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Efficiency is always in focus and numerous examples are backed up with real-time performance measurements and size analyses that quantify the true costs of the code down to the very last byte and microsecond. The target audience of this book mainly consists of students and professionals interested in real-time C++.

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The real meat of the book, though, is its extensive explanation and use of templates, constexpr, lambdas, and other modern C++ techniques to move a lot of programming work to compile-time. It also does a good job of explaining how to write your own memory manager if necessary to make better use of the STL.

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This is the companion code for the book "Real-Time C++". See : C.M. Kormanyos, Real-Time C++: Efficient Object-Oriented and Template Microcontroller Programming, Third Edition (Springer, Heidelberg, 2018). ISBN 9783662567173. Details on the Reference Application. The reference application boots via a small startup code and subsequently initializes a skinny microcontroller abstraction layer (MCAL).

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With this book, Christopher Kormanyos delivers a highly practical guide to programming real-time embedded microcontroller systems in C++. It is divided into three parts plus several appendices. Part I provides a foundation for real-time C++ by covering language technologies, including object-oriented methods, template programming and optimization. Next, part II presents detailed descriptions of a variety of C++ components that are widely used in microcontroller programming.

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