

Object-Oriented and Real-Time Programming



ECTS
3 crédits



Hourly volume
50h

Introducing

Objectives

This module consists of two parts:

- The part on real time systems introduces real time systems, key concepts, applications, constraints, and teaches the programming of these systems using the services of real time operating systems.
- At the end of the object programming part, students will be able to produce C++ code from a UML class diagram with relationships, inheritance and polymorphism.

Practical info

Location(s)

 Toulouse