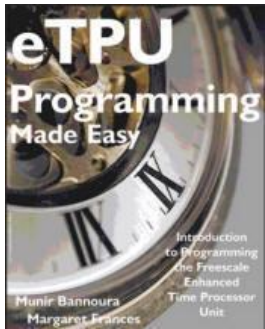
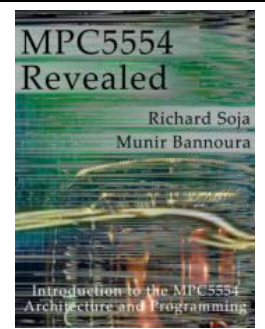
11 Test

Title:	Modern C++ Programming with Test-Driven Development Code better, sleep better	
Author:	Jeff Langr	
Publisher:	The Pragmatic Bookshelf	
ISBN:	978-1-937785-48-2	
Comment:		
Title:	Test Driven Development for Embedded C better, sleep better	
Author:	James W. Grenning	
Publisher:	The Pragmatic Bookshelf	
ISBN:	978-1934356623	
Comment:		
Title:	Testing Object-Oriented Systems Models, Patterns, and Tools	
Author:	Robert Binder	
Publisher:	Addison-Wesley	
ISBN:	978-0201809389	
Comment:		
Title:	Testen von Software und Embedded Systems: Professionelles Vorgehen mit modellbasierten und objektorientierten Ansätzen	
Author:	Uwe Vogenschow	
Publisher:	dpunkt.verlag	
ISBN:	978-3898646383	
Comment:		
Title:	Software-Test für Embedded Systems Ein Praxisbuch für Entwickler, Tester und technische Projektleiter	
Author:	Stephan Grünfelder	
Publisher:	dpunkt.verlag	
ISBN:	978-3-86490-448-6	
Comment:		

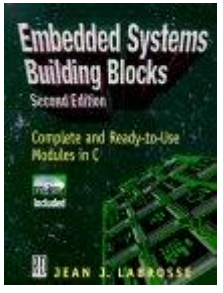
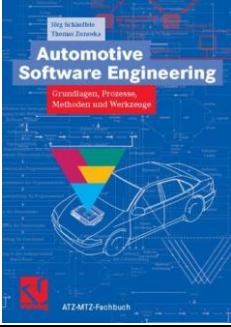
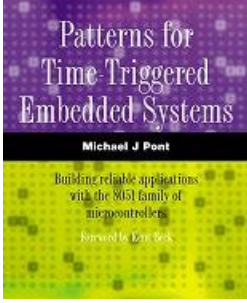
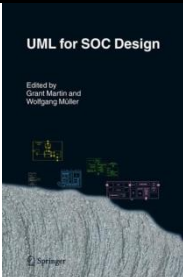
12 TCP/IP

Title:	TCP/IP Lean: Web Server for Embedded Systems (2 nd Edition)	
Author:	Jeremy Bentham	
Publisher:	CMP Books	
ISBN:	1-578201-08-X	
Comment:		
Title:	TCP/IP-Grundlagen Protokolle und Routing	
Author:	Gerhard Lienemann	
Publisher:	Heinz Heise	
ISBN:	3-936931-07-0	
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Title:	TCP/IP-Praxis Dienste, Sicherheit, Troubleshooting	
Author:	Gerhard Lienemann	
Publisher:	Heinz Heise	
ISBN:	3-936931-05-4	
Comment:		

14 Microcontroller

Title:	TPU Microcoding for beginners AN INTRODUCTION TO MICROCODING THE MOTOROLA TIME PROCESSOR UNIT	
Author:	Amy Dyson, Munir Bannoura	
Publisher:	AMT Publishing	
ISBN:	keine	
Comment:	http://www.amtpublishing.com/ http://www.ashware.com/	
Title:	eTPU Programming Made Easy Introduction to the Freescale Time Processor Unit	
Author:	Munir Bannoura, Margaret Frances	
Publisher:	AMT Publishing	
ISBN:	0-9762973-1-0	
Comment:	http://www.amtpublishing.com/ http://www.ashware.com/	
Title:	MPC5554 Revealed Introduction to the Freescale Time Processor Unit	
Author:	Richard Soja, Munir Bannoura	
Publisher:	AMT Publishing	
ISBN:	keine	
Comment:	http://www.amtpublishing.com/ http://www.ashware.com/	

15 Special Topics

Title:	Embedded System Building Blocks Completely and Ready-to-Use Modules in C	
Author:	Jean J. Labrosse	
Publisher:	CMP Books	
ISBN:	0-87930-604-1	
Comment:	Beschreibung möglicher Hardware-Abstraktionen	
Title:	Automotive Software Engineering Grundlagen, Prozesse, Methoden und Werkzeuge	
Author:	Jörg Schäuuffele, Thomas Zurawaka	
Publisher:	Vieweg Verlag ATZ-MTZ-Fachbuch	
ISBN:	3-528-01040-1	
Comment:	Dieses Buch ist auch für Ein- und Umsteiger in den Embedded- und Echtzeit Entwicklungsbereich geeignet.	
Title:	Patterns for Time-Triggered Embedded Systems Building reliable applications with the 8051 family of microcontrollers	
Author:	Michael J. Pont	
Publisher:	Addison Wesley	
ISBN:	0-201-33138-1	
Comment:	In diesem Buch werden Patterns sehr hardwarenah, mit C Sourcecode und praxisgerecht dargestellt. Die auf dem 8051 Mikrocontroller basierenden Patterns sind aber auch für andere Architekturen übertragbar.	
Title:	UML for SOC Design	
Author:	Grant Martin, Wolfgang Müller	
Publisher:	Springer	
ISBN:	0-387-25744-6	
Comment:		