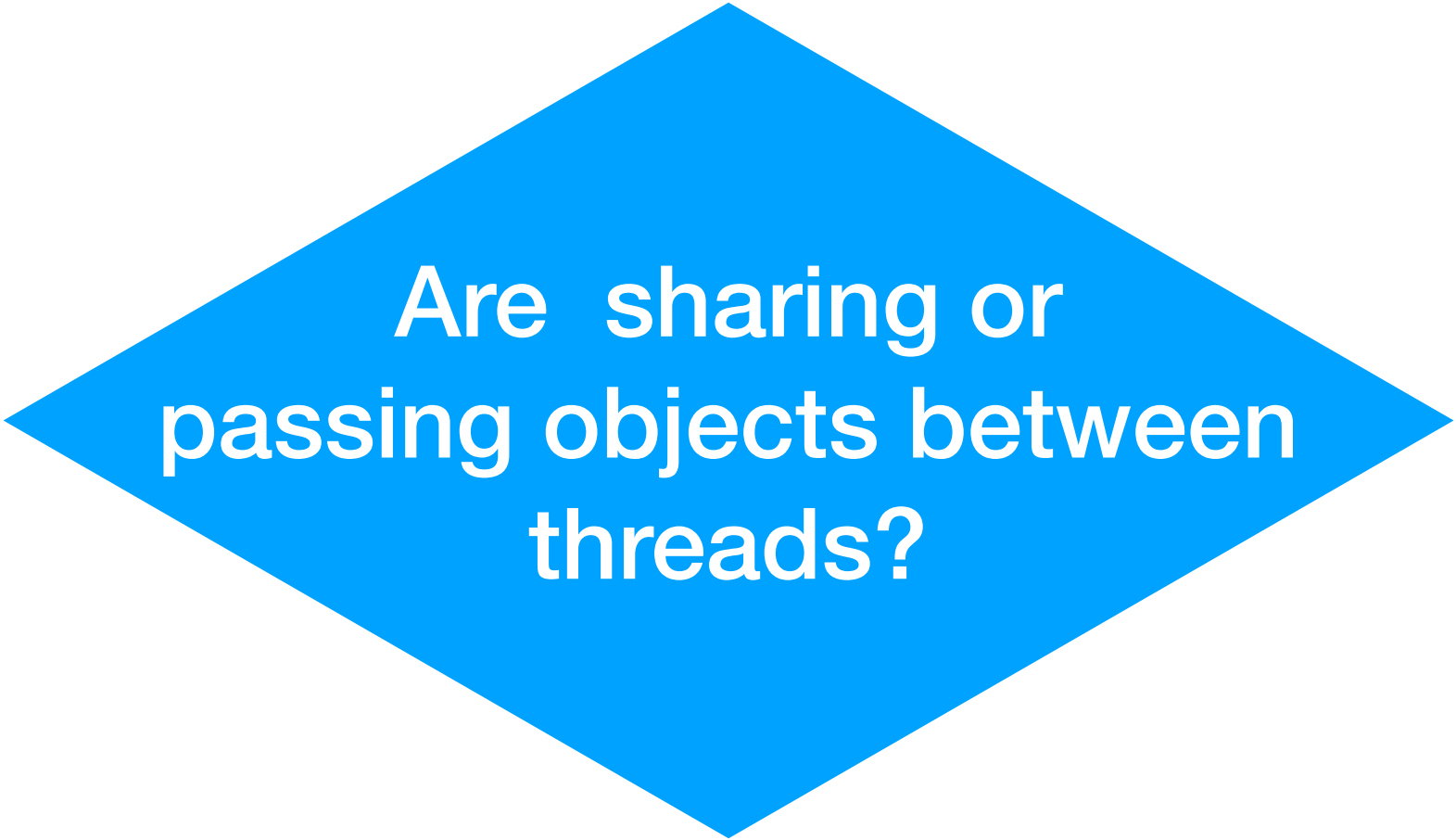
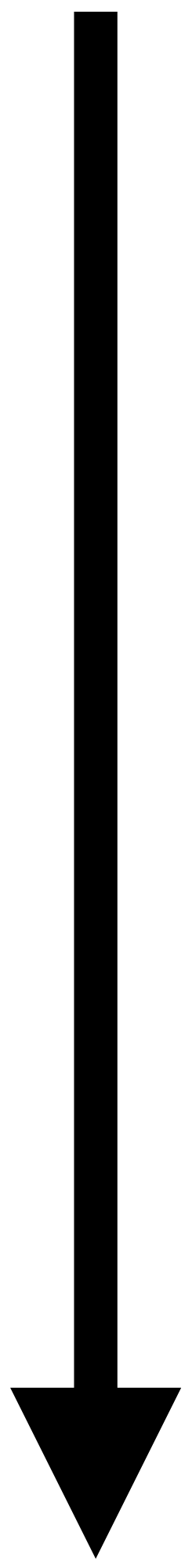

Are sharing or
passing objects between
threads?

Use FIFOs

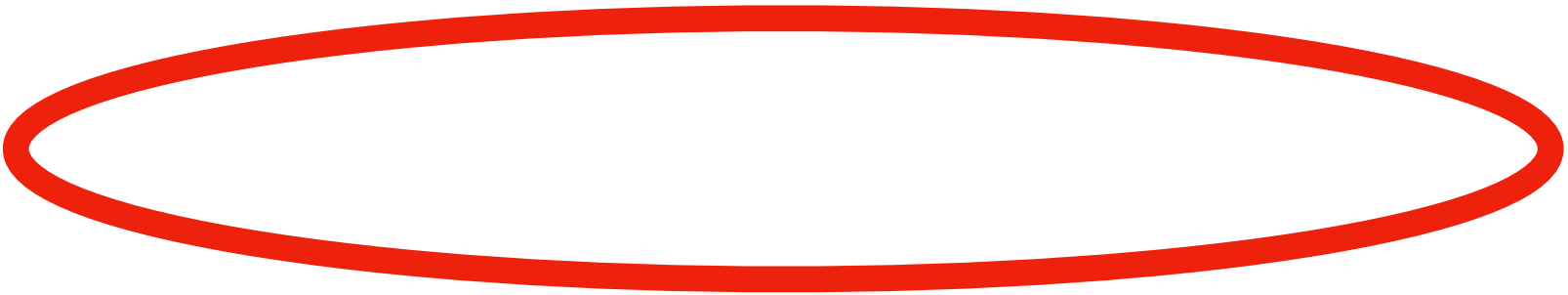
Passing



Sharing

Are you
interacting with a real-time
thread?

Sharing or Passing?



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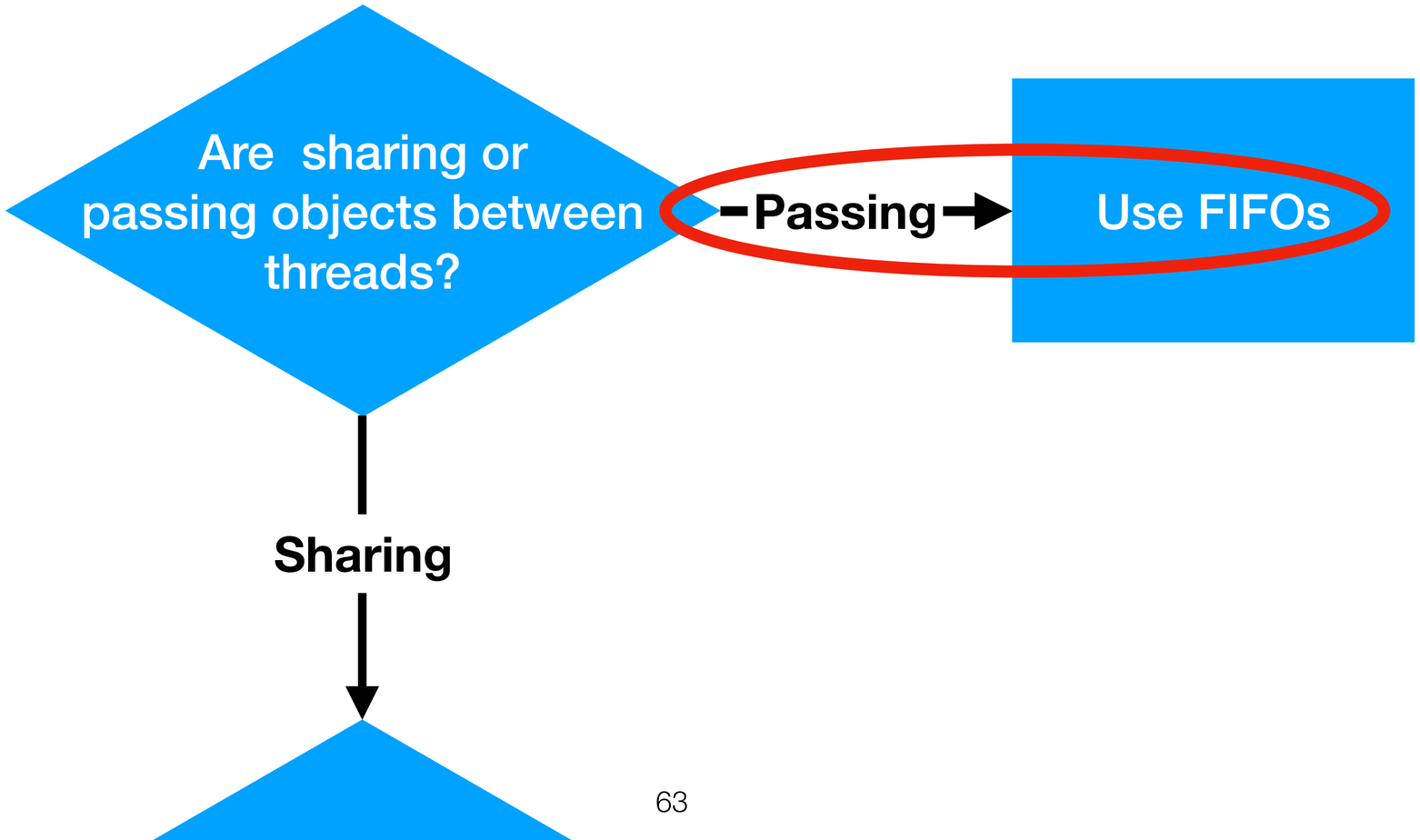
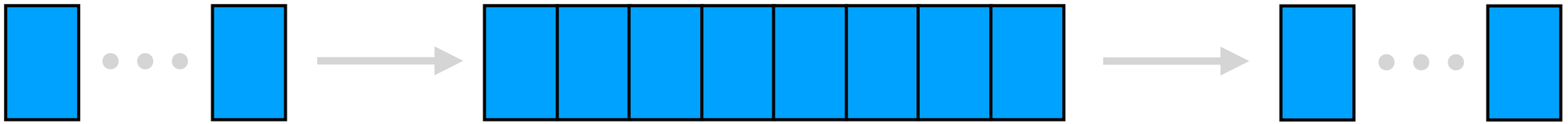
Sharing or Passing?



The humble FIFO



- First-In, First-Out data structures
  - Perfect for passing data/objects from one thread to the other
  - Useful if losing data/objects is not an option
    - `(Non)RealtimeMutatable` loses data if written to twice