

EEL 3370 – C++ Programming for Embedded Systems Spring 2022 Page 1

Department of Electrical and Computer Engineering

C++ Programming for Embedded Systems

Instructor : Dr. Herman Watson
Office Hours : Zoom by appointment

Office : EC - 3951
Sec. Phone : 305.348.2807
Email : watsonh_fiu@yahoo.com (Note underscore) <<<<< Use this email

Classroom/Time:
RVC: Online

Web Page : <http://web.eng.fiu.edu/watsonh/>

Catalog Description:

Object-oriented programming in C++ with emphasis on evaluation of alternative program design strategies applicable to Embedded Computing. Data Abstraction, Encapsulation, Inheritance, Polymorphism, Class design with data structures, Template Library, and wxWidgets applications library. These concepts work on big or small systems – Raspberry Pi (3 Credits)

References: Open source materials are used as instruction materials

Programming principles and practice using C++ Bjarne Stroustrup 978-0-321-54372-1	C++ Primer Lippman, Lajoie, Moo ISBN 0-321-71411-3
Object-Oriented Programming in C++, Fourth Edition Robert Lafore ISBN 0-672-32308-7	Cplusplus.com C++ Tutorial http://cplusplus.com/doc/tutorial/

Course Objectives:

Through successful completion of the course, the student will:

Understand and be able to analyze problem and develop an object-oriented solution.

Confidently use C++ class syntax and semantics.

Understand and be able to apply basic data structure concepts to real application.

Relationship of course to program outcomes:

- a) an ability to apply knowledge of mathematics, science, and engineering
- c) an ability to design a system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability
- e) an ability to identify, formulate, and solve engineering problems.
- h) the broad education necessary to understand the impact of engineering solutions in a global, economic, environmental, and societal context
- i) a recognition of the need for, and an ability to engage in life-long learning
- j) a knowledge of contemporary issues
- k) an ability to use the techniques, skills, and modern engineering tools necessary for engineering practice
- m) a knowledge of advanced mathematics

Topics Covered:

- Introduction to C++ Programming
- Structures
- Class, Objects, and Strings
- Functions and Recursion
- Arrays and Vectors
- Pointers
- Overloading
- Encapsulation
- Inheritance
- Polymorphism
- Stream I/O
- Data Structures
- wxWidgets C++ library for Windows applications
- wxPong, wxTetris
- Maze Creation and Solution Project

Grading Scale:		
A	92-100	"Florida International University is a community dedicated to generating and imparting knowledge through excellent teaching and research, the rigorous and respectful exchange of ideas, and community service. All students should respect the right of others to have an equitable opportunity to learn and honestly to demonstrate the quality of their learning. Therefore, all students are expected to adhere to a standard of academic conduct, which demonstrates respect for themselves, their fellow students, and the educational mission of the University. All students are deemed by the University to understand that if they are found responsible for academic misconduct, they will be subject to the Academic Misconduct procedures and sanctions, as outlined in the Student Handbook."
A-	90-92	
B+	88-90	
B	82-88	
B-	80-82	
C+	78-80	
C	70-78	
D	60-69	
F	< 60	

Department Regulations Concerning Incomplete Grades

To qualify for an Incomplete, a student:

1. Must contact (e.g., phone, email, etc.) the instructor or secretary before or during missed portion of class
2. Must be passing the course prior to that part of the course that is not completed
3. Must make up the incomplete work through the instructor of the course
4. Must see the Instructor. All missed work must be finished before last two weeks of the following term.

NOTE: This course requires consistent participation in class, homework, attendance, materials, and milestones. The final grade consists of contributions from all these elements.

Grading Scale: NOTE: There is *no makeup exams* offered

Topic	Percentage
Exam 1 <i>no makeup</i>	20%
Exam 2 <i>no makeup</i>	20%
Exam 3 <i>no makeup</i>	25%
Homework	10%
Program of the Week	10%
DFS Project	10%
Participation	5%
Attendance	Unexcused Absence Penalty based on in class policy

Policies:

- **Academic Misconduct:** For work submitted, it is expected that each student will submit their own original work. Any evidence of duplication, cheating or plagiarism will result in at least a failing grade for the course.
- **Absences:** Resolution of absences and materials missed are student responsibility
 - **Unexcused Absences:** Two unexcused absences are permitted during the term. More than two will result in the loss of points from your final grade. (1 point per absence above two, 3 points per absence above 5).
 - **Excused Absences:** Only emergency medical situations or extenuating circumstances are excused with proper documentation.
 - 1. Request Mitigating Circumstances form
 - 2. Complete and submit form for review
- **On Time:** As in the workplace, on time arrival, preparation, and submissions are required.
- **Deadlines: Work is due on the date specified.** Late submissions within one week will receive up to half credit. After one week, **late work will not be accepted.** Each assignment is reviewed for grades once only; late submissions are graded after the last exam. Participation deadlines are absolute – no late completions are allowed.
- **Submissions: This class is paperless. Submissions are made using the web form listed on the class web site (online and in class sections) See class web site for instructions.** All submissions must:
 - be a single document,
 - contain your name, date and time of completion within the document
 - Permission: accessible **by anyone with link** and readable with a browser
 - be accessible using a single URL reference to the document.
- **DO NOT** submit work by email.
- Instructor reserves right to change course materials or dates as necessary.

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Mod	Date	3370 Weekly Topic Spring Spring 2021	Homework: Due
01	01/10/22	Introduction to Bjarne Stroustrup and C++ V1, V2	HW01 01/18/22
02	01/17/22	Software Installation – IDE, Compiler, Application Library V3, V4 (MLK Holiday Monday 01/17)	HW02 01/25/22
03	01/24/22	Functions, Pointers, Structures V5, V6	HW03, PW3 02/01/22
04	01/31/22	Classes, constructors, destructors V7, V8	HW04, PW4 02/08/22
05	02/07/22	Classes, overloading, pointers, this V9 PQ1Classes	HW05, PW5 02/15/22
06	02/14/22	Tue 02/15 Review V10 Thur 02/17 Exam 1	
07	02/21/22	STL & History V11 Iterators V12	HW06, PW6 03/08/22
	02/28/22	Spring Break	
08	03/07/22	Iterators V13 Templates, Algorithms V14 Thur: PQ2Iterator	HW07, PW7 03/15/22
09	03/14/22	Templates, Containers V15	HW08, PW8 03/22/22
10	03/21/22	Tue 03/22 Review V16 Thur 03/24 Exam 2 (03/21 Last Drop Day)	DFS-L1 03/29/22
11	03/28/22	WxWidgets – Tue: wxHelloWorld, V17 wxSmith and RenderTimer, wxPong V18 V19	HW09 04/05/22 wxPong DFS-L2
12	04/04/22	wxWidgets – wxPong internals, Thur: WxWidgets – wxTetris, Gaming V20 Thur: PQ3Pong	HW10 04/12/22 wxTetris DFS-L3
13	04/11/22	WxWidgets –Maze Create and Solve VTBD V19 Audacity, Applications V22	04/19/22 DFS-L4
14	04/18/22	Tuesday Review V23 Thursday 04/21 Exam 3 Friday: Senior Design Day 04/22	
15	04/25/22	No Final Exam is given	