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Firmware Design Patterns in Embedded Systems
Publisher Summary The most distinguishing property of

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embedded systems is that they must access hardware directly. This chapter presents the design patterns for accessing hardware. Broadly, software-accessible hardware can be categorized into four kinds—infrastructure, communications, sensors, and actuators.

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The design is still simple but the execution time of the functions within the medium priority task could introduce timing issues. The separation of the embedded web server task reduces this risk and in any case any such issues would not effect the plant control task.

Tutorial: Design patterns for small embedded systems

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titled "Design Patterns for Embedded Systems in C". A description of the book states: The author carefully takes into account the special concerns found in designing and developing embedded applications specifically concurrency, communication, speed, and memory usage.

Design / Implementation Patterns for Embedded Systems
Patterns are given for a number of important embedded tasks, like the creation of state machines and working with multitasking. There were two I found particularly appealing. The first is the observer pattern. This is another name for publish/subscribe, an approach that is increasingly found in complex systems.

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Of the design patterns listed below are there any seen frequently in embedded systems... Abstraction-Occurrence pattern General Hierarchy pattern Player-Role pattern Singleton pattern Observer pattern Delegation pattern Adapter pattern Facade pattern Immutable pattern Read-Only Interface pattern ...

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Design Patterns within these pages are immediately applicable to your project Addresses embedded system design concerns such as concurrency, communication, and memory usage
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Common architectural patterns for embedded systems include: Layered Architecture, which organizes the various software components into n-tiers or layers, each with a specific role Extremely common architectural pattern, especially for embedded systems; Embedded layers might consist of: HAL/BSP, Drivers/Middleware, Business Logic

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