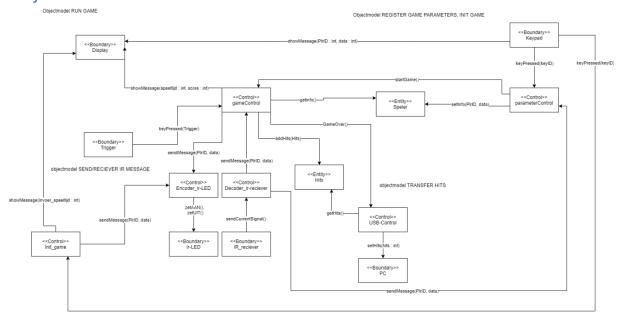
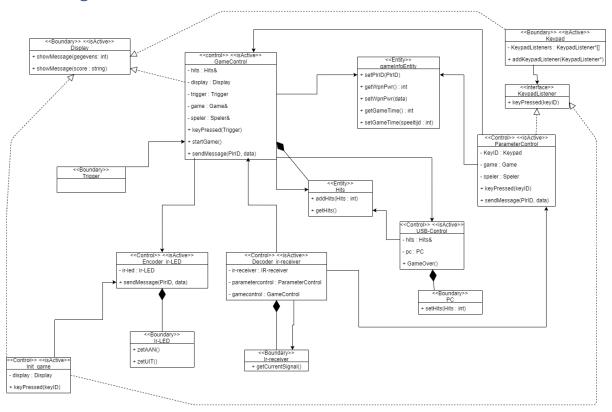
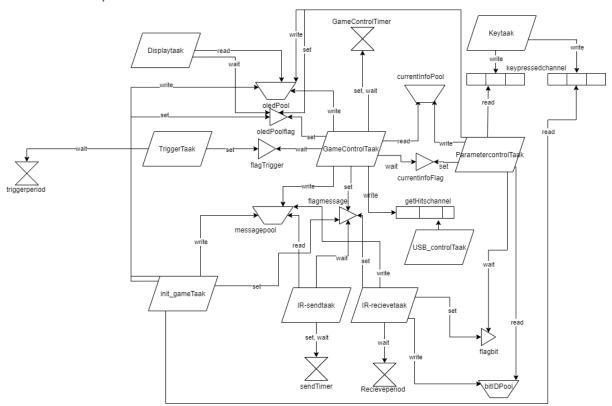
Objectmodel Objectmodel RUN GAME



Klassediagram



Concurrency model



Taakstructuring

Object	Taaksoort	Periode	Deadline	Prioriteit
Keypad	IO, event driven	-	60ms	4
Display	IO, Demand driven	-	200ms	5
Trigger	IO, Periodical	50ms	50ms	1
PCproxy	IO, Demand driven	-	500ms	3
Game	-	-	-	-
Speler	-	-	-	-
Hits	-	-	-	-
Ir-LED	IO, Demand driven	-	10us	2
Ir_receiver	IO, Periodiek	10us	100us	1
Encode_ir-LED	Intern, Demand driven	-	10us	2
Decoder_ir- receiver	Intern, Periodiek	10us	100us	1
USB-control	Intern, Demand driven	-	500ms	4
Init_game	Intern, Demand driven	-	200ms	3
parameterControl	Intern, Demand driven	-	200ms	4

gameControl	Intern, Demand	200ms	3
	driven		

Taak	Objecten	Taaksoort	Periode	Deadline	Prioriteit
Keytaak	Keypad	Intern,		60ms	4
		event			
		driven			
Displaytaak	Display	IO, Demand	-	200ms	5
		driven			
Triggertaak	Trigger	10,	50ms	50ms	1
		Periodical			
Ir-sendtaak	Encode_ir-LED,	Intern,	-	100us	
	Ir-LED,	Demand			
		driven			
Ir-recievetaak	Decoder_ir-	Intern,	100us	100us	1
	receiver, Ir-	Periodiek			
	receiver				
USB-controltaak	USB-control, PC	Intern,	-	500ms	4
		Demand			
		driven			
Init-gametaak	Init_game	Intern,	-	200ms	3
		Demand			
parameterControltaak	parameterControl	Intern,	-	500ms	4
		Demand			
gameControltaak	gameControl	Intern,	-	200ms	3
		Demand			
		driven			