

Object	Soort Taak	Periode	Deadline	Prioriteit
IrDetector <<boundary>>	Periodiek IO	1ms	1 ms	1
IrDiode <<boundary>>	Periodiek IO	1 ms	1 ms	2
Buzzer <<boundary>>	Demand driven IO	300 ms	500 ms	6
Display <<boundary>>	Periodiek IO	300 ms	500 ms	6
Keyboard <<boundary>>	Demand driven IO	100 ms	100 ms	4
RecIRMsgControl	Intern demand driven	-	1 ms	1
SendIRMsgControl	Intern demand driven	-	5 ms	2
InitGameControl	intern demand driven	-	90 ms	5
RegGameParamControl	Demand driven intern	-	90 ms	3
RunGameControl	Demand driven intern	-	30 ms	3
TrasnferHitsControl	Demand driven intern	-	1 s	7
Player <<entity>>	Geen Taak	-	-	-
Weapons <<entity>>	Geen Taak	-	-	-

Taak	Object	Soort Taak	Periode	Deadline	Prioriteit
ReceiveTaak (control cohesie)	IrDetector <<boundary>>	Periodiek IO	1ms	1ms	1
	RecIRMsgControl	Demand Driven Intern	-		
SendTaak (control / sequentielecohesie)	IrDiode <<boundary>>	Demand Driven IO	-	5ms	2
	SendIRMsgControl	Demand Driven Intern	-		
GameTaak	RunGameControl	Demand Driven Intern	-	30ms	3
HardwareInputTaak	Keyboard <<boundary>>	Periodiek IO	100ms	60ms	4
HardwareOutputTaak (temporele cohesie)	Buzzer <<boundary>>	Demand Driven IO	-	500ms	6
	Display <<boundary>>				
StartGameTaak (temporele cohesie)	InitGameControl	Demand Driven Intern	-	90ms	5
	RegGameParamControl				
EndGameTaak	TransferHitsControl	Demand Driven Intern	-	1s	7
Player <<entity>>	Player <<entity>>	Geen Taak / Deman Driven Intern	-	-	-
Weapons <<entity>>	Weapons <<entity>>	Geen Taak	-	-	-

