Object	Soort taak	Periode	Deadline	Prioriteit
Keyboard	Periodiek IO	100 ms	60 ms	3
Trigger	Periodiek IO	100 ms	60 ms	3
ir_sensor	Periodiek IO	100 us	100 us	1
Display	Demand driven IO		200 ms	5
ir_LED	Demand driven IO		100 us	1
run_game_control	Demand driven intern		50 ms	2
transfer_hits_control	Demand driven intern		100 ms	4
game_parameters_control	Demand driven intern		100 ms	4
send_control	Demand driven intern		50 ms	2
init_game_control	Demand driven intern		100 ms	4
decoder_control	Demand driven intern		50 ms	2
Received_hits_entity	Geen taak			
Pulse_meter	Periodiek IO	100us	100us	1

Taak	Objecten	Soort taak	Periode	Deadline	Prioriteit	Reden
Invoertaak	Keyboard, trigger	Periodiek IO	100 ms	60 ms	3	Temporele cohesie
Run_game taak	Run_game_control, received_hits_entity	Demand driven IO		50 ms	2	Control cohesie
Transfer_hits taak	transfer_hits_control	Demand driven intern		100 ms	4	Geen cohesie
Game_parameters taak	game_parameters_control	Demand driven intern		100 ms	4	Geen cohesie
Send taak	send_control, ir_led	Demand driven intern		50 ms	1	Control cohesie
Init_game taak	init_game_control	Demand driven intern		100 ms	4	Geen cohesie
Decoder taak	decoder_control	Demand driven intern		50 ms	1	Sequentiële cohesie
Display taak	Display	Demand driven IO		200 ms	5	Geen cohesie
Pulse_meter_taak	Pulse_meter, ir_sensor	Periodiek IO	100us	100us	1	Control Cohesie