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	4.	a)	Name and explain the three structures or components are commonly used in embedded software.	that
		b)		e of
			assembler and linkers in the compilation process.	7
-0	5.	a) Explain the terms loop unrolling, Loop fusion, Loop distribution and Loop tiling.  7		
ttn://wwv		b)		are 7
http://www.ronvonline.com	6.	Explain the term design flow. Draw and describe the waterfall model of software development.  7		
ne com		b)	Briefly describe the distinction between requirements a specifications.	and 7
httn://www.ronvonline.com	7.	a) How to turn a specification into an architecture design.     Explain how CRC card methodology is useful to help analyze a system's structure.  7		
		b)	Estimate the cost of finding and fixing a single software.	are
novon	8.	Write short notes on any two of the following: 14		
ine		a)	Software modem	
Com		b)	Embedded System for INTERNET applications	
		c)	Loop optimization	
			****	
		6		

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