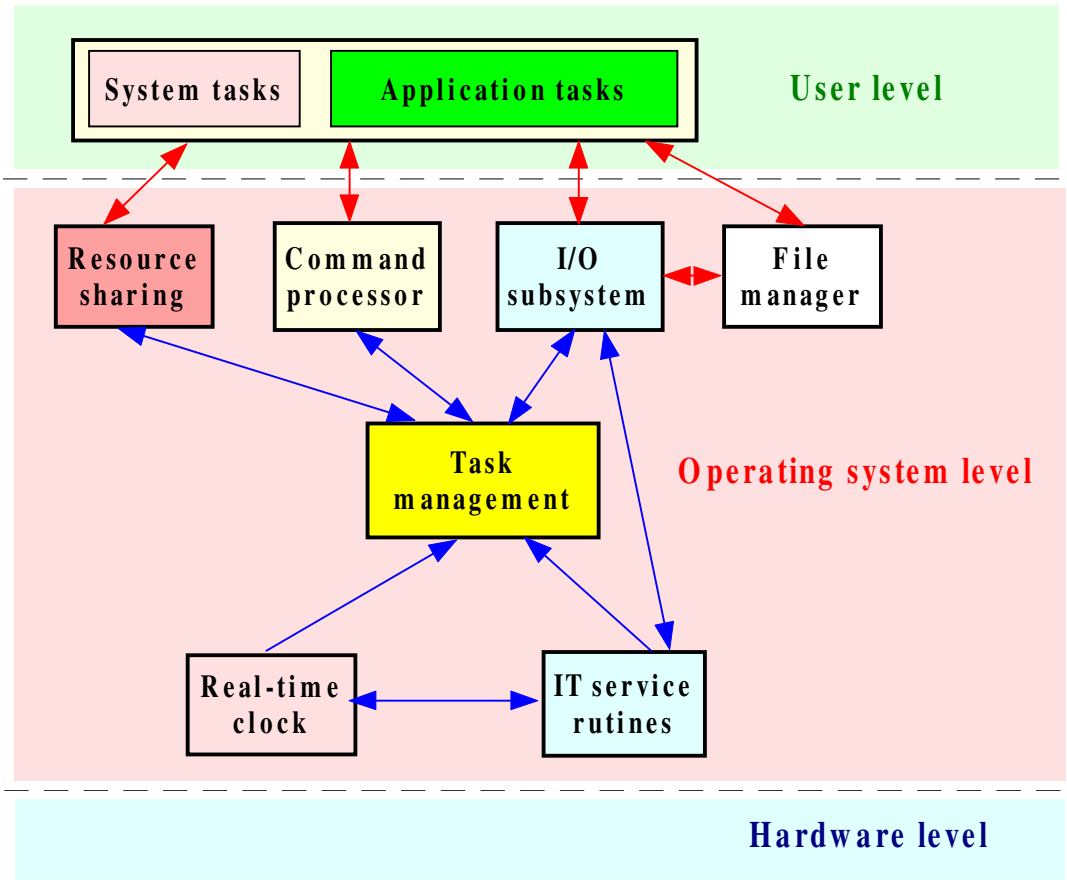
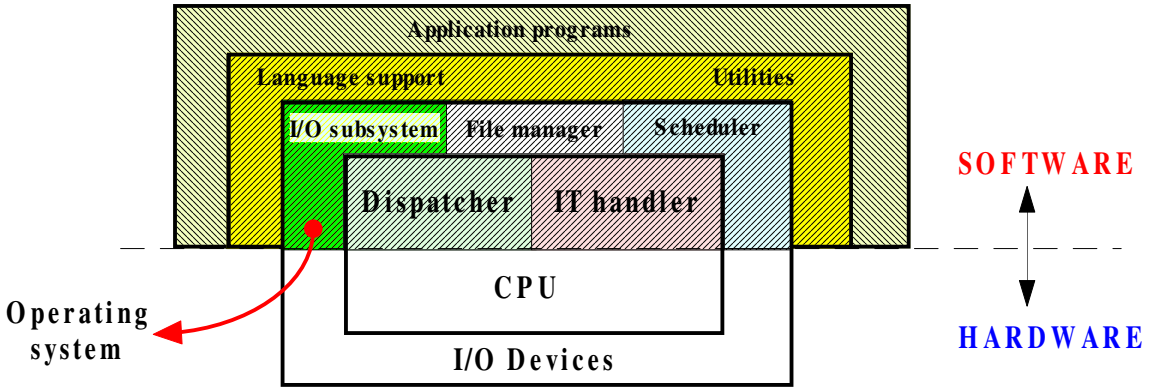
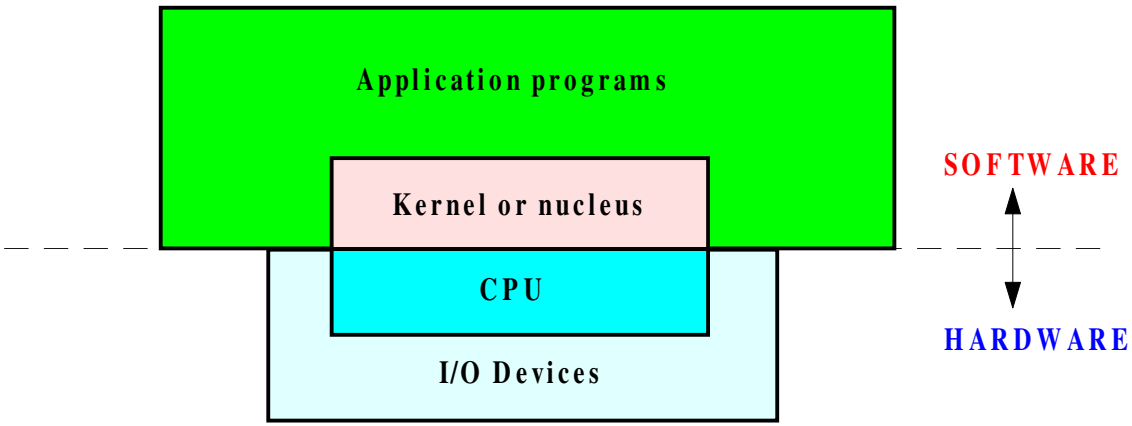


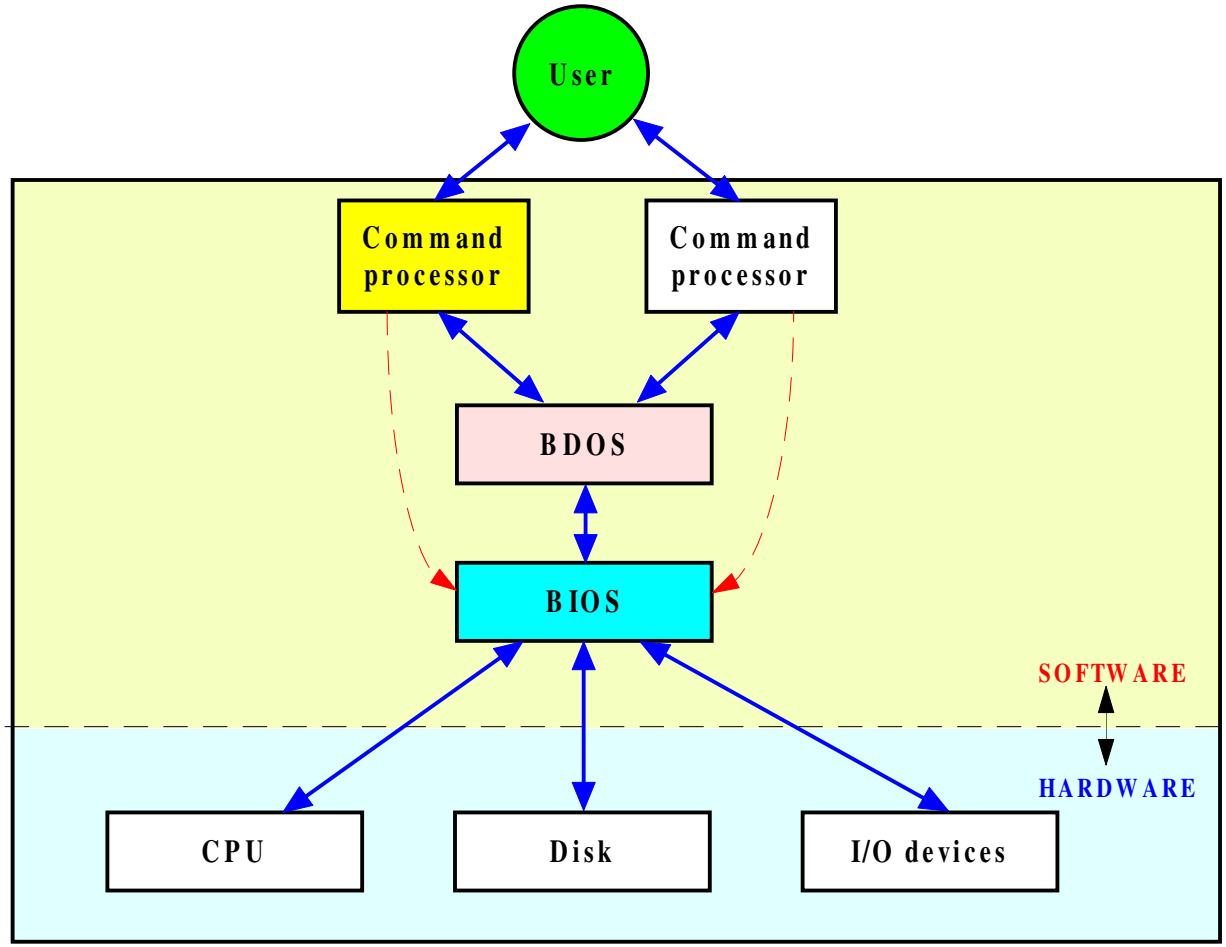
Typical structure of a real-time operating system



General purpose operating system



Minimal operating system



General structure of a simple operating system

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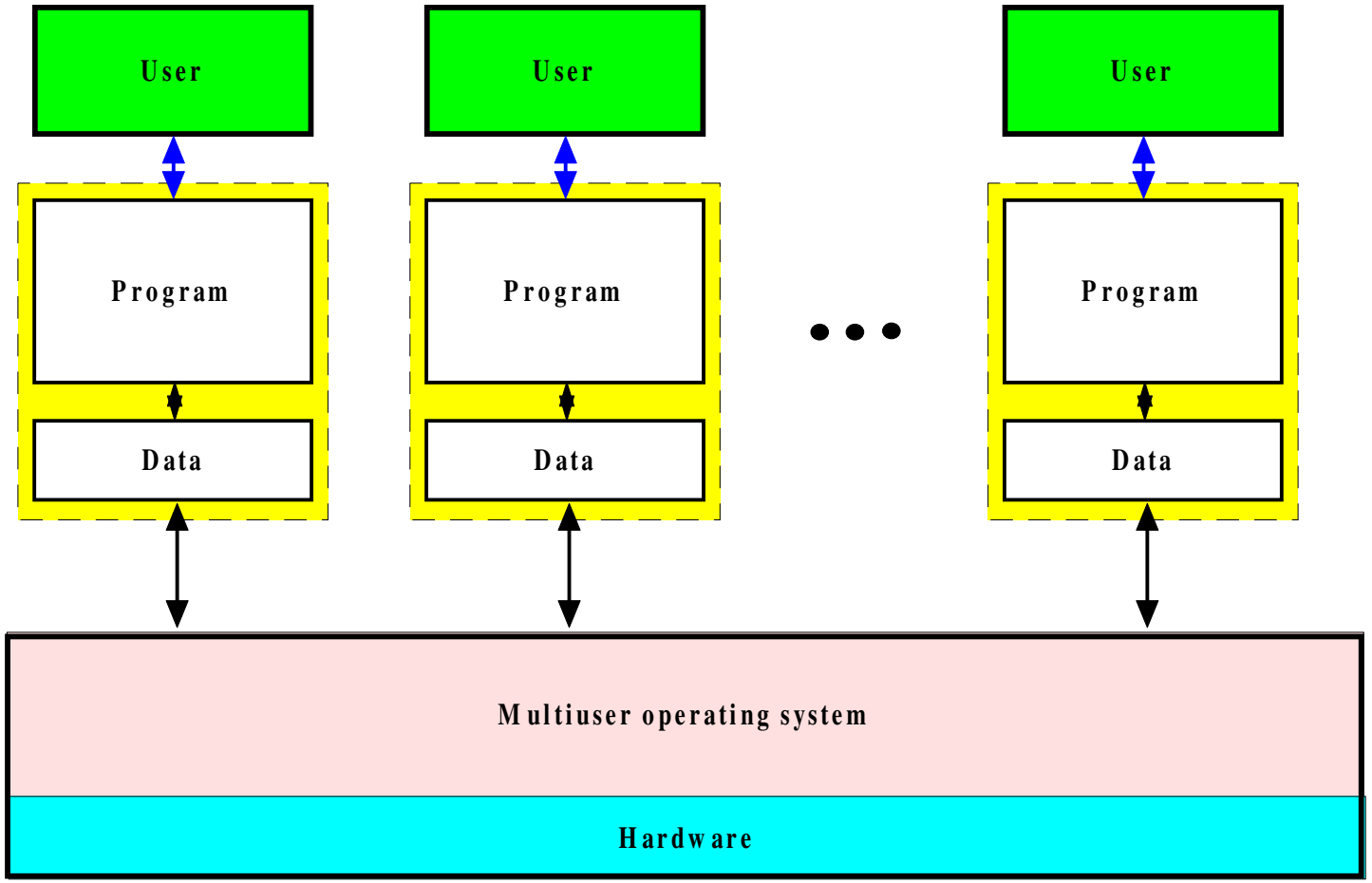

Multi-user system

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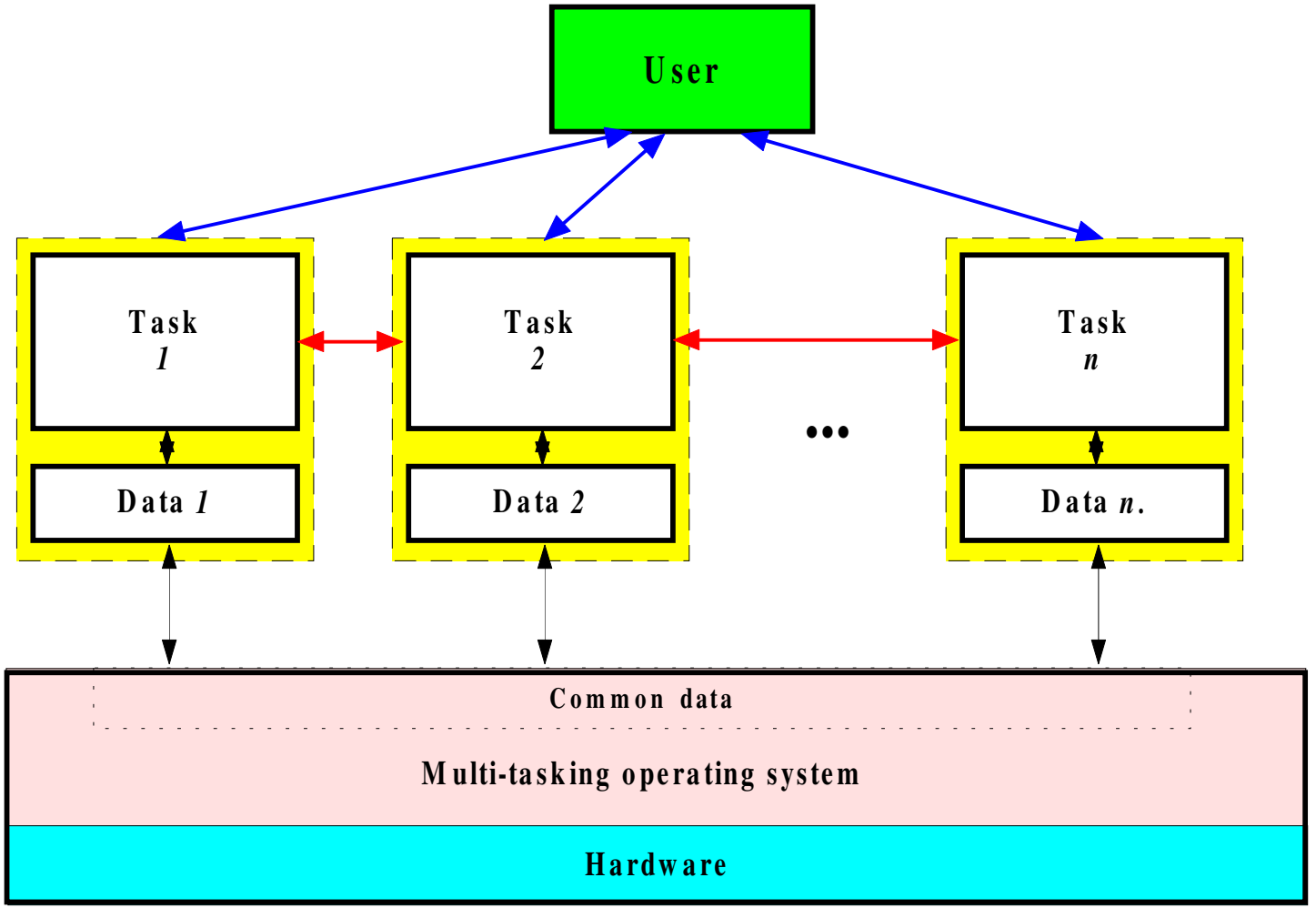

Multi-tasking system

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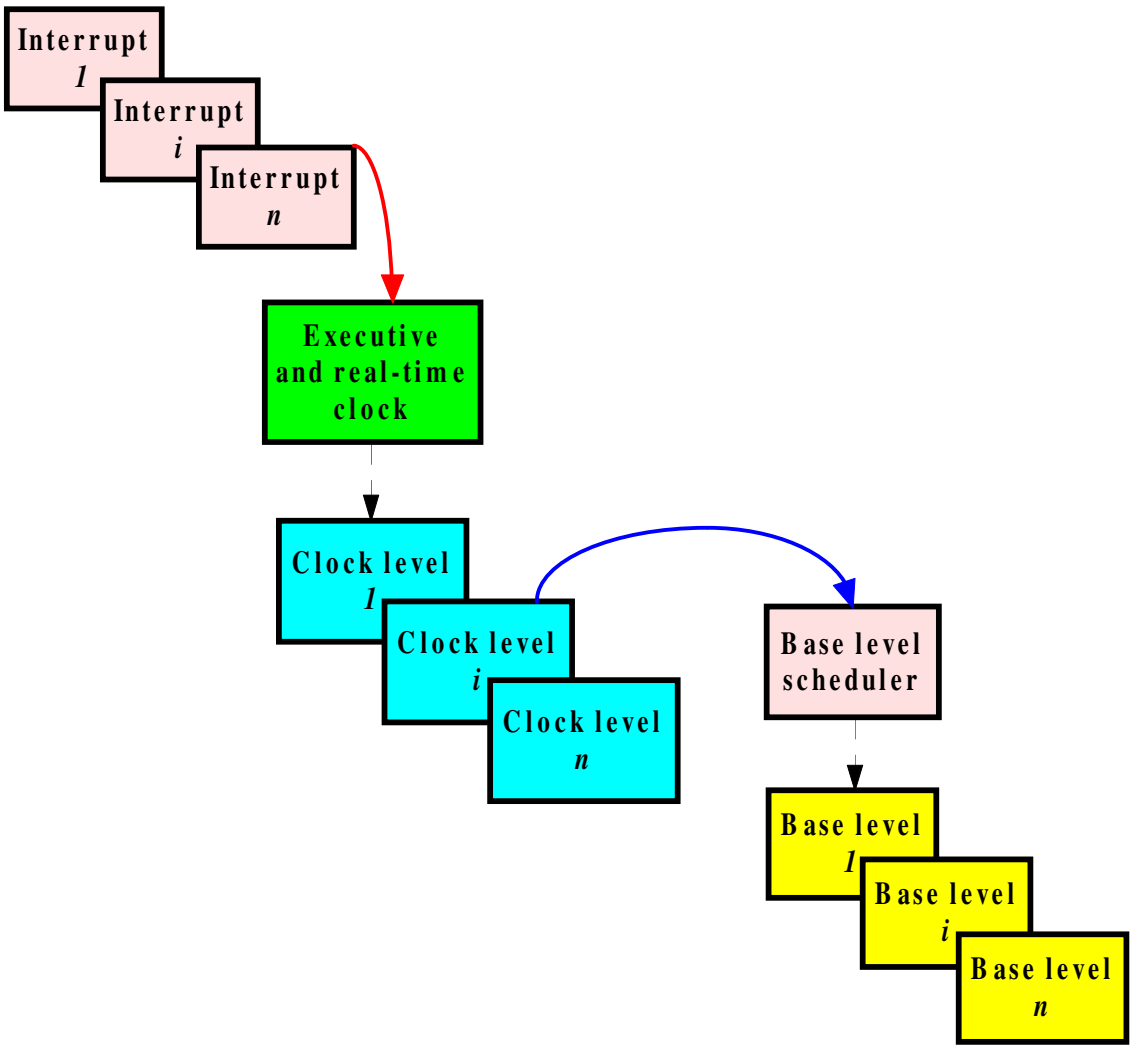

Priority levels in a real-time operating system

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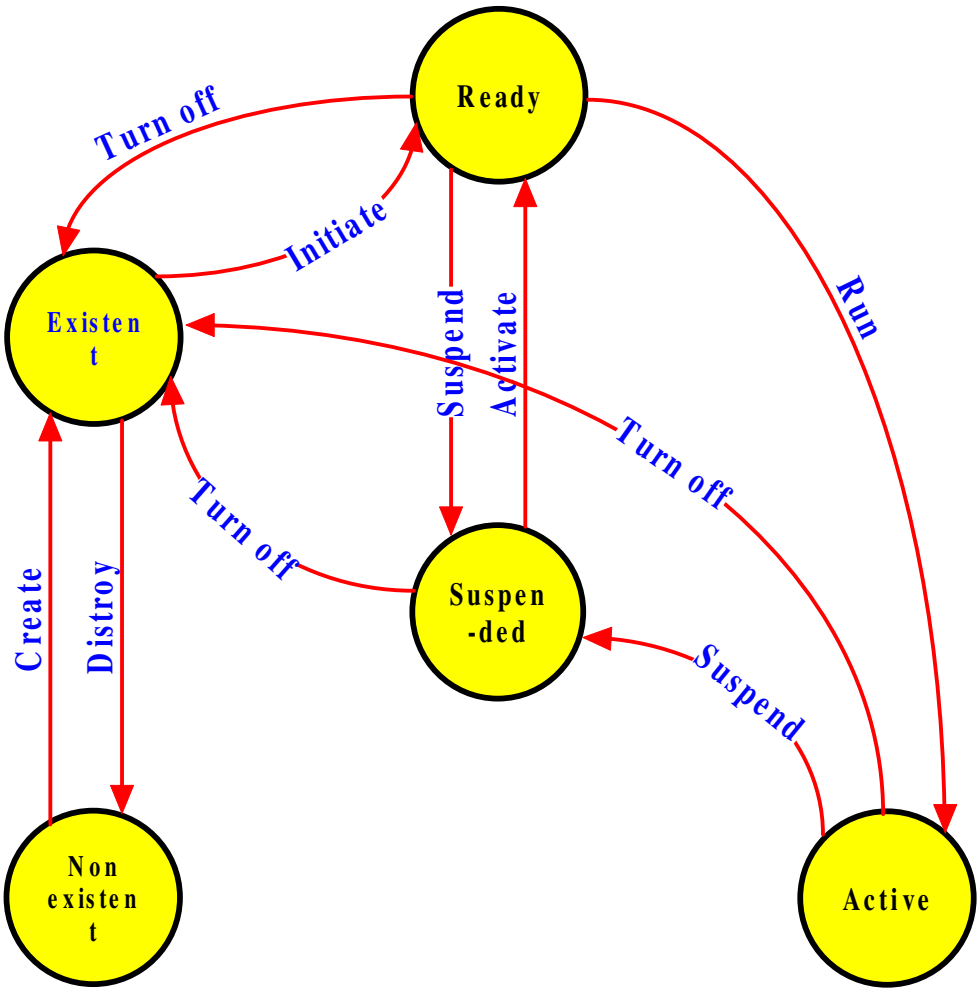
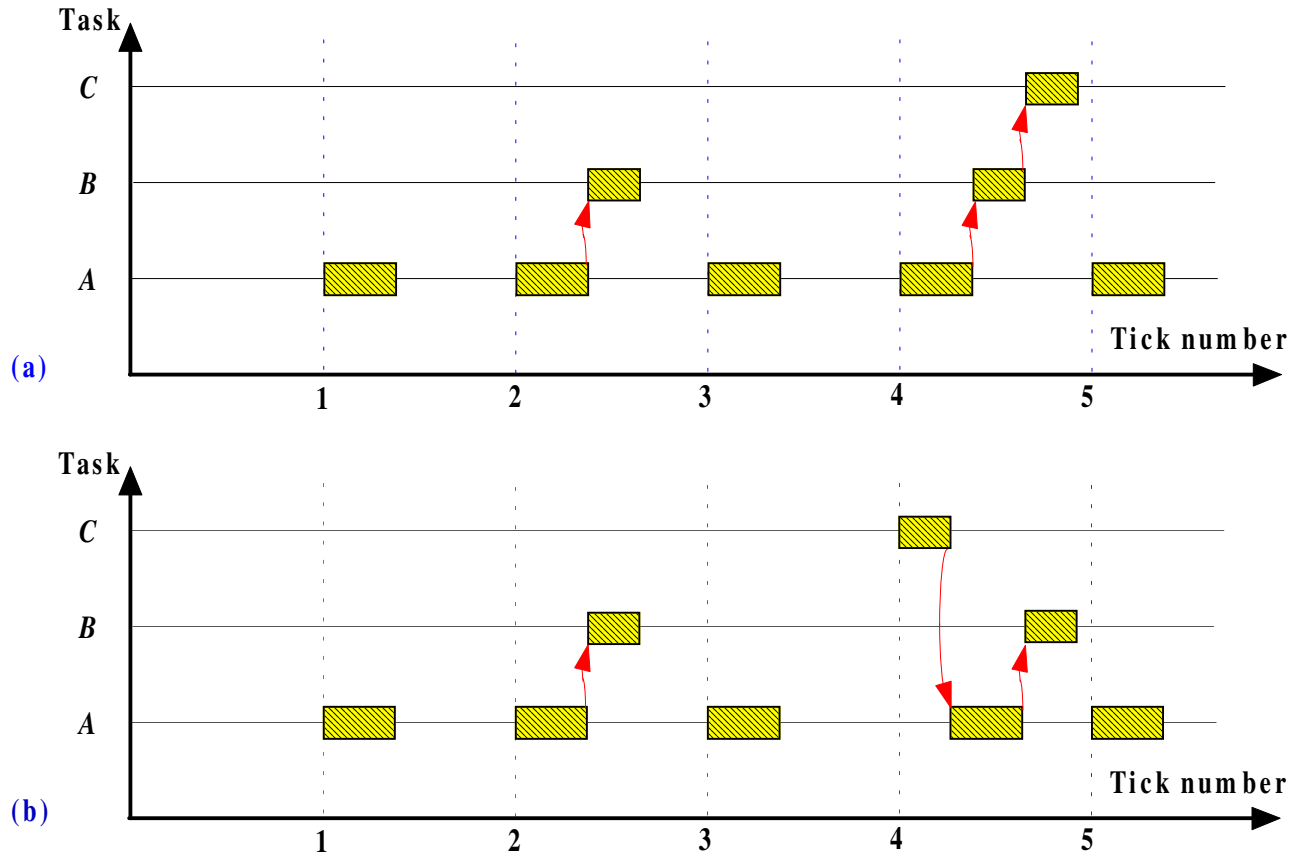


Example of a typical task state diagram



Task activation diagram:

(a) task priorities A,B,C; (b) task priorities C,A,B

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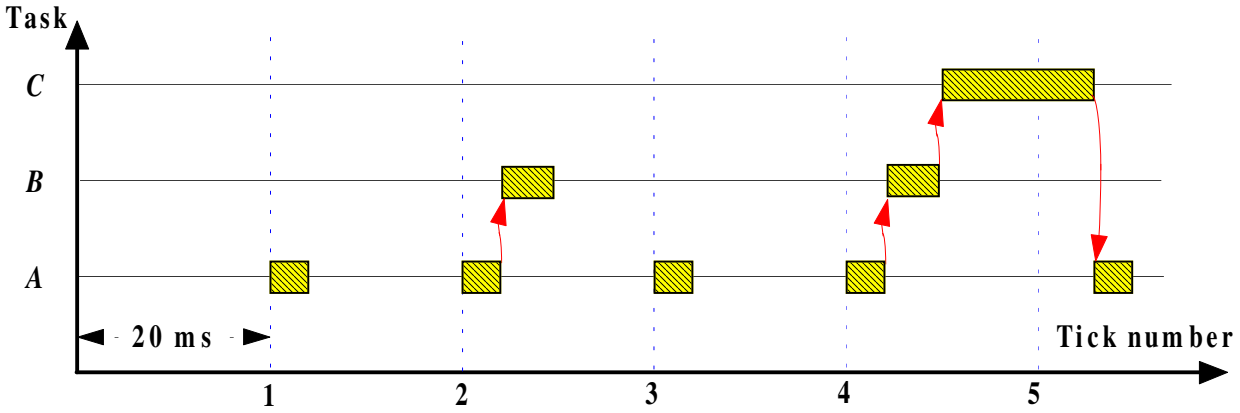

Task activation diagram:
(as a function of priorities)

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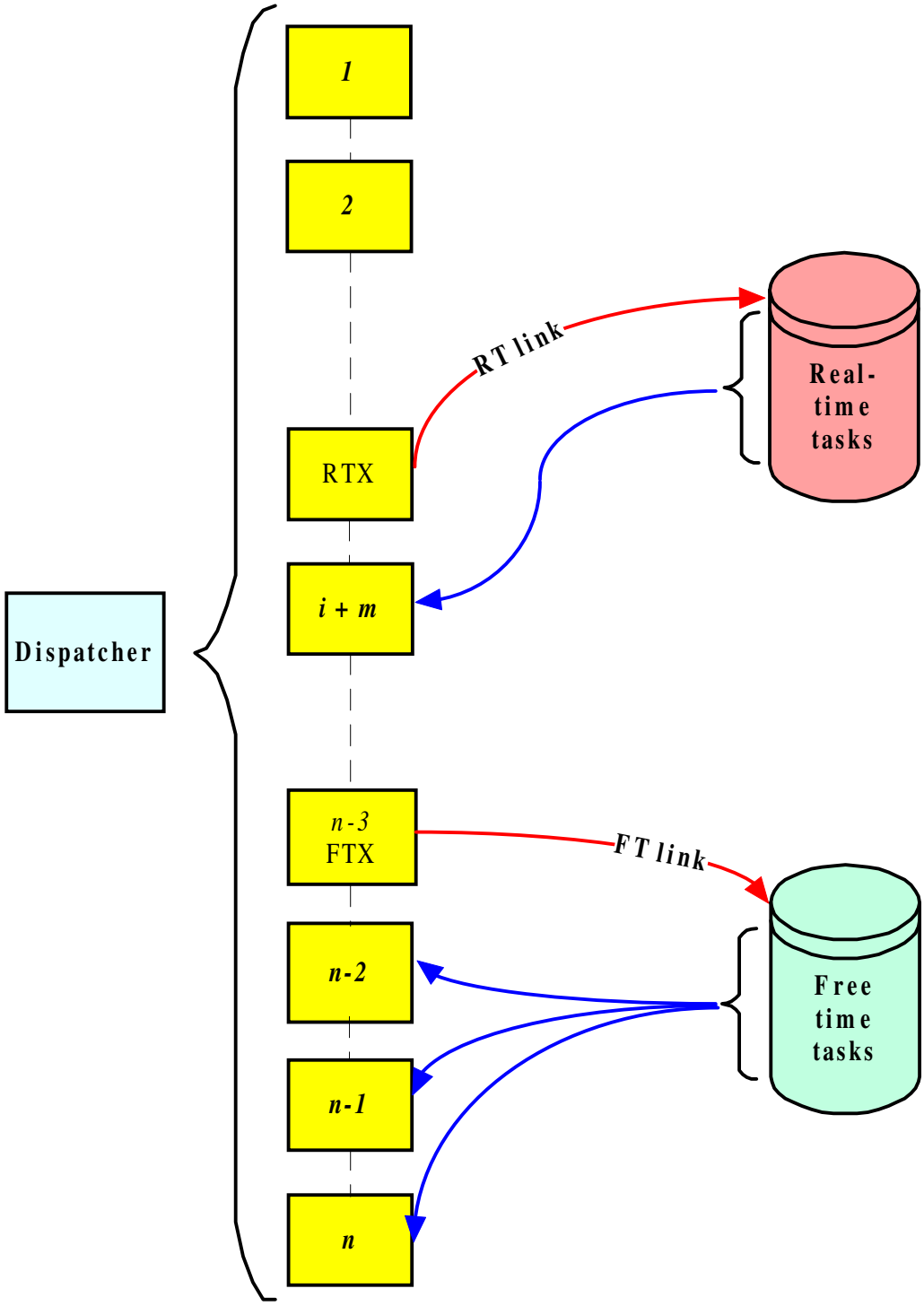

RTOS task structure diagram

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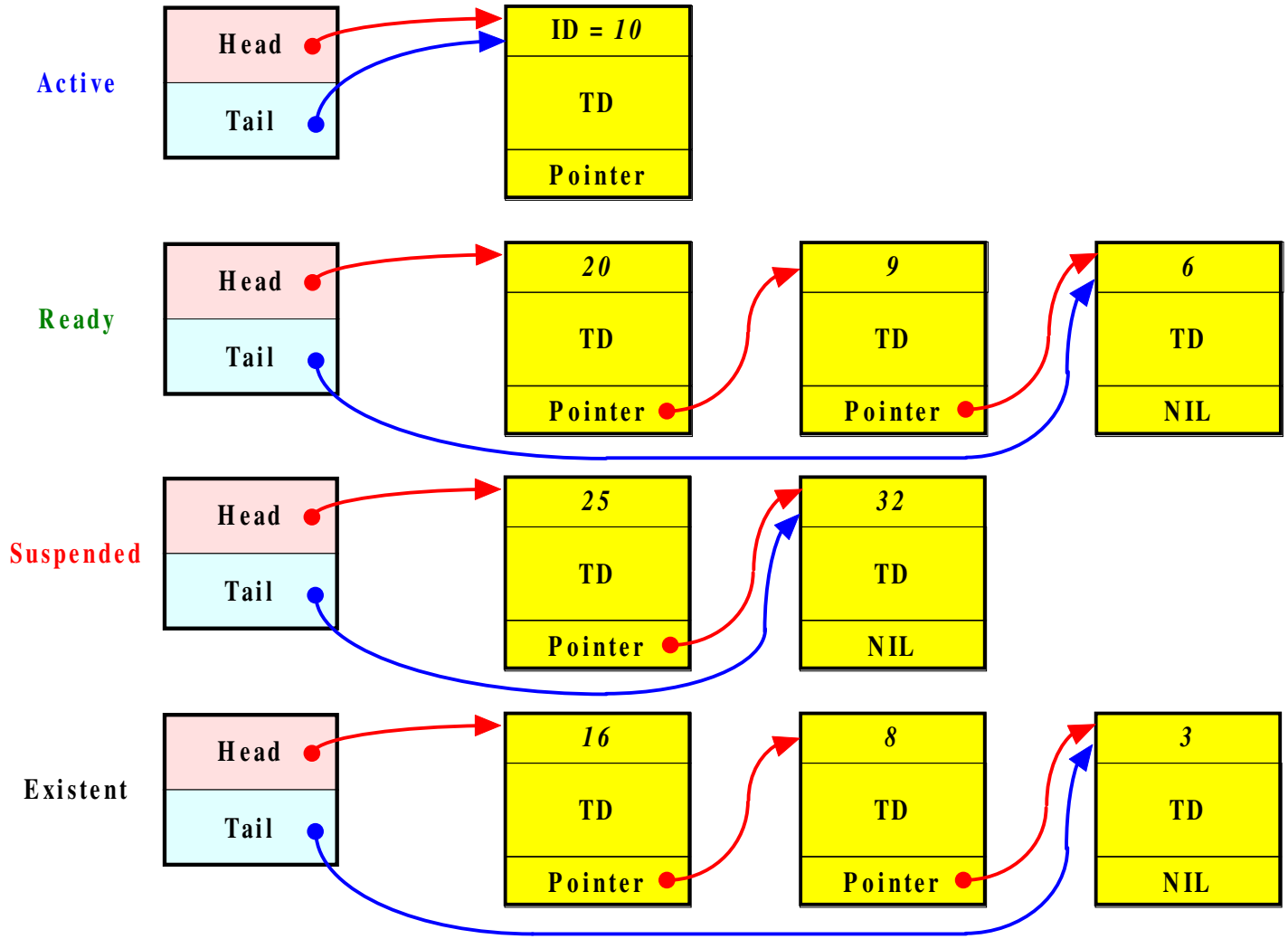

List structure for holding task state information

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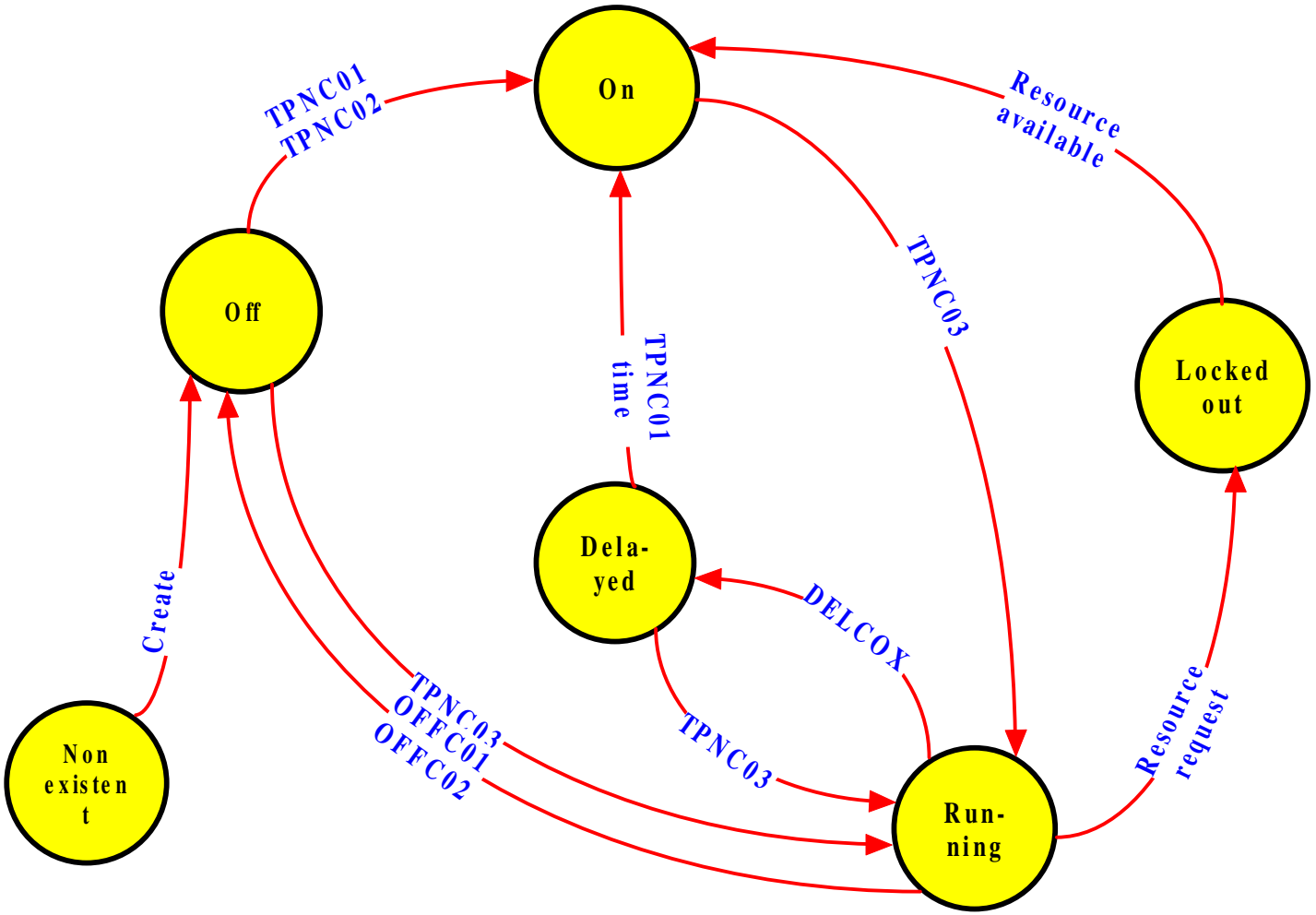

RTOS task state diagram

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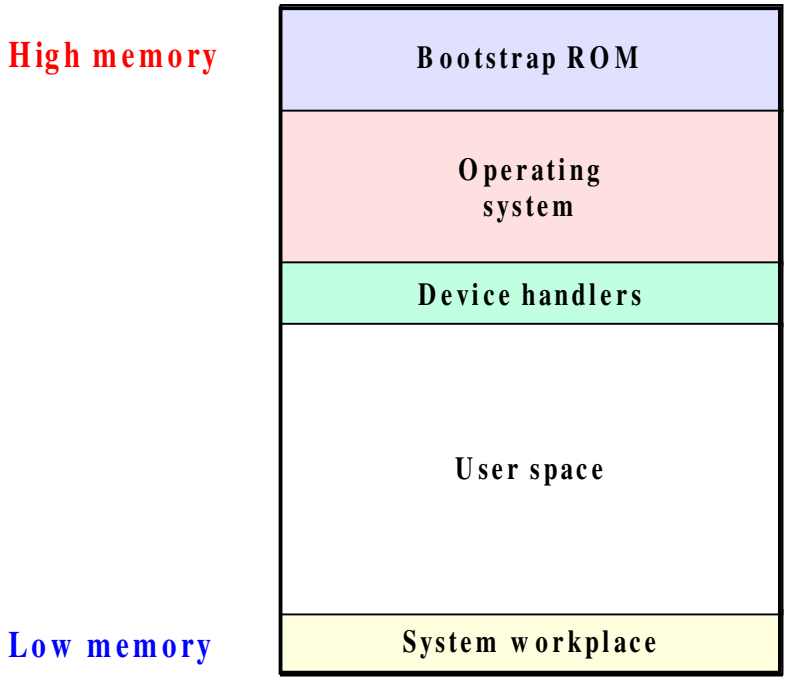
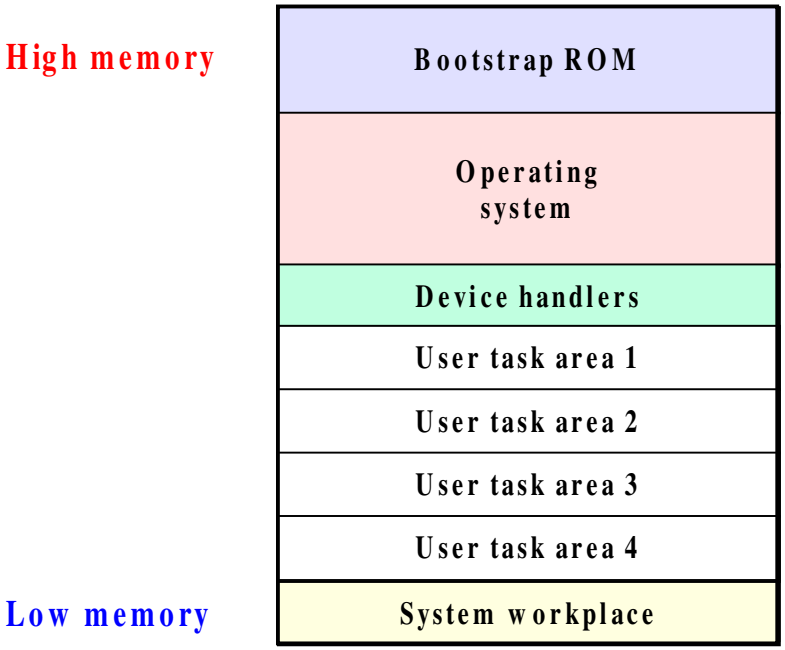


Non-partioned memory



Partioned memory

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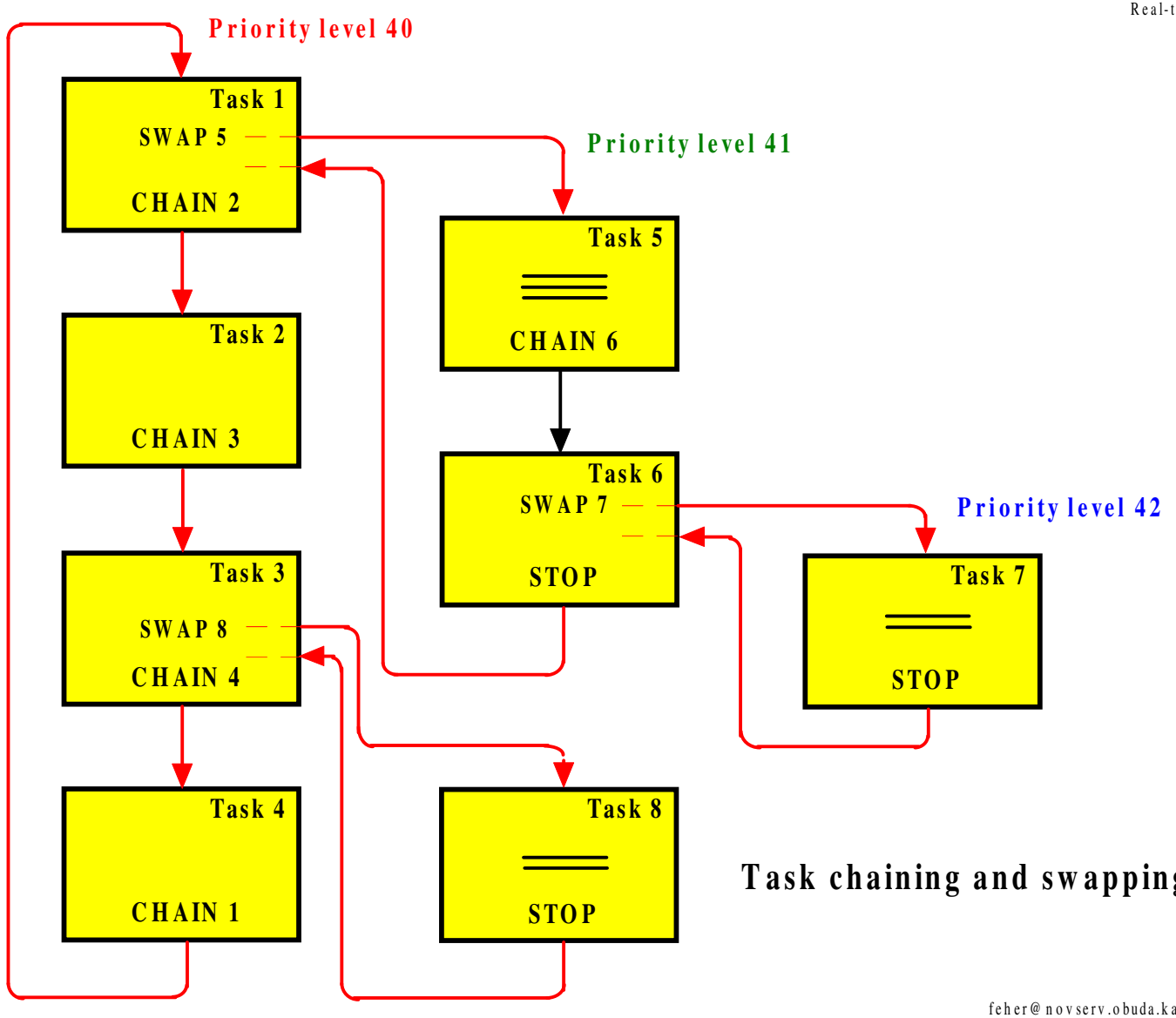

Task chaining and swapping

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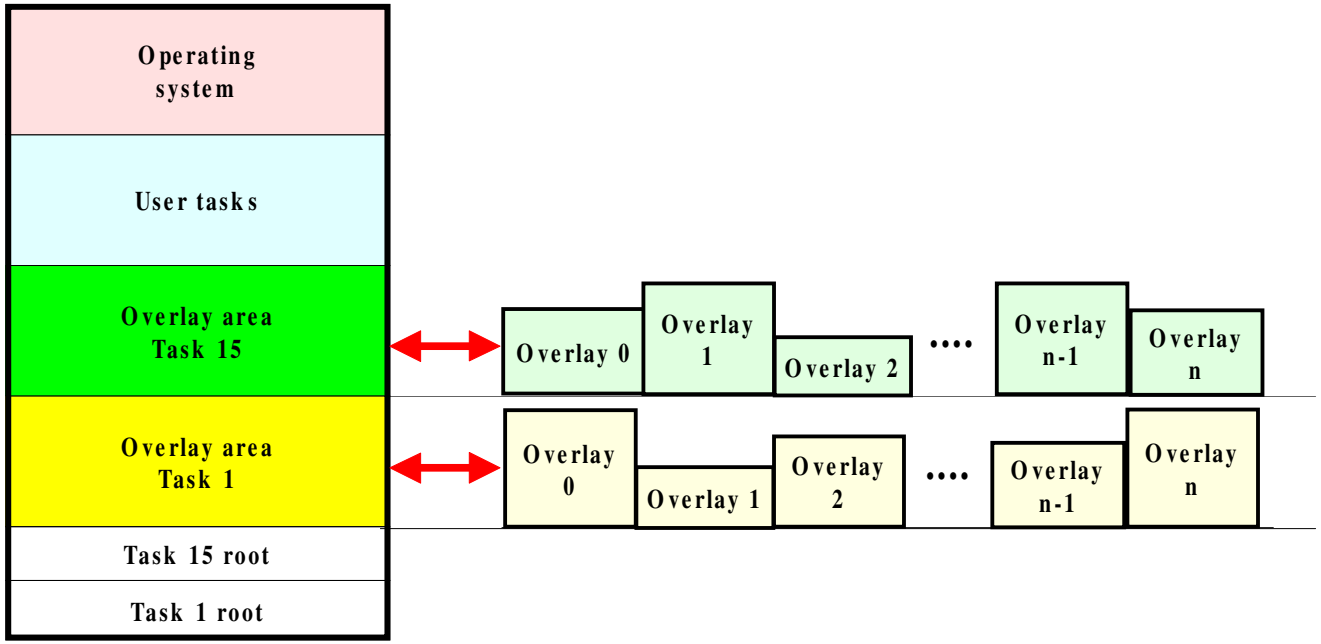

Task overlaying

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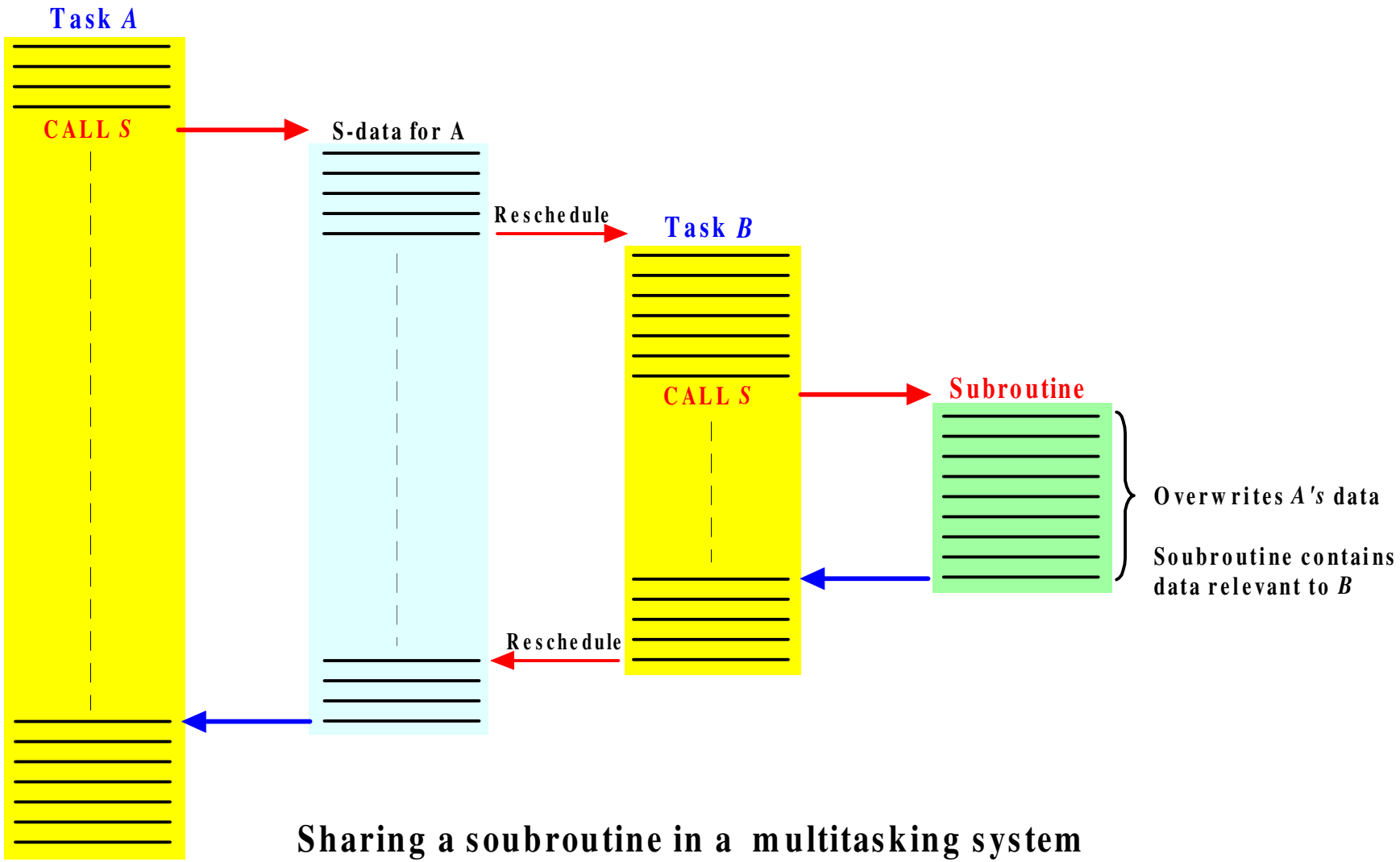

Sharing a soubroutine in a multitasking system

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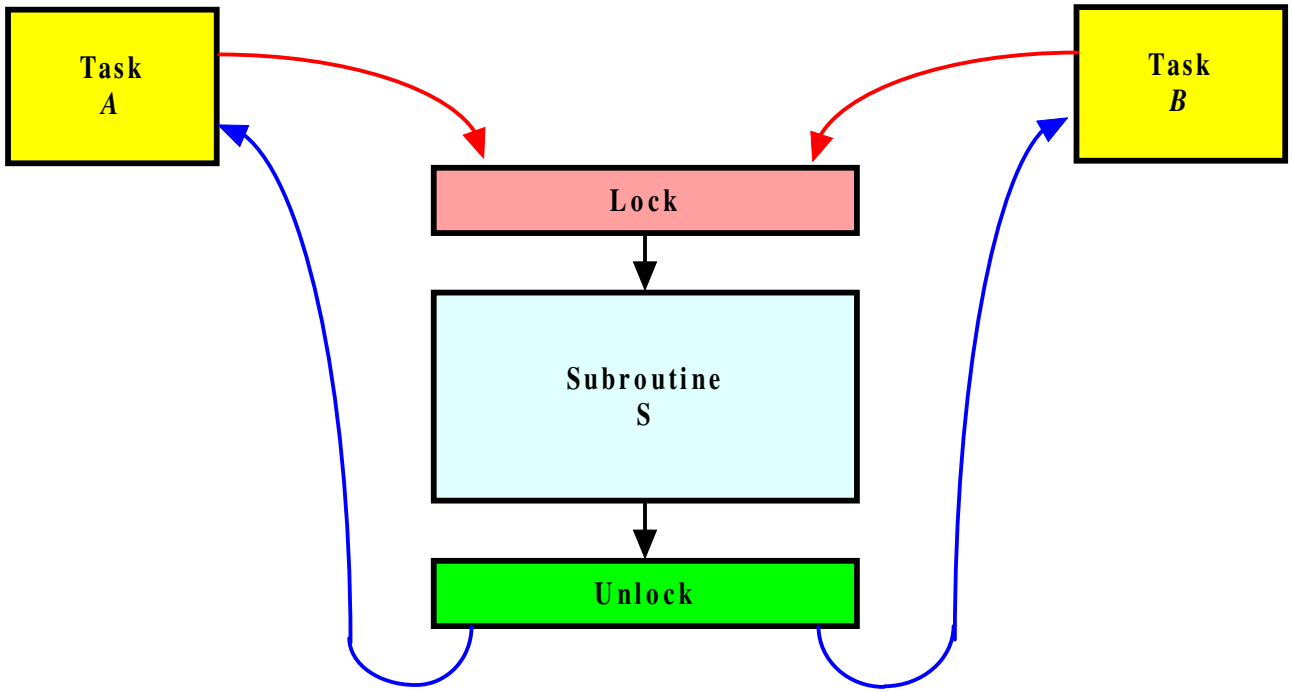
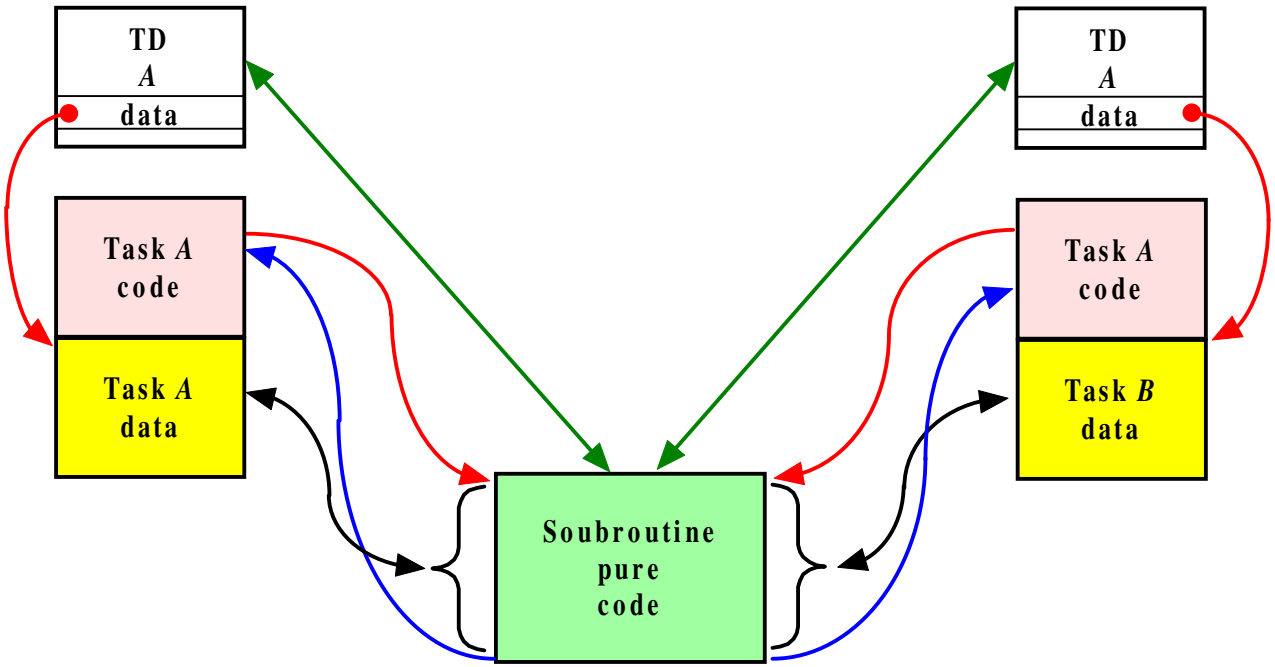


Serially reusable code



Use of re-entrant code for code sharing

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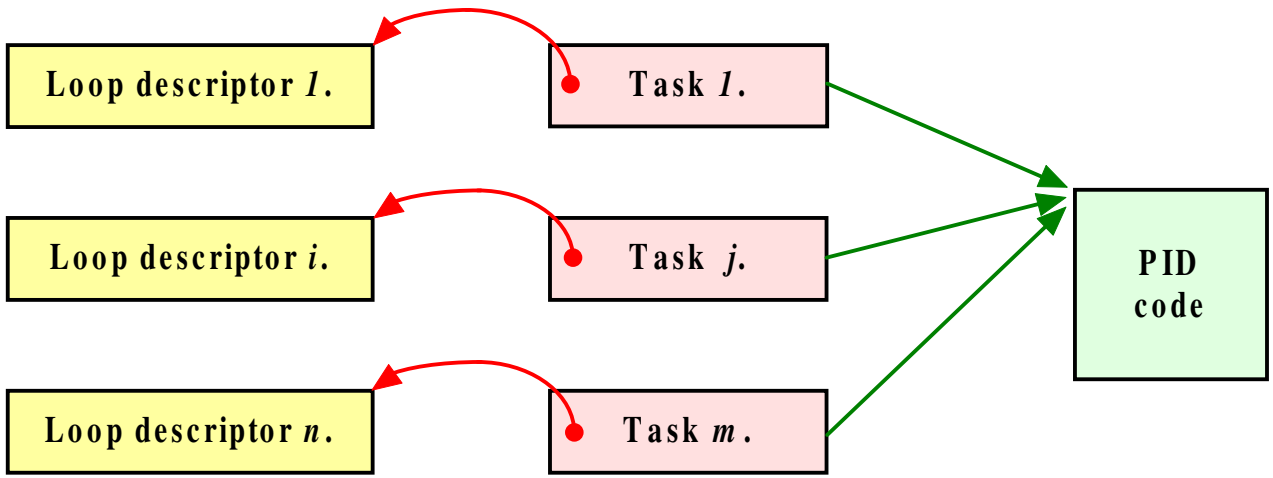

Use of re-entrant code in process control

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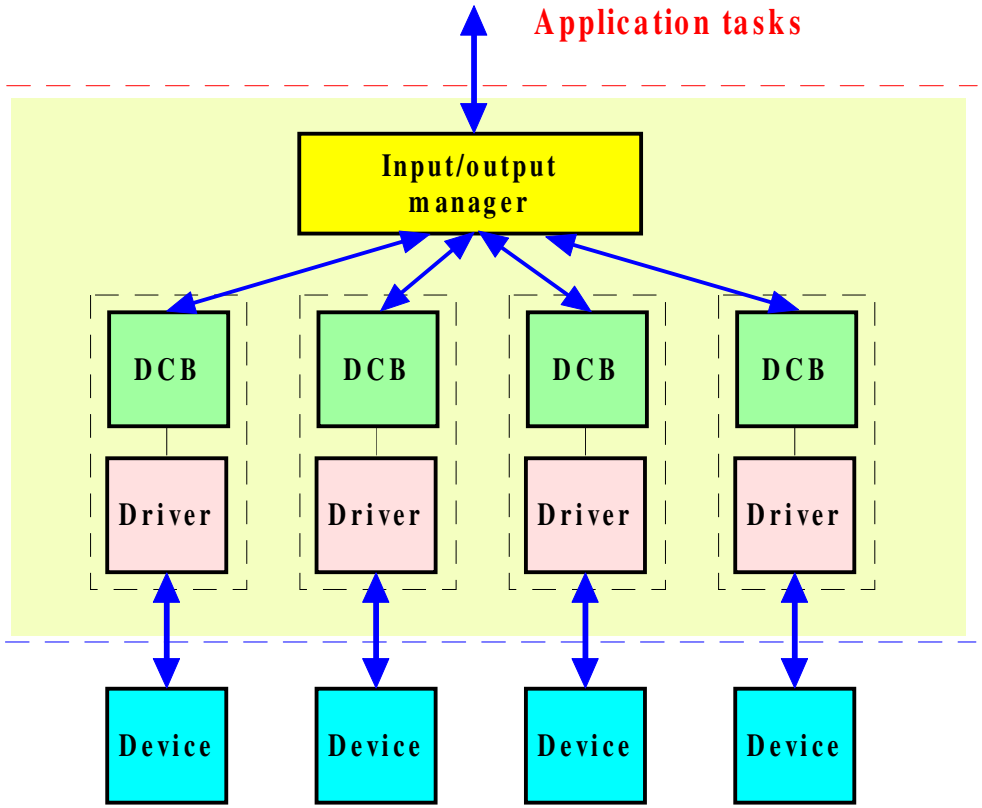

General structure of IOSS

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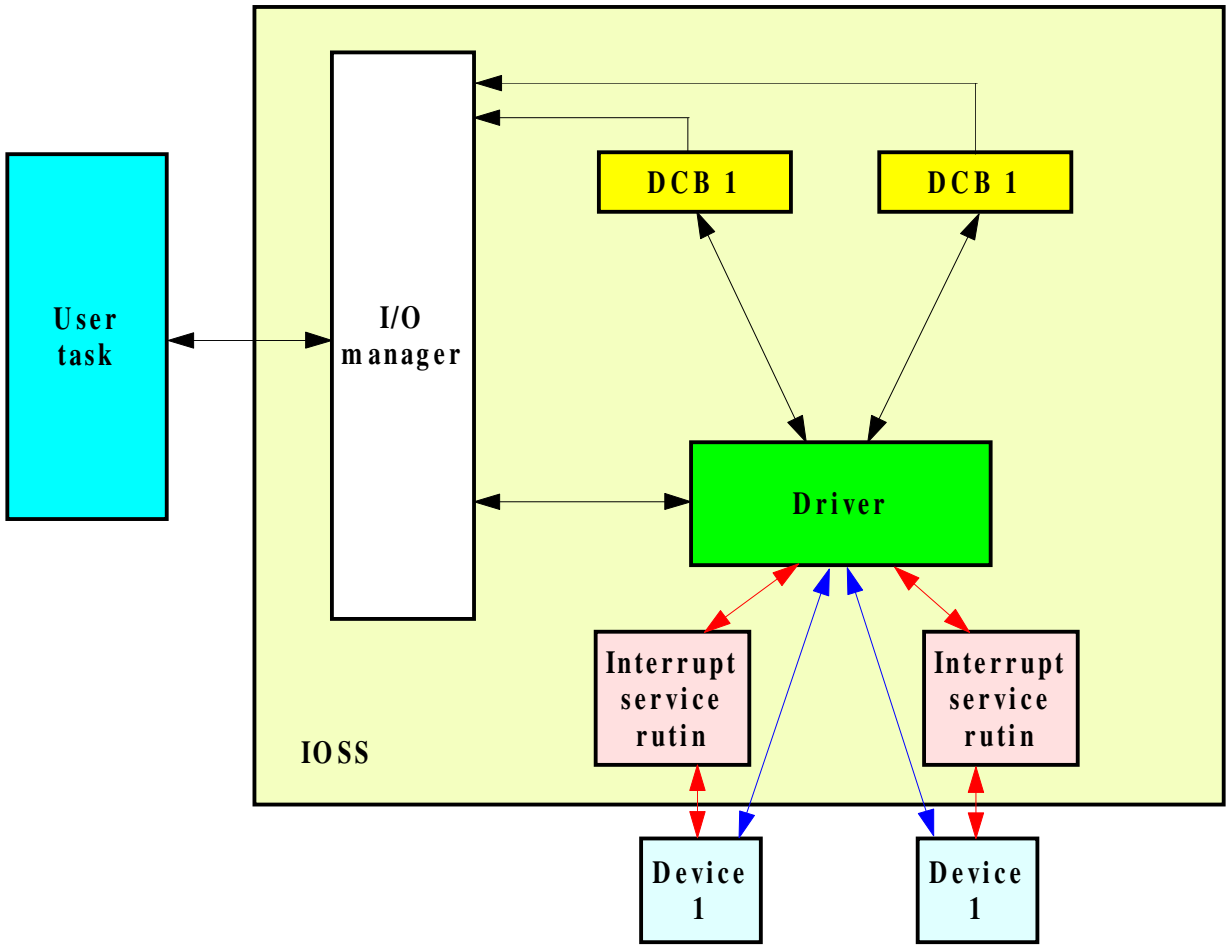

Detailed arrangement of IOSS

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