# Software Engineering for Embedded Systems: Chapter 6. Hardware's Interface to Embedded Software

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This chapter discusses the interface that hardware provides for the embedded software. It discusses the registers and interrupts that provide that interface. But there is more; there are the human aspects of getting the hardware team and the embedded software team to collaborate on the project. Collaboration is needed during the design phase, the co-development phase, the integration phase, and the debugging phase and this chapter discusses those concepts. Several hardware design aspects are discussed that improve the quality of the product and software design aspects are discussed to help support hardware versions.

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