

Doing Hard Time Developing Realtime Systems With Uml Objects Frameworks And Patterns With Cdrom

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Doing Hard Time Developing Realtime

It is a pursuit that requires a unique set of skills. Clearly, real-time systems development is a formidable task, and developers face many unique challenges as they attempt to do "hard time." Doing Hard Time is written to facilitate the daunting process of developing real-time systems. It presents an embedded systems programming methodology that has been proven successful in practice.

Doing Hard Time: Developing Real-Time Systems with UML ...

Doing Hard Time: Developing Real-Time Systems with UML, Objects, Frameworks, and Patterns [With *] by Bruce Powel Douglass. Goodreads helps you keep track of books you want to read. Start by marking "Doing Hard Time: Developing Real-Time Systems with UML, Objects, Frameworks, and Patterns [With *]" as Want to Read: Want to Read.

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Doing Hard Time: Developing Real-Time Systems with UML, Objects, Frameworks, and Patterns provides an excellent guide to using today's cutting-edge software-engineering techniques to develop software for embedded systems. Author Bruce Powel Douglass begins by championing the advantages of objects for embedded development and then shows off basic UML document types.

9780201498370: Doing Hard Time: Developing Real-Time ...

Doing Hard Time: Developing Real-Time Systems with UML, Objects, Frameworks, and Patterns (Addison-Wesley Object Technology) by Bruce Powel Douglass (11-May-1999) Paperback Paperback - January 1, 1600 3.4 out of 5 stars 8 ratings See all formats and editions

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Doing hard time : developing real-time systems with UML, objects, frameworks, and patterns. by. Douglass, Bruce Powel. Publication date. 1999. Topics. UML (Computer science), Embedded computer systems -- Programming, Eingebettetes System, Echtzeitsystem, UML, Softwareentwicklung. Publisher.

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In all, Doing Hard Time delivers real technical expertise for any potential embedded software developer in a thorough and digestible format. 800 pages, hardcover, CD-ROM included. Contents. 1. Introduction to Objects and the Unified Modeling Language; 2. Basic Concepts of Real-Time Systems; 3. Basic Concepts of Safety-Critical Systems; 4.

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Doing Hard Time: Designing and Implementing Embedded Systems with UML focuses on model-based development of real-time and embedded systems using the Unified Modified Language (UML) and a risk-based iterative development lifecycle called ROPES.

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