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About This Course

This five day course is intended for beginners little prior knowledge or experience with Windows Embedded CE 6.0. It is designed to provide the understanding and confidence necessary to begin developing Windows Embedded CE 6.0 devices.

The instructor-led portions of the course lead to hands-on labs that apply the principles learned and reinforce the concepts covered in the course materials. The labs have been designed to focus on real world skills.

Audience

This course was designed to focus on the primary users of Platform Builder; the BSP (board support package) developers. While many sections of the course may also be helpful to Device Driver Developers, Device Application Developers, QA Engineers and others these are not the primary audiences for which the course was developed. The course also assumes little to no knowledge of previous versions of Windows CE and is designed for engineers who are new to the world of Windows CE development.

Prerequisites

This course is intended for attendees that have a basic knowledge of the C programming language and embedded systems. While not required, it would be beneficial if attendees were familiar with Win32 API programming and device driver development.

Objectives

In this course you will learn:

- Basics of Windows Embedded CE 6.0
- How to use CE 6.0 Tools for Platform Development
- The workings of CE 6.0 Operating System Internals
- Familiarity with CE 6.0 Operating System Components
- How the Build Process works
- How to Create a BSP / OAL
- How Device Drivers are developed
- How to customize the OS Design
- The basics of Application Development
- How to Test and verify a final image