taakstructuur

# Initieel taakstructuur

## Player

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Object | Type Taak | Periode | Deadline | Prioriteit |
| Button | Periodiek I/O | 100ms | 10ms | 1 |
| IrReciever | Periodiek I/O | 10ms | 1ms | 0 |
| IrLed | Demand driven | - | 1ms | 0 |
| OledDisplay | Passive I/O | - | 20ms | 2 |
| Player | Asynchroon | - | 50ms | 3 |
| Weapon | Asynchroon | - | 50ms | 3 |
| Detector | Asynchroon | - | 50ms | 3 |
| IrSignal | Asynchroon | - | 50ms | 3 |

## GameLeader

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Object | Type Taak | Periode | Deadline | Prioriteit |
| Keypad | Periodiek I/O | 100ms | 10ms | 1 |
| IrLed | Demand driven | - | 1ms | 0 |
| IrSignal | Asynchroon | - | 50ms | 2 |
| OledDisplay | Passive I/O | - | 50ms | 2 |
| IrReciever | Asynchroon | - | 50ms | 2 |
| GameLeader | Asynchroon | - | 50ms | 2 |
| Weapon | Asynchroon | - | 50ms | 3 |
| Detector | Asynchroon | - | 50ms | 3 |

# Samengevoegde taakstructuur

## Player

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Objecten | Naam | Cohesie | Periode | Deadline | Prioriteit |
| Weapon, IrLed | IrWeaponTask | Control | - | 1 ms | 0 |
| Detector, IrReciever | IrDetecTask | Control | - | 1 ms | 0 |
| OledDisplay | OledDisplayTask |  | - | 50 ms | 2 |
| Player,  button | PlayerTask | Control | 100 ms | 50 ms | 1 |
| IrSignal | IrSignalTask |  | - | 50 ms | 1 |

## GameLeader

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Objecten | Naam | Cohesie | Periode | Deadline | Prioriteit |
| Weapon, IrLed | IrWeaponTask | Control | - | 1 ms | 0 |
| Detector, IrReciever | IrDetecTask | Control | - | 1 ms | 0 |
| OledDisplay | OledDisplayTask |  | - | 50 ms | 2 |
| GameLeader,  keypad | GameLeaderTask | Control | 100 ms | 50 ms | 1 |
| IrSignal | IrSignalTask |  | - | 50 ms | 1 |