Objecten en Tasklist

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| **Objectenlijst Lasertak** | | | | | |
| **ID** | **Object** | **Type Taak** | **Periode** | **Deadline** | **Prioriteit** |
|  | **Boundaries** |  |  |  |  |
| **1** | IR-receiver | Periodiek I/O | 1 ms | 1 ms | 1 |
| **2** | IR-Led | Passief I/O |  | 1 ms | 2 |
| **3** | TriggerButton | Periodiek I/O | 10 ms | 100 ms | 4 |
| **4** | Speaker | Passief I/O |  | 100 ms | 5 |
| **5** | OLed | Passief I/O |  | 900 ms | 3 |
| **6** | Keypad | Periodiek I/O | 200 ms | 1000 ms | 6 |
|  | **Application logic** |  |  |  |  |
| **7** | Command | Passief I/O |  | 150 ms | 1 |
|  | **Entity’s** |  |  |  |  |
| **8** | GameData | Passief I/O |  | 150 ms | 1 |
|  | **Controllers** |  |  |  |  |
| **9** | IRReceiveCTRL | Asynchrone |  | 1 ms | 1 |
| **10** | PlayerCTRL | Asynchrone |  | 75 ms | 4 |
| **11** | GameMasterCTRL | Asynchrone |  | 100 ms | 5 |
| **12** | IRLedCTRL | Periodiek | 10 ms | 110 ms | 2 |
| **13** | OLedCTRL | Periodiek | 50 ms | 120 ms | 3 |
| **14** | SpeakerCTRL | Periodiek | 20 ms | 150 ms | 6 |
| **15** | KeypadCTRL | Asynchrone |  | 1000 ms | 7 |

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| **Tasklist Lasertak** | | | | | |
| **ID** | **Object** | **Type Taak** | **Periode** | **Deadline** | **Prioriteit** |
|  | DisplayTask |  |  |  |  |
|  | KeypadTask |  |  |  |  |
|  | SoundTask |  |  |  |  |
|  | ButtonTask |  |  |  |  |
|  | ReceiveTask |  |  |  |  |
|  | PlayerTask |  |  |  |  |
|  | GameMasterTask |  |  |  |  |