



Building Solutions with Windows® Embedded CE 6.0 R2

Course Detail

Day 1

Introduction

- Including Microsoft's Embedded OS Offerings

1 - Operating System Overview

- Characteristics of Windows Embedded CE
- History of Windows Embedded CE
- What's New in CE 6.0 R2?

2 - Tools for Platform Development

- Visual Studio 2005 & CE 6.0 R2 Installation
- Windows Embedded CE Terminology
- A Look at the IDE
- Introduction to the Build Process
- Testing and Debugging the OS Design
- Windows Embedded CE Directory Structure

3 - Operating System Internals

- System Architecture
- Memory Model
- Processes and Threads
- Exploring Threads with Kernel Tracker
- Synchronization Objects
- A Look at Synchronization
- Interrupt Model

Day 2

4 - Operating System Components

- The File Systems
- The Registry
- Using the Remote Registry Editor
- Power Management
- Experimenting with Power Management
- Internationalization

5 - The Build System

- Directory Structure of the Build Tree
- The Build Process
- The Build Tool
- The Command Line
- Troubleshooting a Build

6 - The Board Support Package

- BSP Overview
- Platform Common Code
- BSP Components
- Creating a New BSP



Day 3

7 - Device Driver Concepts

- An Overview of Device Drivers
- User Mode Driver Framework
- Handling Caller Buffers
- Loading a Stream Driver
- Debugging Device Drivers

8 - Customizing the OS Design

- The Catalog
- The Shell Options
- SDKs

9 - Application Development

- Application Development Options
- Native Code Development
- Managed Code Development

10 - Testing & Verification

- Windows Embedded CE Test Kit
- Other Test Utilities