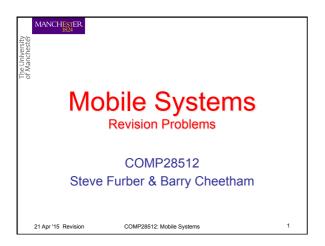
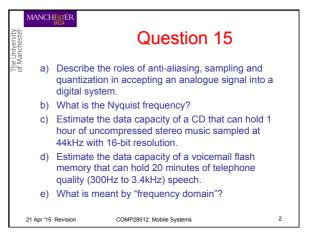
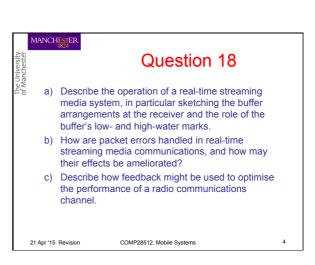
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Question 16 a) What is the distinction between "hard" and "soft" real-time systems? b) Describe and compare the merits of handling external events through the use of polling, interrupts and DMA. c) Sketch the arrangement of an IO system that is double-buffered in main memory. d) What is a watchdog timer? e) What is an event-driven system?



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Agreement Agree