Are sharing or passing objects between threads?

Use FIFOs



Passing



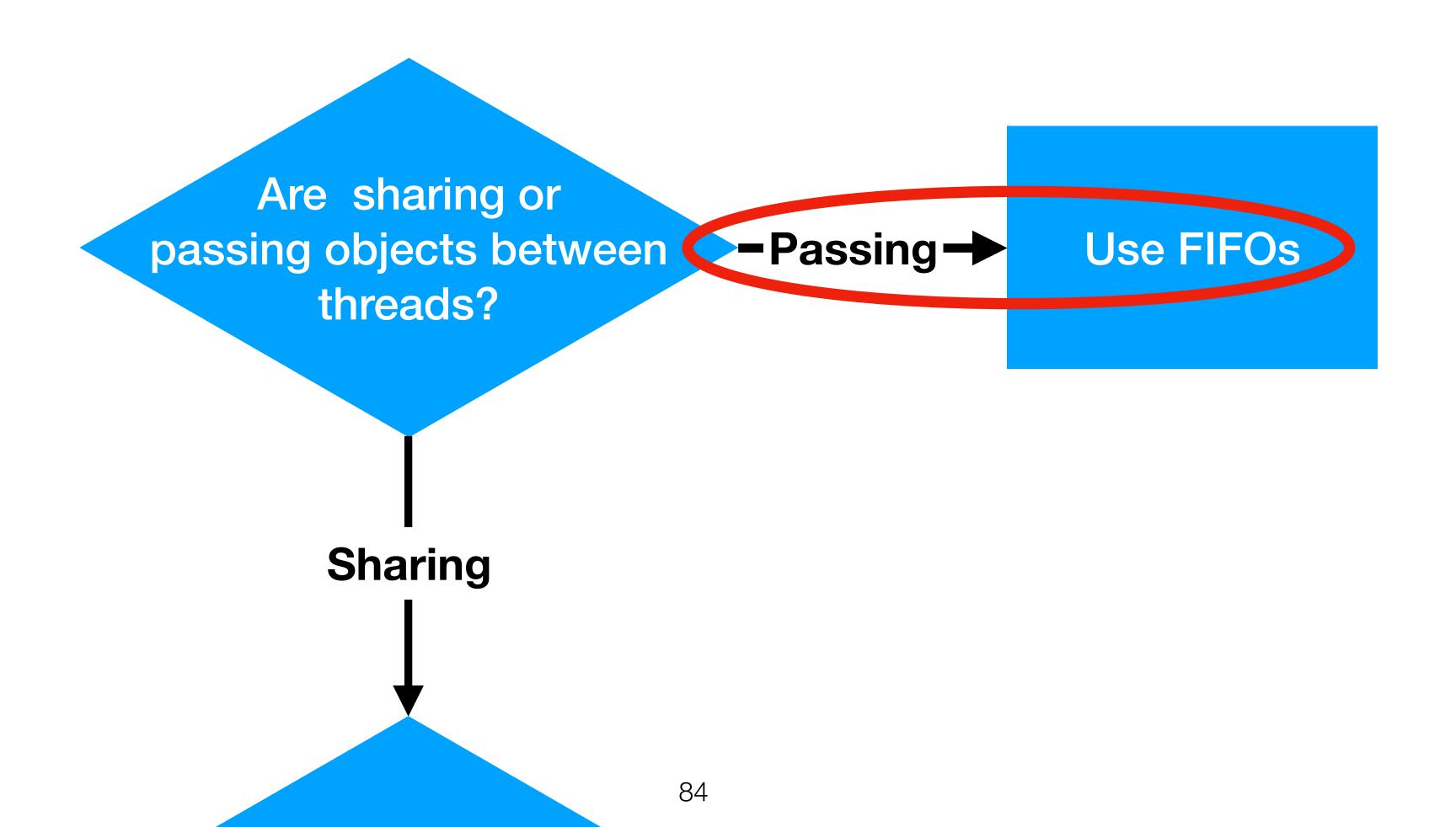
Sharing

Are you interacting with a real-time thread?

Sharing or Passing?



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