

Re: How to write better code for your projects ?

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"Rodo" <dsp1024@yahoo.com> wrote in message
news:<4BgZb.32504\$5W3.17023@nwrddc02.gnilink.net>...

> *Hi all...*

>

> *I've written code for my stuff at home. You know, the stuff you experiment
> with. Not meant to be pretty or a full blown project. If it is something I
> will use in the future – like an LCD init function – I fully document it and
> place it in a special "custom" folder.*

>

> *I can write code and it is good. I have a EE and I've been working for 2
> years now. Little stuff like test boxes and the like are no problem. At
> work, I was told I'm going to get a whole project soon – the boss was
> impressed with a silly test box I made, now he thinks I can make a space
> shuttle. Are they all this clueless ?. I know each part of the design so I'm
> not panicking just yet :-). I'm thinking how to implement the different
> parts but I don't feel comfortable writing this project like I did my senior
> project. BTW my senior project worked with very few glitches.*

>

> *I just feel I need more info on writing code for embedded systems (that's a
> good magazine: *Embedded Systems Programming*). Before I start cranking out
> code, I'd like to get more info on ways of writing code. Can you suggest a
> book or reference where to start ?*

>

> *Thanks*

>

> *BTW no need for a RTOS. The project is not that complex. It's going to use a
> microchip PIC18Fxxx. I haven't decided which one yet.*

I'd recommend reading a few books on software engineering, if you haven't done that yet. Look for books that aren't about how to program, but about how to manage programming.

"Code Complete" by Steve McConnell is as good a place to start as any. You can read it a bit at a time, and it's a fast read. I've been doing embedded programming for over 20 years and while I don't agree with everything McConnell says, I would guess I learned about 70% of what he's teaching (preaching) the hard way.

comp.arch.embedded: Re: How to write better code for your projects ?

I'd recommend programming the PIC in C if you don't need blazing speed. If you're in need of a decent compiler, take a look at CCS (www.ccsinfo.com).

Have fun. Learning to design and manage a project longer than a few hundred lines of code is something you need to learn through experience.

Mark