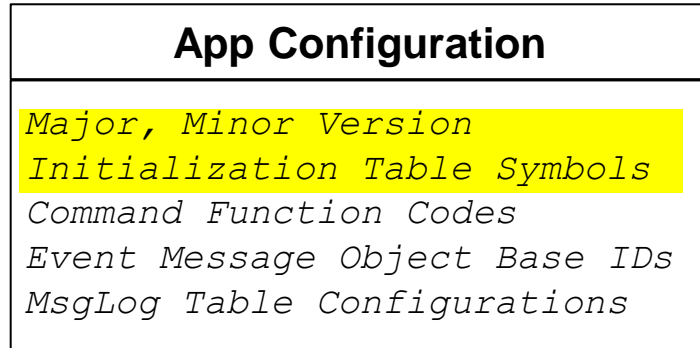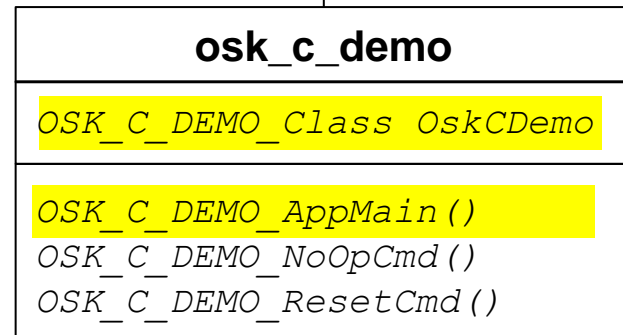- **Illustrate how to use Child Manager (ChildMgr)**

- **Manage file logging and playback functions within child task context**

- **Illustrate the object-based application modularity**

  - Msglog did not need to change in order to make it run within a child task context

  - Only app_cfg.h, osk_c_demo.h, and osk_c_demo.c, the owners of msglog, needed to change

*app_cfg.h*

**App Configuration**
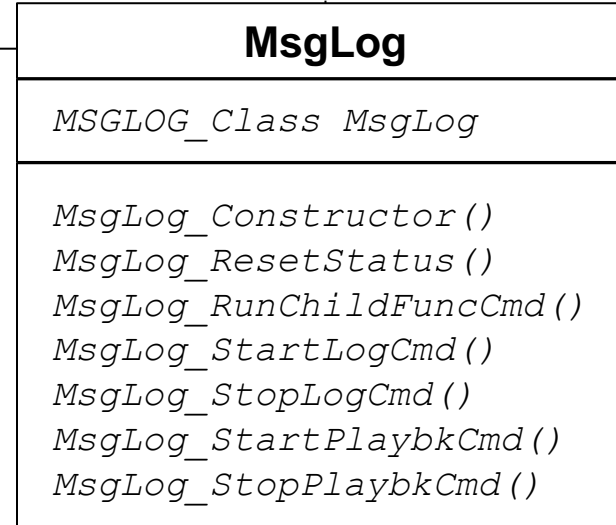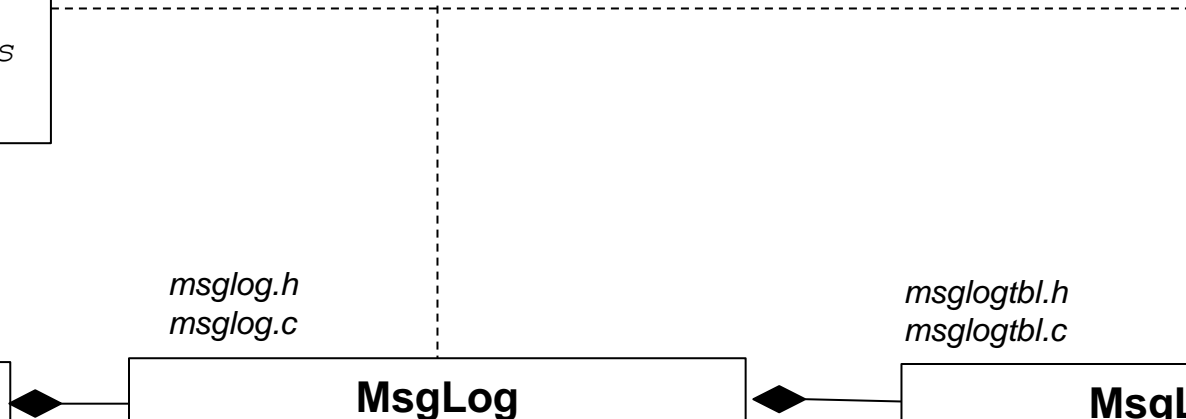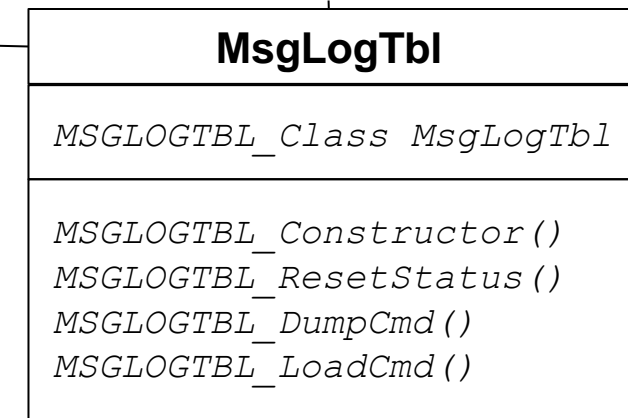
*Major, Minor Version*
*Initialization Table Symbols*
*Command Function Codes*
*Event Message Object Base IDs*
*MsgLog Table Configurations*

*osk_c_demo.h*
*osk_c_demo.c*

**osk_c_demo**

*OSK_C_DEMO_Class OskCDemo*

*OSK_C_DEMO_AppMain()*
*OSK_C_DEMO_NoOpCmd()*
*OSK_C_DEMO_ResetCmd()*

*msglog.h*
*msglog.c*

**MsgLog**

*MSGLOG_Class MsgLog*

*MsgLog_Constructor()*
*MsgLog_ResetStatus()*
*MsgLog_RunChildFuncCmd()*
*MsgLog_StartLogCmd()*
*MsgLog_StopLogCmd()*
*MsgLog_StartPlaybkCmd()*
*MsgLog_StopPlaybkCmd()*

*msglogtbl.h*
*msglogtbl.c*

**MsgLogTbl**

*MSGLOGTBL_Class MsgLogTbl*

*MSGLOGTBL_Constructor()*
*MSGLOGTBL_ResetStatus()*
*MSGLOGTBL_DumpCmd()*
*MSGLOGTBL_LoadCmd()*

**Issue Start/Stop Log and Start/Stop Playback commands**
- Observe child command counters

**Run the Functional Test and Ops Example**
- In v3.1 the functional test only contains stub tests

# Conclusion

# Congratulations
# You Completed the Tutorial!!

**If you're still motivated to do more coding, here are some ideas**

- Allow simultaneous logging and playback

- Create a more sophisticated packet content logging that uses the cFE message API to access header fields

- The options are endless…