

## Philadelphia University Computer Engineering Department



## Course Goals:

To cover the principles and design methods of real-time computer systems. It covers the interfacing techniques and microprocessor system realization. The principles of real-time operating systems and real-time software system will be covered in this course. **Objectives:** 

## At Completing this module the student should be able to :

- Understand the operation of real-time computer systems.
- Design and implement microprocessor-based real-time systems
- Modify the performance of real-time systems.

Course Contents				
* * *	INTRODUCTION TO REAL-TIME SYSTEMS CONCEPTS OF COMPUTER CONTROL HARDWARE REQUIREMENTS FOR REAL-TIME SYSTEMS REAL-TIME COMPUTER CONTROL	Week 2 <sup>nd</sup> October 9 <sup>th</sup> October 23 <sup>rd</sup> October 6 <sup>th</sup> November		
*	<u>Quiz 1</u>			
*	First Exam Period	6 <sup>th</sup> – 14 <sup>th</sup> Nov		
*	LANGUAGES FOR REAL-TIME APPLICATIONS	20 <sup>th</sup> November		
*	REAL-TIME SOFTWARE & PROGRAM DESIGN	27 <sup>th</sup> November		
*	OPERATING SYSTEMS FOR REAL-TIME APPLICATIONS	18 <sup>th</sup> December		
*	<u>Quiz 2</u>			
*	Second Exam Period	22 <sup>nd</sup> -30 <sup>th</sup> Dec.		
*	Deadline for DROPPING courses	5 <sup>th</sup> Jan.		
*	<u>Quiz 3</u>			
*	Distributed systems, Analysis & review of scheduling policies	8 <sup>th</sup> January		
*	Final Exams period	15 <sup>th</sup> -24 <sup>th</sup> Jan		
Mode of Assessment				

WOUL OF ASSESSMENT			
1-	First Exam	20%	
2-	Second Exam	20%	
3-	Quizzes	15%	
4-	Performance	5%	
5-	Final Exam	40%	
Poforoncos			

## References

1- J.W.S. LIN, Real-Time Systems, Prentice Hall, 2000.

2- N. NISSANKE, Real-Time Systems, Prentice Hall, 1997.

3- R.J.A. BUHR & D.L. BAILEY, An Introduction to Real-Time Systems, Prentice Hall, 1999.

4- S. BENNETT & G.S. VIRK, Computer Control of Real-Time Processes, IEE 1990.

5- S. HEATH, Embedded Systems Design, Newness 1999.

6- W. VALVANO, Embedded Microcomputer Systems: Real-Time Interfacing, Brooks-Cole Publisher, 2000