

Object oriented and real time programming



Presentation

Description

Program (detailed contents):

The module addresses the specification and design of real time systems, an introduction to main real-time operating systems services, method to program and to test a real-time application.

The construction of programs requiring the basic notions of C++ and java: class, constructor, protection, inheritance, overload, polymorphism and genericity will be explain. Some extra Library will be used.

Organisation:

Lectures and lab work are mixed.

Main difficulties for students:

- use of parallel computing · Master the multitasking side of applications
- understand the different concepts of object programming.

Objectives

This module presents real time systems, concepts, attributes, constraints, applications, and teach how to program these systems using object oriented languages and using real time operating systems. The concepts of the programming object and the use of programming language will be described.

Useful info

Contacts

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