REAL TIME SYSTEMS

B.E., VII Semester, Electronics & Communication Engineering /Telecommunication Engineering

[As per Choice Based Credit System (CBCS) scheme]

Subject Code	15EC743	IA Marks	20
Number of Lecture Hours/Week	03	Exam marks	80
Total Number of Lecture Hours	40 (08 Hours per Module)	Exam Hours	03
	Credits – 03		

Course Objectives: This Course will enable students to:
- Discuss the historical background of Real-time systems and its classifications.
- Describe the concepts of computer control and hardware components for Real-Time Application.
- Discuss the languages to develop software for Real-Time Applications.
- Explain the concepts of operating system and RTS development methodologies.

Modules	RBT Level
Module-1	
Introduction to Real-Time Systems: Historical background, Elements of a Computer Control System, RTS- Definition, Classification of Real-time Systems, Time Constraints, Classification of Programs. **Concepts of Computer Control:** Introduction, Sequence Control, Loop Control, Supervisory Control, Centralized Computer Control, Hierarchical Systems. (Text Book: 1.1 to 1.6 and 2.1 to 2.6)	L1, L2
Module-2	
Computer Hardware Requirements for Real-Time Applications: Introduction, General Purpose Computer, Single Chip Microcomputers and Microcontrollers, Specialized Processors, Process-Related Interfaces, Data Transfer Techniques, Communications, Standard Interface.(Text Book: 3.1 to 3.8)	L1, L2
Module-3	
Languages for Real-Time Applications: Introduction, Syntax Layout and Readability, Declaration and Initialization of Variables and Constants, Modularity and Variables, Compilation of Modular Programs, Data types, Control Structures, Exception Handling, Low-level facilities, Co-routines, Interrupts and Device Handling, Concurrency, Real-Time Support, Overview of Real-Time Languages. (Text Book: 5.1 to 5.14)	L1, L2, L3
Module-4	
Operating Systems: Introduction, Real-Time Multi-Tasking OS, Scheduling Strategies, Priority Structures, Task Management, Scheduler and Real-Time Clock Interrupt Handler, Memory Management, Code Sharing, Resource Control, Task Co-Operation and Communication, Mutual Exclusion.(Text Book: 6.1 to 6.11)	L1, L2

Module-5	
Design of RTS – General Introduction: Introduction, Specification Document, Preliminary Design, Single-Program Approach, Foreground/Background System. **RTS Development Methodologies:** Introduction, Yourdon Methodology, Ward and Mellor Method, Hately and Pirbhai Method. (Text Book: 7.1 to 7.5 and 8.1, 8.2, 8.4,8.5)	L1, L2, L3

Course Outcomes: At the end of the course, students should be able to:
- Understand the fundamentals of Real time systems and its classifications.
- Understand the concepts of computer control, operating system and the suitable computer hardware requirements for real-time applications.
- Develop the software languages to meet Real time applications.
- Apply suitable methodologies to design and develop Real-Time Systems.

Question Paper Pattern:
- The question paper will have ten questions.
- Each full Question consisting of 16 marks
- There will be 2 full questions (with a maximum of Three sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
- The students will have to answer 5 full questions, selecting one full question from each module.

Text Book:

Real-Time Computer Control, by Stuart Bennet, 2nd Edn. Pearson Education. 2008.

Reference Books:
1. C.M. Krishna, Kang G. Shin, "Real –Time Systems", McGraw –Hill International Editions, 1997.
2. Real-Time Systems Design and Analysis, Phillip. A. Laplante, second edition, PHI, 2005.
3. Embedded Systems, Raj Kamal, Tata McGraw Hill, India, third edition, 2005.

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