**RTOS (part 1&2)**

* RTOS are designed so that scheduler can guarantee meeting timing deadlines on the tasks.
* RTOS can run multiple tasks concurrently.
* Super Loop executes tasks in a round robin fashion inside a while forever loop.
* RTOS uses the concept of running multiple tasks at the same time on a multi-core processor.
* Super Loop is a good choice for a handful of tasks.
* RTOS is viable when the designer needs clock cycles and memory to spare.
* The ESP32 is capable of handling user input, reading and writing to an SD card, controlling hardware, and crunching numbers all at the same time.
* The ESP32 does not run Vanilla FreeRTOS. Instead, it runs a modified version of FreeRTOS inside its ESP-IDF framework.
* Most ESP32 have dual-core processor.
* Most ESP32 can be programmed using Arduino-IDE.