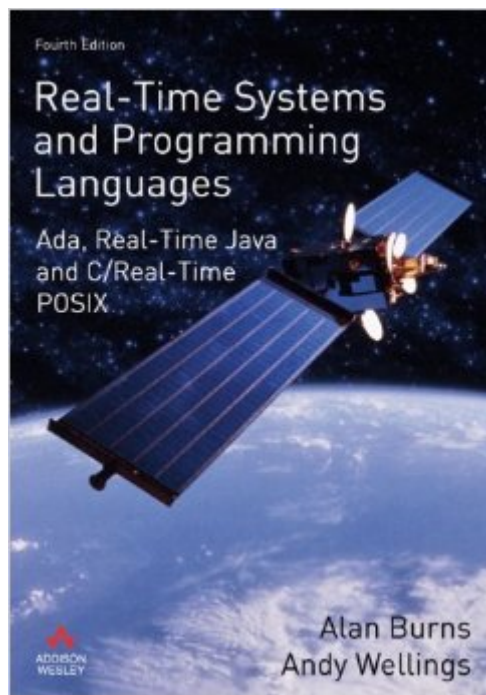# Real-Time Systems And Programming Languages: Ada, Real-Time Java And C/Real-Time POSIX (4th Edition) (International Computer Science Series)

Synopsis

How do real-time systems differ from normal information systems? Which languages are best for implementing different real-time systems? The fourth edition of this best-selling text on real-time systems answers these and other questions. It provides an in-depth analysis of the requirements for designing and implementing real-time embedded systems, and discusses how these requirements are met by current languages and operating systems. The languages are not only described, but also critically evaluated. No other book on real-time (or concurrent) programming languages covers the same breadth of material.

Book Information

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Customer Reviews

There are a number of excellent books on the topic of real-time systems. Few, if any, address the breadth of topics covered by this book, much less to the depth and quality exhibited here. Read as many of the others as you can, but if you must purchase only one book on real-time systems, this is the one to have. Indeed, I have each of the three previous editions of this book and this latest is, once again, worth every penny.One of the reasons I hold such a high opinion of the book is that it is written by people who not only know what they are talking about, but can do so with clarity and precision. As leading contributors to scheduling theory and the real-time programming facilities of both Ada and Java, the authors are internationally recognized experts on real-time systems and programming languages. The text's depth reflects that fact, but it is also clear, concise, and a

pleasure to read.Another reason I recommend the book is that it has a good balance between theory and practice. Make no mistake, the necessary theory is covered extensively, but it is then illustrated with concrete examples using programming languages that are in wide-spread use today: Ada, C, and Java. As neither C nor Java were explicitly designed for concurrent real-time systems, the text includes the necessary extensions. For C, the POSIX real-time profile is used. For Java, the Real-Time Specification for Java (RTSJ) is used. When necessary, examples are provided in other languages as well.In fact these three programming languages form the underlying context for much of the book. They are not themselves the subjects of the book, however, and those readers seeking an introduction to these languages should look elsewhere.

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