|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 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 |