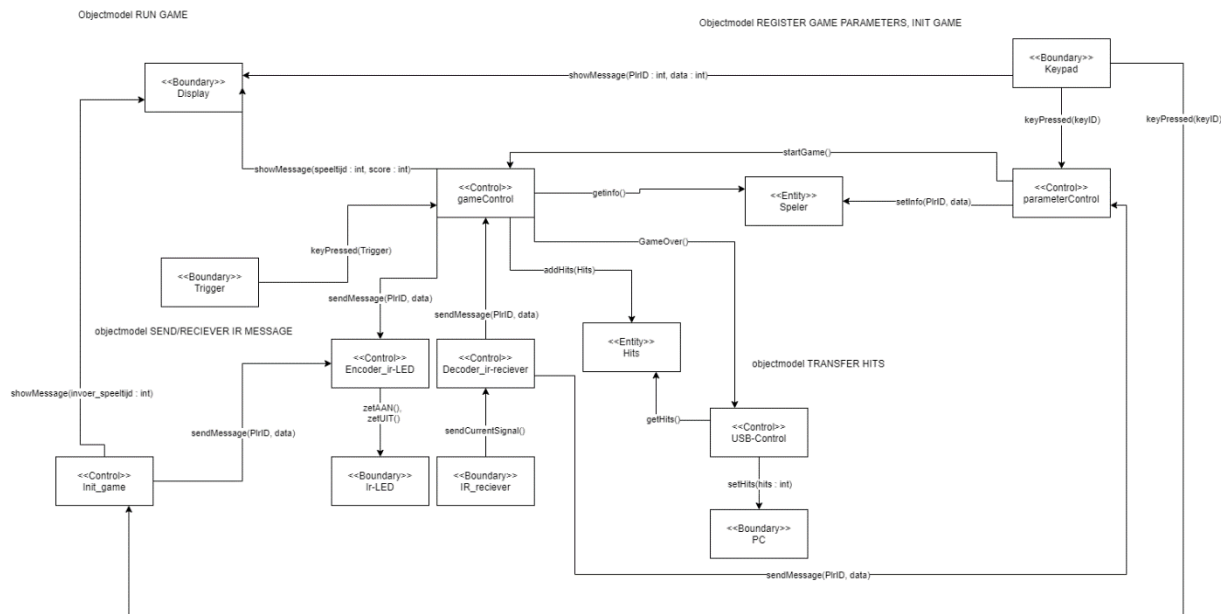
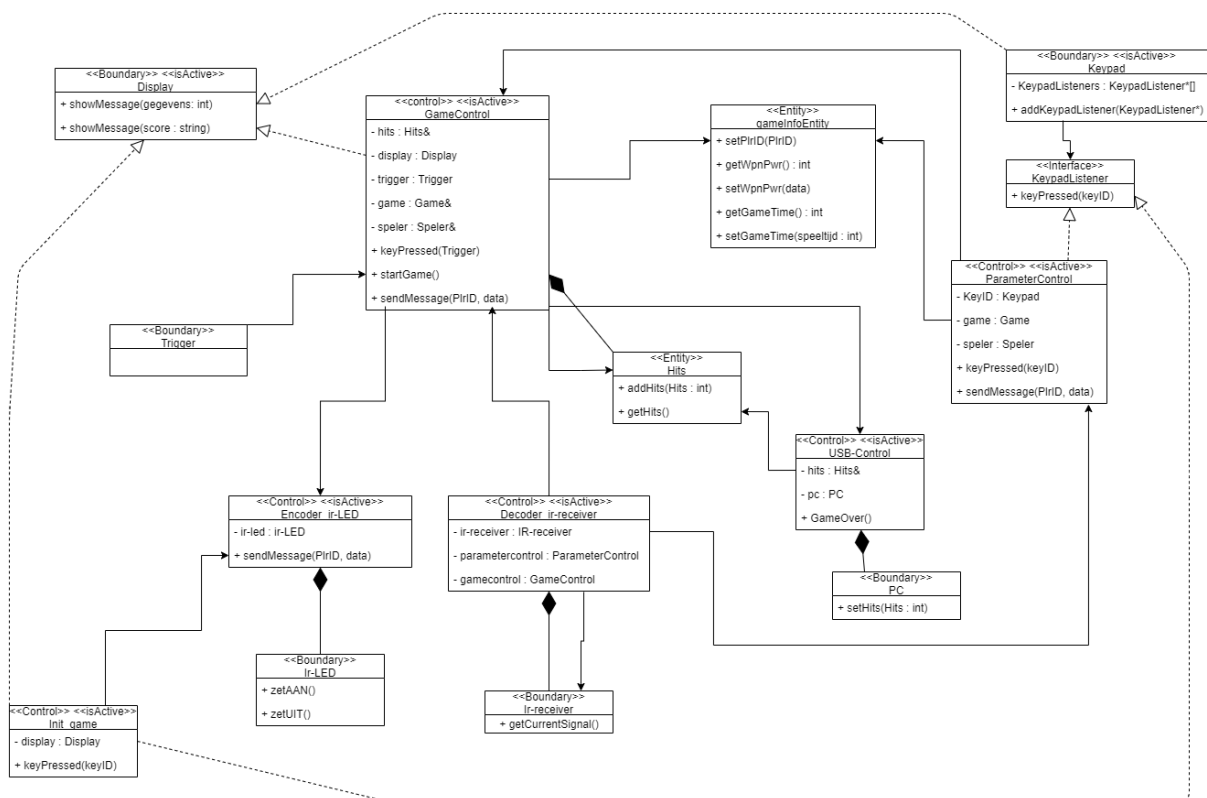


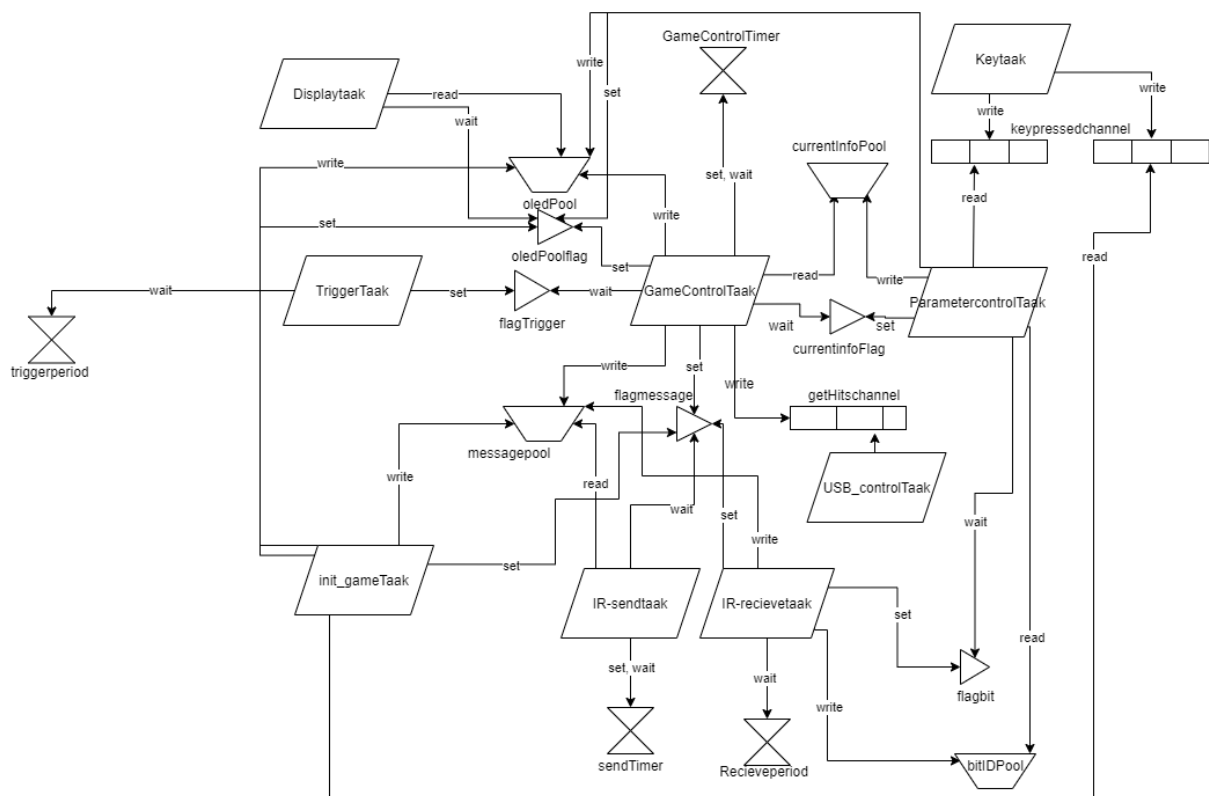
Objectmodel



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