College of Engineering and Technology

School of Computing and Informatics

Department of Computer Science

Real time and Embeded System Individual Assignment

Name	ID
BISRAT FIKRIE	4903/21

Submitted to : MR Ephrem

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Real-Time Application in Education

Overview

Real-time applications in education leverage technology to facilitate immediate interactions and feedback between students and educators, enhancing the learning experience. These applications can include various platforms and tools, such as online collaboration tools, real-time assessment software, and adaptive learning systems.

Key features of real-time applications in education include:
Instant Feedback: Students receive immediate responses on quizzes, assignments, or activities, allowing them to understand and correct mistakes on the spot.

Live Interaction: Tools like video conferencing, chat, and interactive whiteboards enable real-time communication between teachers and students, regardless of geographical barriers.

Overall, real-time applications provide a flexible and responsive educational environment that can adapt to the needs of individual learners, supporting better engagement and outcomes.

How Real-Time Applications in Education Work

Real-time applications in education operate through a series of interconnected components and technologies designed to facilitate immediate feedback, collaboration, and assessment. Here's a brief overview of how these applications work:

1. Data Input: Students engage with the application by entering data or participating in activities, such as answering quiz questions, submitting assignments, or joining live discussions.

2. Real-Time Processing: The application processes input data instantly using cloud computing and powerful algorithms. This entails analyzing student responses, performance metrics, and engagement levels.

3. Immediate Feedback: Once data is processed, students receive immediate feedback on their performance. For instance, quiz results may display right after submission, highlighting correct and incorrect answers and providing explanations for misconceptions.

4. Adaptation: Many real-time applications, such as adaptive learning platforms, leverage artificial intelligence to adjust the learning path based on individual student performance. For example, if a student struggles with a particular concept, the system can present additional practice problems or resources related to that topic.

In essence, real-time applications in education create an interactive and engaging learning environment by providing instantaneous input, feedback, and collaboration, enriching the overall educational experience.

Advantages and Disadvantages of Real-Time Applications in Education

Advantages

1. Instant Feedback:Students receive immediate responses to their work, allowing them to identify and correct mistakes on the spot, which enhances learning and retention.

2. Enhanced Engagement:Interactive features, such as live discussions and collaborative tools, increase student participation and motivation, fostering a more dynamic learning environment.

3. Personalized Learning:Adaptive learning technologies can tailor educational content to meet individual student needs, helping them progress at their own pace and ensuring mastery of concepts.

4. Flexibility and Accessibility:Real-time applications are often accessible from various devices and locations, allowing students to learn anytime and anywhere, which is especially beneficial for remote or non-traditional learners.

Disadvantages

1. Technical Issues: Real-time applications depend on a stable internet connection and functioning technology. Technical difficulties, such as connectivity issues or software glitches, can disrupt the learning experience.

2. Distraction Risk: The use of multiple devices and applications can lead to distractions, with students potentially engaging in non-educational activities instead of focusing on learning.

3. Variability in Access: Not all students may have equal access to the necessary technology and internet connectivity, leading to disparities in participation and learning outcomes, particularly in underserved communities.

4. Overreliance on Technology: Students and educators may become overly reliant on technology for learning and assessment, which can diminish traditional skills in critical thinking and problem-solving.

conclusion, while real-time applications in education offer numerous benefits, they also present challenges that must be addressed to optimize their effectiveness in enhancing the learning experience. Balancing technology use with traditional educational practices can help mitigate some of these disadvantages.

Q2: A) Rate Monotonic Scheduling (RMS)

- Process P1: Period = 100 CPU Burst = 20
- Process P2: Period = 60 CPU Burst = 30

Time interval	task
0-30	P2
30-50	P1
50-60	
60-90	P2

90-100	
100-120	P1
120-150	P2
150-180	
180-210	P2
210-230	P1
230-240	
240-270	P2
270-300	

B)

Time interval	task
30-50	P2
30-50	P1
50-60	
60-90	P2
90-100	
100-120	P1
120-150	P2
150-180	
180-210	P2
210-230	P1
230-240	
240-270	P2
270-300	

C) • P1 waiting time is the time when P1 is not executing but is waiting for its turn.

- P2 waiting time is the time when P2 is not executing but is waiting for its turn.

1. For P1: o Active: [30-50], [100-120], [210-230]
2. o Total duration: 20+20+20=60 Idle durations for

o Before first execution (0–30): 30

o Between first and second execution (50–100): 50

o Between second and third execution (120–210): 90

o After last execution (230–300): 70

o Total waiting: 30+50+90+70=240 .

For P2: o Active: [0-30], [60-90], [120-150], [180-210], [240-270]

o Total duration: 30+30+30+30+30=150 Total Waiting Times

- P1 Waiting Time: 240
- P2 Waiting Time: 150

D) The Turnaround Time (TAT) is the total time from when a process starts (is submitted) to when it finishes execution.

Turnaround Time (TAT)=Completion Time (CT)−Arrival Time (AT).\text{Turnaroun d Time (TAT)} = \text{Completion Time (CT)} - \text{Arrival Time (AT)}.

Turnaround Time (TAT)=Completion Time (CT)−Arrival Time (AT).

For P1: o Active periods: [30–50], [100–120], [210–230].

- o Completion time: 230230230 (last moment P1 is active). o Arrival time: 000.
- o TAT for P1: 230−0=230 2. For P2:
- o Active periods: [0–30], [60–90], [120–150], [180–210], [240–270].
- o Completion time: 270(last moment P2 is active).
- o Arrival time: 000. o TAT for P2: 270−0=270270 - 0 = 270270−0=270. Total Turnaround Time
- P1 Turnaround Time: 230
- P2 Turnaround Time: 270