

# Designing and Launching an Embedded Product

## Class 5: Techniques for Accelerating Time to Market

November 22, 2019  
Jacob Beningo

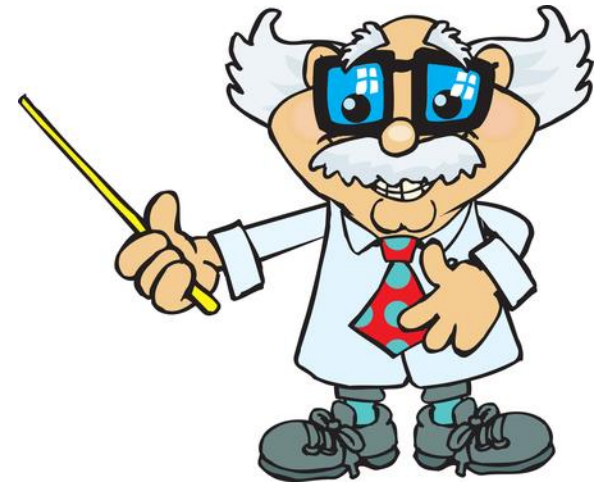
# Course Overview

## Topics:

- The Business of Product Development
- Success through Design and Development Processes
- Scalability, Architectures and the MVP
- Achieving Quality and Reasonable Time to Market
- **Techniques for Accelerating Time to Market**

# Session Overview

- 5 Tips to Accelerate Development



Presented by:

# Speed is a Necessity

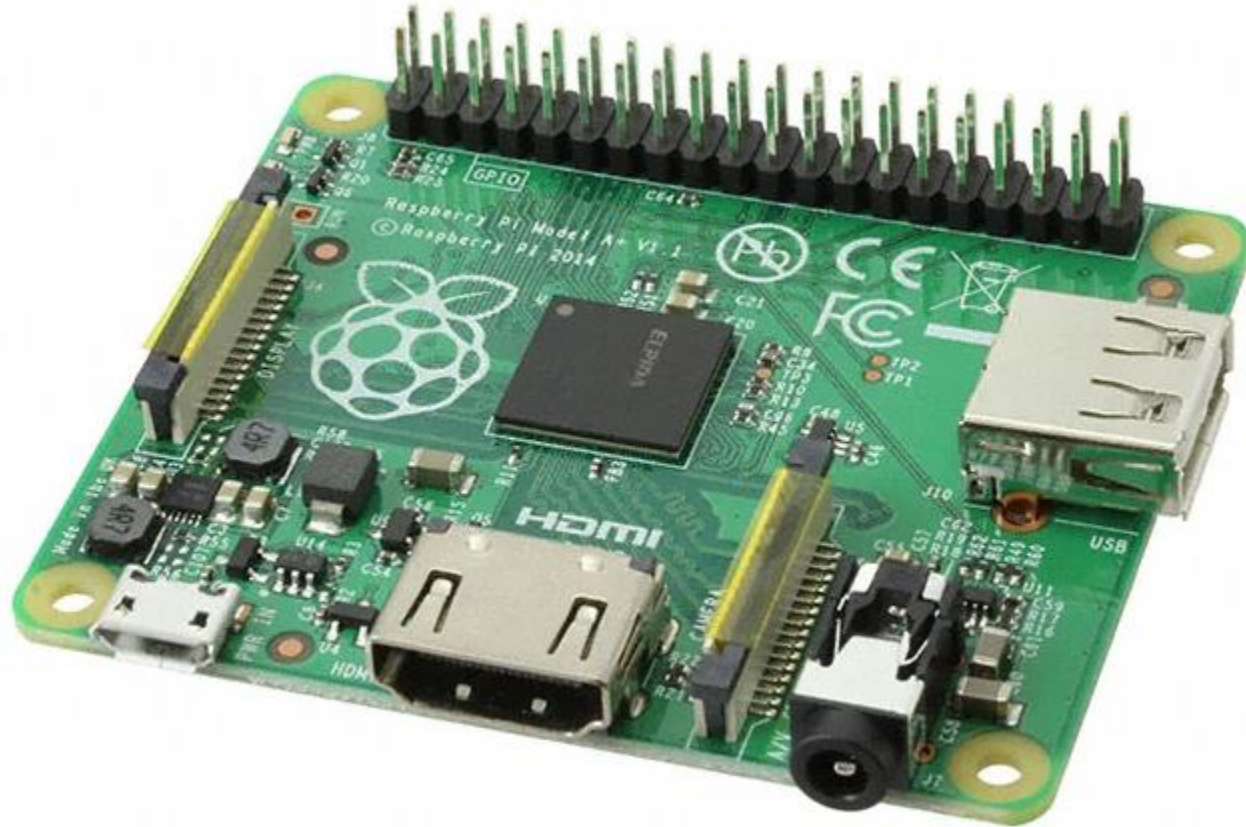


# Tip #1 – Leverage Hardware Platforms

## Microcontroller Platforms



# Tip #1 – Leverage Hardware Platforms



# Tip #2 – Leverage Open Source

## Sensor Platforms

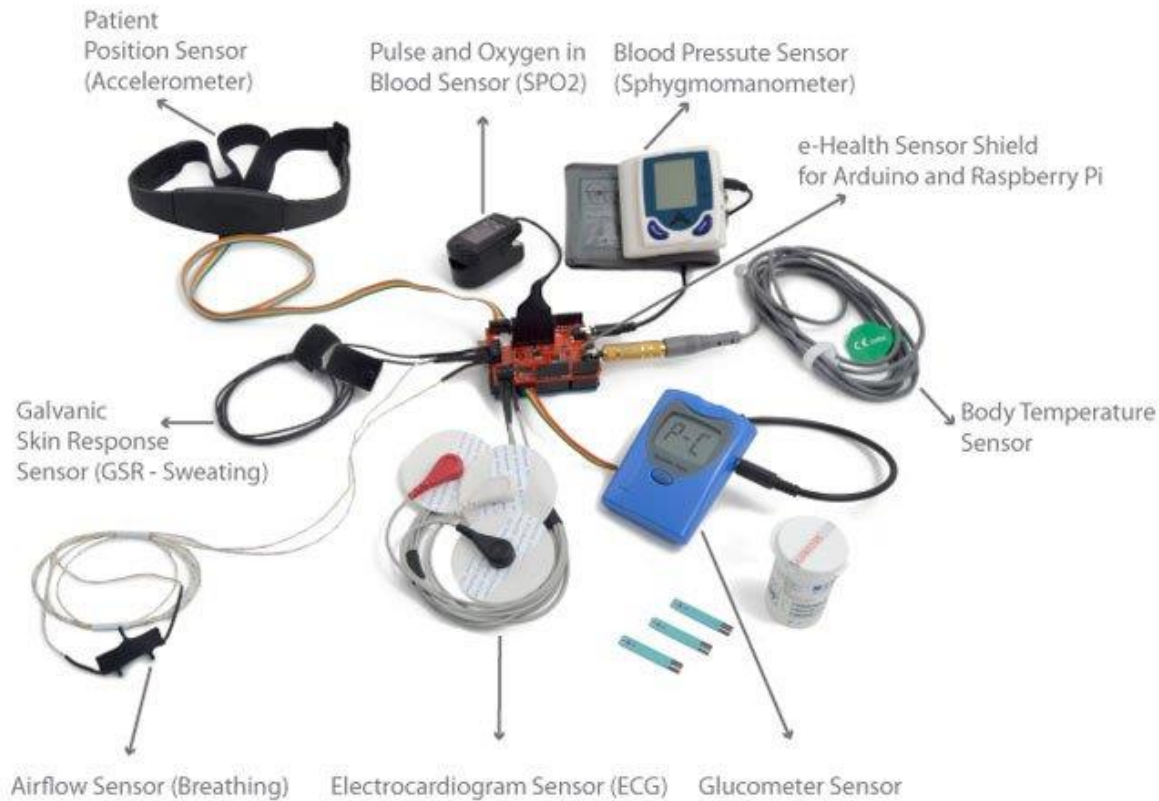


Image Source:  
<https://www.postscapes.com/open-source-e-health-sensor-platform/>

# Tip #3 – Leverage Cloud Platforms

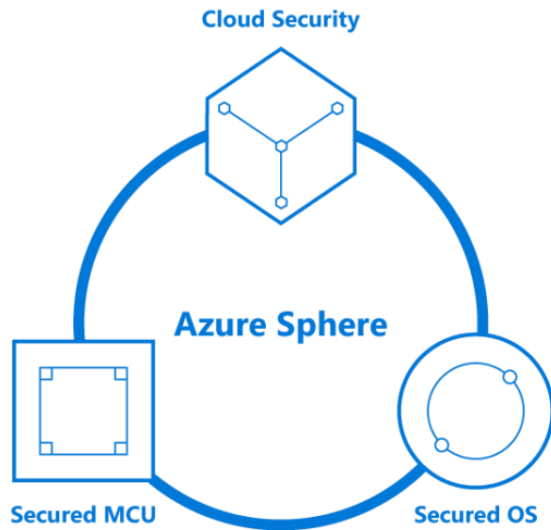


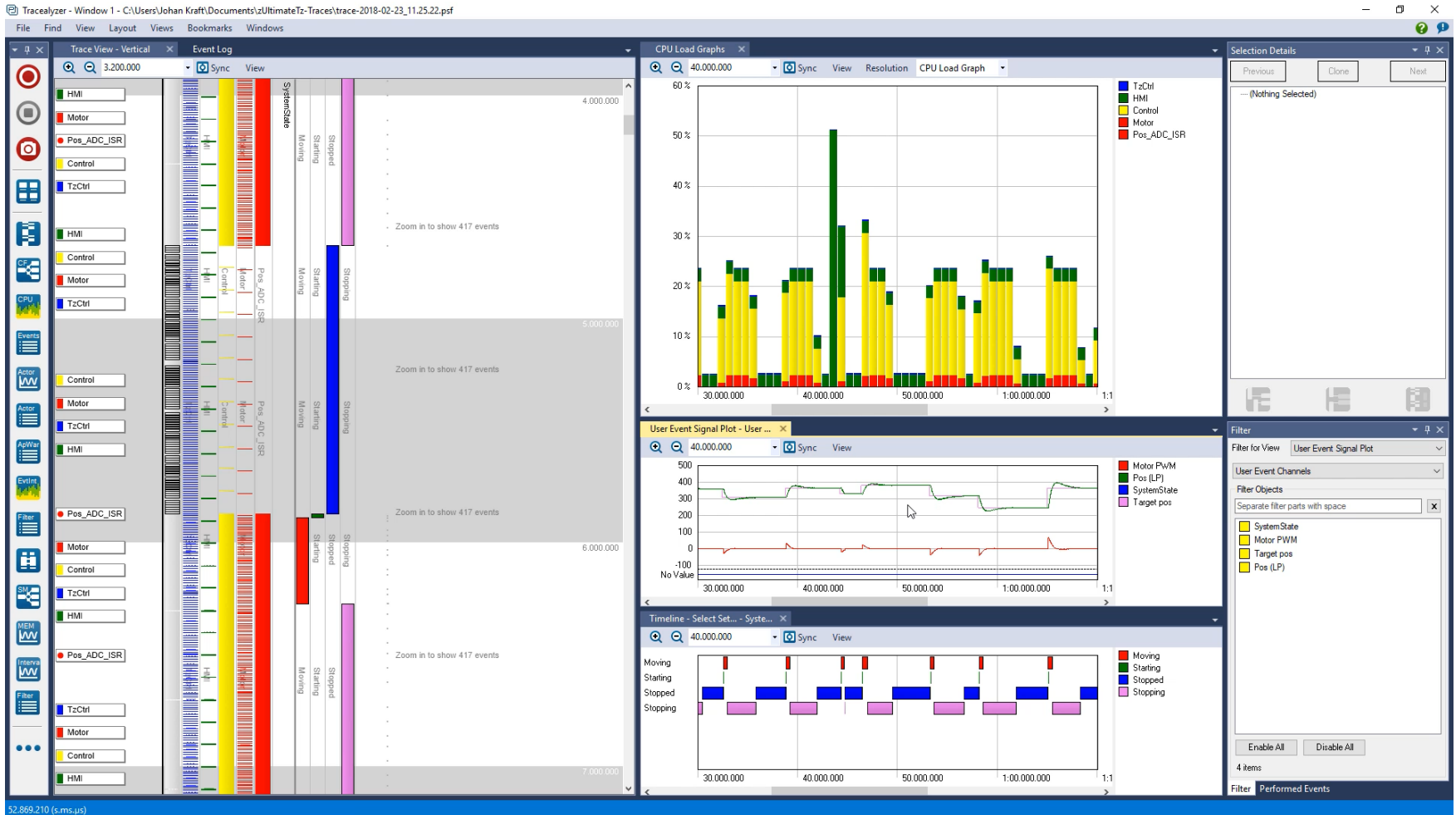
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# Tip #4 – Have the Right Tools



# Tip #4 – Have the Right Tools

The collage displays several software development tools in use:

- IDE (Left):** Shows the source code for `zfstream.h` with a class `gzfilebuf` and its methods.
- Static Analysis (Top Right):** A window titled "Understand CodeCheck" showing a "Result Log" with a list of files and violation counts, and a summary: "Files: 92", "Checks: 548", "Violations Found: 57147", "Violations Ignored: 0", "Violations Remaining: 57147", "Script Errors Reported: 5".
- Dependency Graph (Middle Right):** A graph titled "Arch Internal Dependencies: Functional Area" showing complex relationships between components.
- Class Diagram (Bottom Middle):** A UML Class Diagram Graph showing classes like `DirZLib.Coderator`, `Stream`, and `System.Exception`.
- Code Volume Distribution (Bottom Left):** A 3D bar chart titled "Code Volume Distribution" showing the distribution of code volume across different categories.
- Entity Browser (Bottom Left):** A table listing entities such as `setfill`, `lowin32.h`, `lowin32.c`, `_OS400__`, `zutil.c`, and `NO_sprintf`.

# Tip #5 – Get Outside Assistance



# Bonus: Tip #6 – Machine Learning





# Additional Resources

- Supporting Materials
  - [Beningo.com](http://Beningo.com)
  - Blog
  - Code, White Papers, Courses
- Embedded Bytes Newsletter
  - <http://bit.ly/1BAHYXm>



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- Blog > CEC – Designing and Launching an Embedded Product