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Soggetti	Real-time programming Real-time data processing
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	1. Introduction to real-time systems -- 2. Implementing simple real-time systems -- 3. Basic input and output -- 4. Cyclic executives for bare hardware -- 5. Finite state machines - design tool -- 6. Finite state machines - implementation options -- 7. Why multi-task? -- 8. Task communication and synchronization -- 9. Real-time executives -- 10. Using input/output interfaces -- 11. Structured design for real-time systems -- 12. Designing for multi-tasking -- 13. UML for real-time systems -- 14. Object-oriented approach for real-time systems -- 15. System integrity -- 16. Languages for RTS development - C, Ada and Java -- 17. Cross-development techniques -- 18. Microcontroller embedded systems -- 19. Linux device drivers -- 20. Hardware/software co-design -- App. A. Using an oscilloscope for software debugging.
Sommario/riassunto	Real-time Systems Development is a text for computing students who want to understand more about the development of software for real-time applications, involving concurrent programming, multi-tasking, data i/o and embedded processors. The book has been written to cover single semester final year undergraduate options or MSc modules in the area of real-time systems design and implementation. Assuming a

certain level of general systems design and programming experience,
this text will extend students knowledge and skills into an area of
computing which has increasing relevance in
