



# Real-Time UML: Developing Efficient Objects for Embedded Systems

*Bruce Powel Douglass, David Harel*

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Second Edition now available! Real-time systems programmers face unique challenges. Qualities such as execution speed and memory size are paramount in the development of real-time systems, and performance is a fundamental aspect of correctness in this domain. Given these constraints and requirements, it is fair to say that the development of real-time systems is more challenging than that of most software systems. Yet the lack of a standard notation and design process has discouraged embedded systems developers from adopting a revolutionary new approach to software design--object technology--that has produced clearly identifiable benefits in less specialized software applications. With the development and wide adoption of a standard notation, the Unified Modified Language (UML), real-time systems developers can now avail themselves of the benefits and advantages of object technology. UML is a 3rd generation modeling language which rigorously defines the semantics of the object metamodel and provides a notation for capturing and communicating object structure and behavior. It is particularly well-suited to modeling real-time and embedded systems. Real-Time UML is the introduction that developers of real-time systems need to make the transition to object-oriented analysis and design and modeling with UML. It covers the important features of the UML and shows how to effectively use the UML to model real-time systems. The book includes special in-depth discussions of finite state machines, object identification strategies, and real-time design patterns to help beginning and experienced developers alike. 0201325799B04062001

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