

# The Embedded Muse 33

Editor: Jack Ganssle ([jack@ganssle.com](mailto:jack@ganssle.com))

April 1, 1999

## Embedded Resources

One of the most frustrating, silly things we all engage in is re-inventing the wheel. Often we just do not know that others have written an application or algorithm we need, so wind up recoding it ourselves.

Worse are the times when we just KNOW that the code must exist out there somewhere!

So, I'm collecting links to sites that contain code and algorithms. Here are a number of interesting links; but send me your favorites as well, and I'll pass them along to readers.

<http://www.embedded.com> - Embedded Systems Programming

<http://www.ddj.com> - DR Dobb's Journal

<http://www.cuj.com> - C Users Journal

<http://www.snippets.org> - A great collection of code and routines. You MUST check this out.

<http://www.mibsoftware.com/reuse/> - The Reuse RKT. This site has over 3000 of the most popular open source and reusable software items along with functions, libraries, FAQs, and references. You MUST check this out.

<http://www.trumphurst.com/cpplibsx.html> - A List of C++ Libraries available on the web.

<http://www.halcyon.com/cliffg/uwteach/index.html> - Cliff's Teaching Info and Technical Resources

<http://www.cs.rpi.edu/~musser/stl.html> - STL source and info

<http://netlib.bell-labs.com/netlib/master/readme.html> - A repository of mathematical software, data, documents, and other useful items.

<http://lib.stat.cmu.edu/> - StatLib, statistical software and datasets.

*Copyright 2000 by The Ganssle Group. All Rights Reserved. You may distribute this for non-commercial purposes. Contact us at [info@ganssle.com](mailto:info@ganssle.com) for more information.*

[http://zeus.enst-bretagne.fr/Services/How\\_to\\_find\\_sources.html](http://zeus.enst-bretagne.fr/Services/How_to_find_sources.html) - How to find source code via the internet FAQ

## **Thought for the Week**

### EXPERTS WARN OF THREAT FROM 100GigaBurg BUG

Experts warned today of a new and deadly threat to our beleaguered civilization: the 100GB Bug.

As most people know, McDonald's restaurant signs show the number of hamburgers the giant chain has sold. That number now stands at 99 billion burgers, or 99 Gigaburgers (GB). Within months or even weeks, that number will roll over to 100GB. McDonald's signs, however, were designed years ago, when the prospect of selling one hundred billion hamburgers seemed unthinkable remote. So the signs have only two decimal places.

This means that, after the sale of the 100 billionth burger, McDonald's signs will read "00 Billion Burgers Sold." This, experts predict, will convince the public that, in over thirty years, no McDonald's hamburgers have ever in fact been sold, causing a complete collapse of consumer confidence in McDonald's products.

The ensuing catastrophic drop in sales is seen as almost certain to force the company into bankruptcy. This, in turn, will push the teetering American economy over the brink, which, finally, will complete the total devastation of the global economy, ending civilization as we know it, and forcing us all to live on beetles.

"The people who know -- the sign-makers -- are really scared of 100GB," one expert said. "I don't know about you, but I'm digging up a copy of THE FIELD GUIDE TO NORTH AMERICAN INSECTS and heading for the hills."

## **About The Embedded Muse**

The Embedded Muse is an occasional newsletter sent via email by Jack Ganssle. Send complaints, comments, and contributions to him at [jack@ganssle.com](mailto:jack@ganssle.com).

To subscribe, send a message to [majordomo@ganssle.com](mailto:majordomo@ganssle.com), with the words "subscribe embedded *your-email-address*" in the body. To unsubscribe, change the message to "unsubscribe embedded *your-email-address*".

*Copyright 2000 by The Ganssle Group. All Rights Reserved. You may distribute this for non-commercial purposes. Contact us at [info@ganssle.com](mailto:info@ganssle.com) for more information.*

The Embedded Muse is supported by The Ganssle Group, whose mission is to help embedded folks get better products to market faster. We offer seminars at your site offering hard-hitting ideas - and action - you can take now to ***improve firmware quality and decrease development time***. Contact us at [info@ganssle.com](mailto:info@ganssle.com) for more information.

*Copyright 2000 by The Ganssle Group. All Rights Reserved. You may distribute this for non-commercial purposes. Contact us at [info@ganssle.com](mailto:info@ganssle.com) for more information.*

**The Ganssle Group, [www.ganssle.com](http://www.ganssle.com)**