

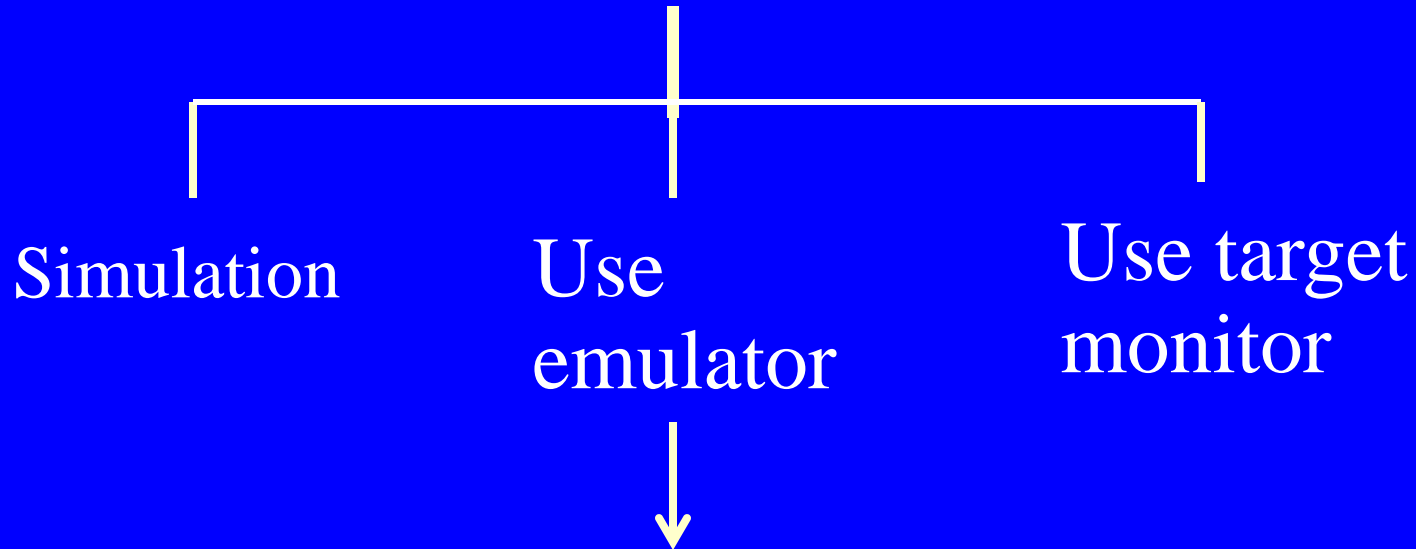
# Testing, Simulation and Debugging Techniques and Tools:

## Lesson-5

### In-Circuit Emulator

# 1. Development processes using ICE

# Target debugging



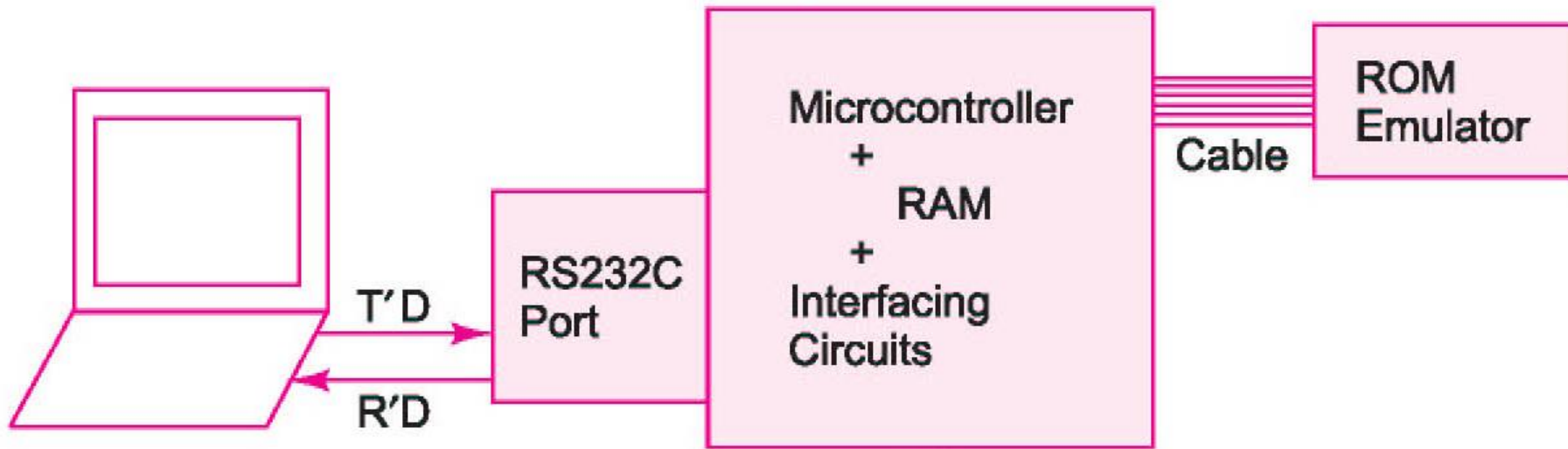
Circuit for emulating target system remains independent of a particular targeted system and processor

## Using an Emulator or ICE

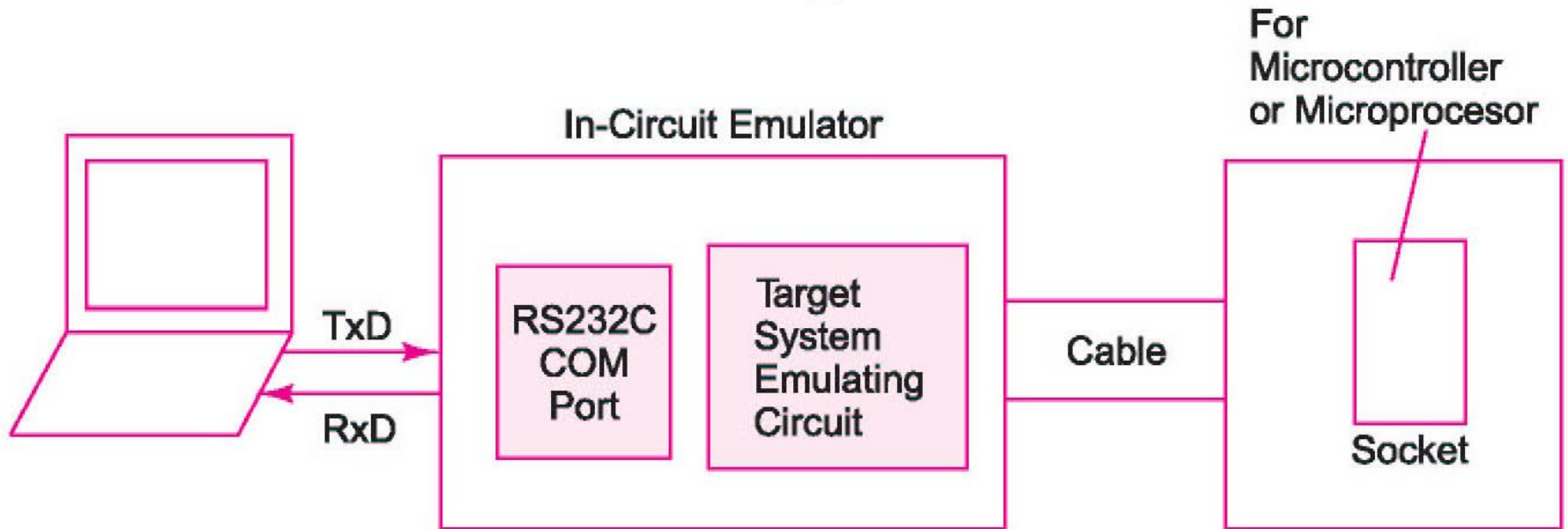
- A circuit for emulating target system remains independent of a particular targeted system and processor
- Emulator or ICE provides great flexibility and ease for developing various applications on a single system in place of testing that multiple targeted systems.

# An Emulator

For the Target using  
a System Emulator



# An ICE



# Emulator

- Emulates MCU inputs from sensors
- Emulates controlled outputs for the peripheral interfaces/systems
- Emulates target MCU IOs and socket to connect externally MCU

# ICE

- Means In-Circuit Emulator
- Interface COM port of a computer
- Emulates target MCU IOs
- ICE socket connects MCU externally



# ICE...

- Uses computer developed object files and hex files for the MCU
- Uses debugger at the computer developed files for the MCU application

# A Emulator



## Difference in Emulator and ICE

- Emulator uses the circuit consisting of the microcontroller or processor itself. The emulator emulates the target system with extended memory and with codes downloading ability during the edit-test-debug cycles.

# Emulator and ICE ...

- ROM Emulator emulates only a ROM.
- ICE uses another circuit with a card that connects to target processor (or circuit) through a socket.

## 2. Back support hardware package and ICE Subunits

# Back support hardware package and ICE Subunits

- Interface circuit
- Socket
- External Memory
- Emulator-board display unit
- Twenty-keys pad
- Registers
- Connectors

# Summary

## We learnt

- ICE used for debugging a target system without using the target processor microcontroller



## We learnt

- Number of software tools used to develop software for designing an embedded system.
- Sophisticated tools— RTOS, Integrated Development Environment and Prototype development tools needed for integrated development of system software and hardware.

# End of Lesson-5 of chapter 15 on In-Circuit Emulator