

Bringing together two areas of computer technology—networking and embedded systems—this developer's guide offers guidance and examples for each of these, with a focus on the special requirements and limits of embedded systems. Because developing an embedded system for networking requires knowledge from many areas, including circuit design, programming, network architecture, and Ethernet and Internet protocols, developers are given valuable technical information on each that can be put to use right away. Covered are the advantages and limits of using Ethernet to connect embedded systems in a local network, hardware and program code needed to connect an embedded system to an Ethernet network and the Internet, and how to build a network. Also discussed are how embedded systems can use TCP/IP and related protocols and how personal-computer applications can use the protocols to communicate with embedded systems. Developers will learn how their Web servers pages can include dynamic, real-time content and respond to user input.

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