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## EIC

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### Embedded Real-Time systems

Assignment 3 - Modeling and Implementaion of a system behavior using UML patterns.

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# 1 Introduction

The main goal of this assignment is to implement a simulated version of an embedded system using state patterns, more specifically a concurrent state machine, where the handling of events are processed, by using *GOF State pattern*, Singleton pattern and the *Active object pattern*.

In this assignment, the application has been implemented by adhering to these requirements, and following the provided state diagram given with the assignment. Some liberty has been taken in terms of implementation, regarding how to interact with the system, but also how the states and classes has been used and implemented. The goal of this report is to explain the major outlines of the decisions made along, with visual descriptions and depictions. This includes large code snippets and UML diagrams which will serve as context.

Included with this report is the full code implementation, an executable file, all UML diagrams and code to recreate/recompile the diagrams.

## 1.1 tools used

To complete this assignment some tools have been used.

Tool	Description
VS Code	IDE, for programming the assignment
C++	the programming language required to implement the assignment and a compiler for C++14++ is required.
LaTeX	using Miktex
plantUML	UML tool of choice, converting it to a programming language, requires Java JDK
Git	for version control, using Github to control the repo

Table 1: Tools used to complete the assignment

## 1.2 Goals

- **GOF Singleton pattern** To ensure the correct behavior of the statemachine, the Singleton pattern must be used, it ensures that only one instance of every object class can exist at any given time.
- **GOF state pattern** This pattern ensures that an object changes behaviour when it changes state, but to the outside world it looks like a new object. Instead of enumeration, the state and its behaviour is encapsulated in multiple classes, where our object can delegate to the current state class.
- **Active Object pattern** The main purpose of the active object pattern, is to separate method invocation from method execution, by decoupling. This lets us asynchronously invoke methods while not tying up valuable time to execute those methods, by having separate threads do both scheduling and execution.
  - Active object pattern must implement the provided interface
  - not be blocking
- **Follow the provided state pattern** With the assignment, the *EmbeddedSystemX* class was provided, which outlined the overall requirement for the application.

## 2 Solution

### 2.1 Overall architecture

- **EmbeddedSystemX** Is the overall class which implements all functionality of the application. Any user interaction is done through a simple text based user interface written in the main function.

To avoid unnecessary C++ semantics, the entire composition of EmbeddedSystemX and all its subcomponents is written in one large *cpp* file, this is has mainly been done to reduce compiler complexity and and practical implementation difficulties, which is bound to arise, due to things such as *circular-referencing*.

#### 2.1.1 State Diagram

The overall structure follows the provided model of the system, seen on figure 1.

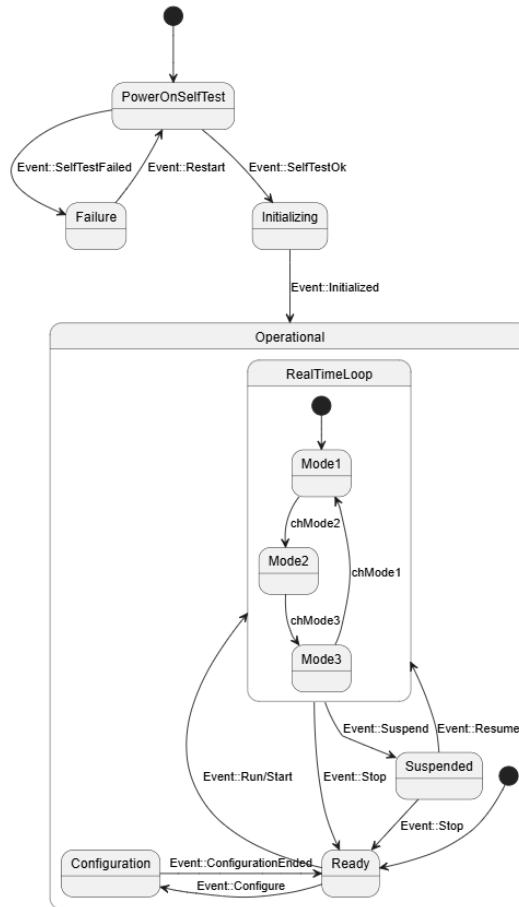


Figure 1: Overall statemachine of EmbeddedSystemX

There is a focus on the statemachine inside of the *Operational* state. This statemachine is referred to as *opFsm - operational state machine*.

#### 2.1.2 Class Diagram

To conform with the requirement of the GOF state machine, all of the states are implemented as classes, which are inheriting from the *State*-class, see figure 2.

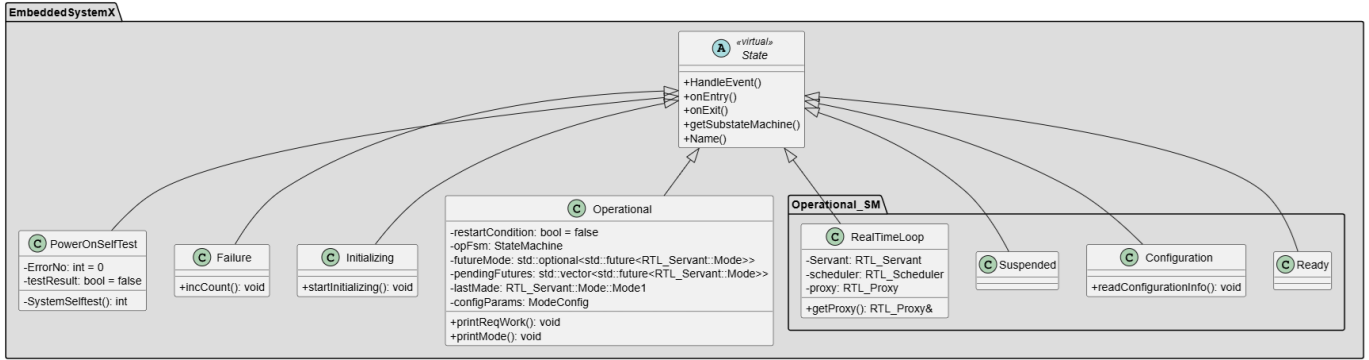


Figure 2: The State class, is a pure virtual class, which will be explained in a later section

The states are implemented this way, so that the statemachine trusts the state class with all the behavior of the implemented classes, this means that they all have the some core functions: *eventHandler*, *onEntry*, *onExit* and so on. It only fits together with the singleton pattern, which ensures that there will only ever be one of each state class and therefore stays consistent with previous interactions with that state class.

### 2.1.3 Sequence Diagram

The sequence of execution in the overall state machine is seen on figure 3.

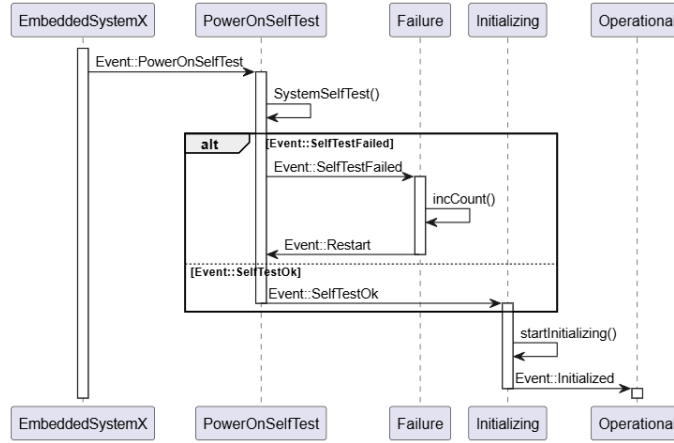


Figure 3: The initial phase of the EmbeddedSystemX's statemachine, here it automatically executes through the initial states. A small chance has been added so that the SelfTest might fail. Otherwise it just continues to the ready state. It also shows the lifetime of the states as objects.

The operational class is where the internal statemachine gets activated by the *onEntry* function inside the operational class. That signifies the start of the operational sequence diagram, seen on figure 4

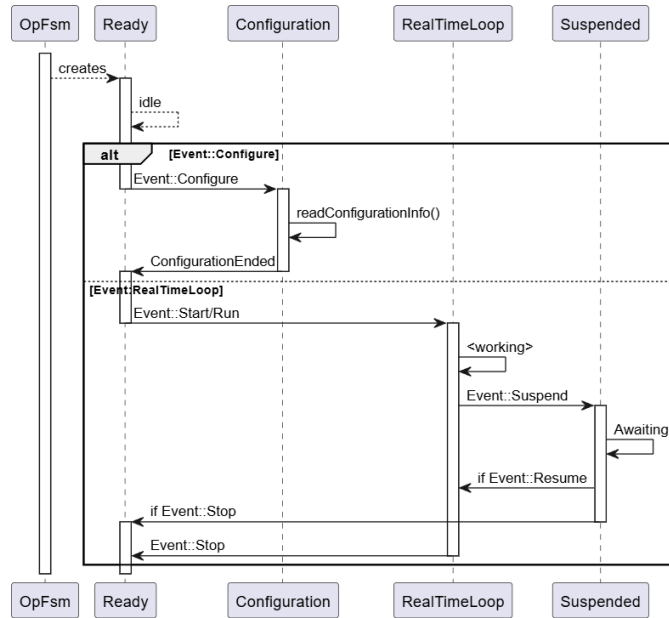


Figure 4: The internal statemachine *opFsm* inside operational, this is a concurrent statemachine to the one outside, however the two don't have any interplay. As with the outside statemachine, this also has classes as states, implemented by the state/eventHandler mechanism, all are singletons as well. All data passed through *opFsm*, are referenced to the outside machine.

The important thing in this sequence diagram on figure 4 is, that the *RealTimeLoop* is an active object, meaning that its method invocation has been decoupled from its execution, this is also shown in figure 1. Where the overall mechanism follows the class diagram seen on figure 5.

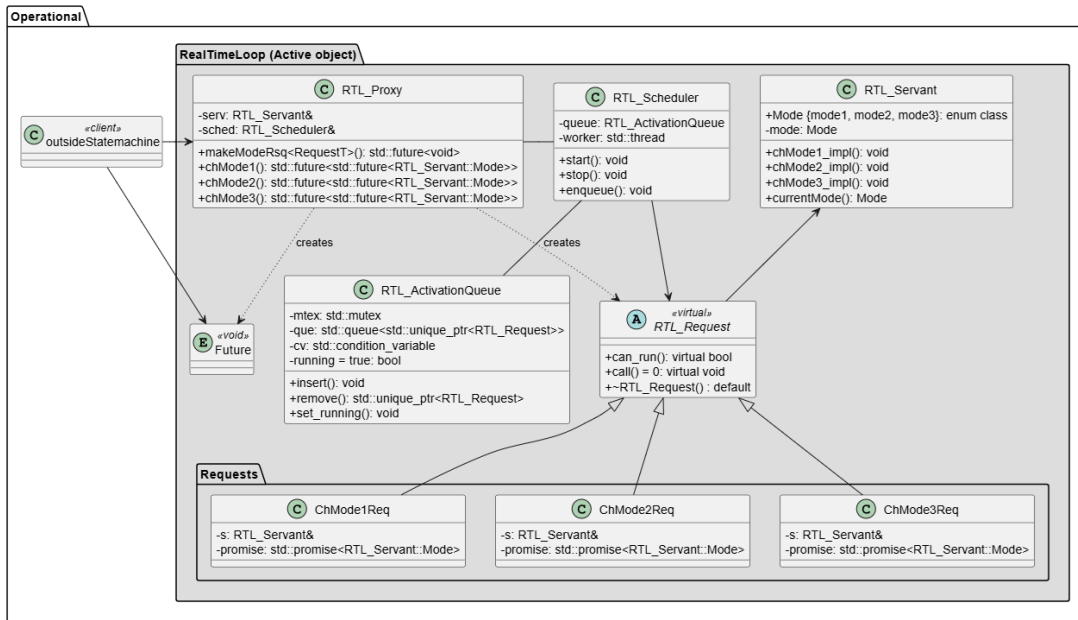


Figure 5: The internal class diagram of the active object, which resides inside the RealTimeLoop class

As already mentioned, the active object decouples the execution from the invocation, meaning that the caller or client is free to do whatever it wants in the meantime, so the call is non-blocking. This is done through the `std::future`, which is a pointer to a place where the work will, at some point, be completed. This is part of the future/promise functionality in C++. The overall idea is that it is up to the *Servant* to *fulfill the promise* of the future. The sequence diagram for the internal statemachine *opFsm* can be found below

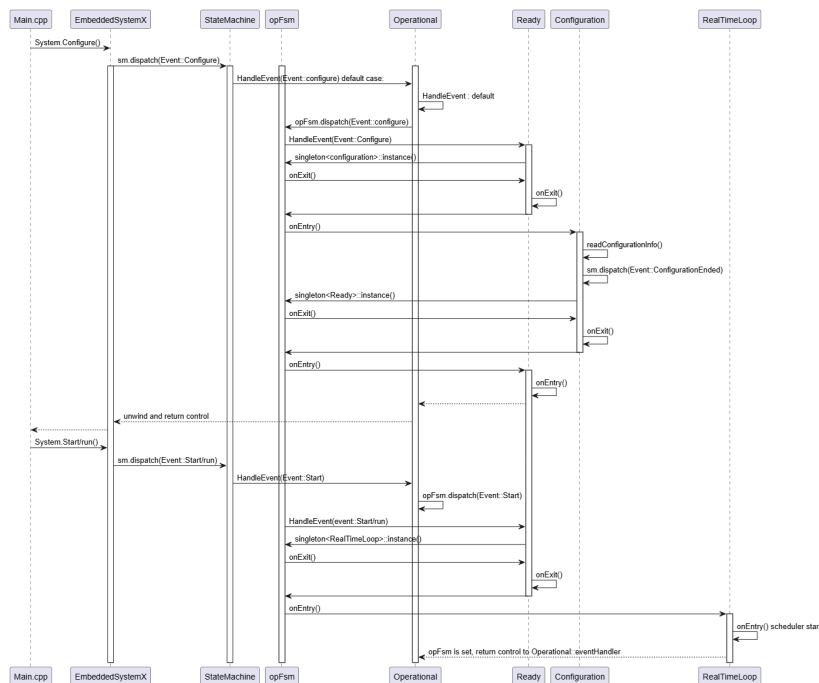


Figure 6: opFsm, statemachine sequence diagram.

The essence of diagram shown in figure 6 is to show that there is two statemachines working at the same time,

independently of each other, however, there are not conflicting states between them. The heavy lifting is done by the `handleEvent` function in `Operational`, that passes any event that does not belong to the outer statemachine, to the inner statemachine.

The case in figure 6 is where the user wants to order work, ie. in this project, this is done by pseudo-work, where an enum state inside *RTLservant* is changed, according to the allowed states.

#### 2.1.4 Active Object

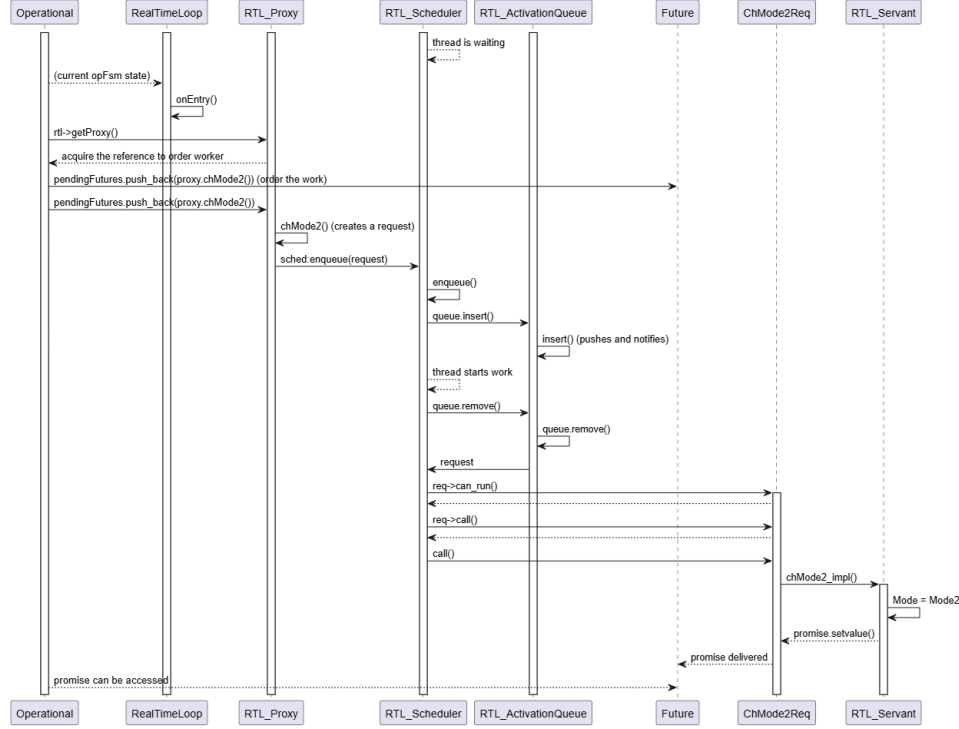


Figure 7: internal sequence diagram for RealTimeLoop

The internal sequence diagram for RealTimeLoop is shown in figure 7, which is what happens when the diagram in figure 6 is executed. Thus the scheduler is "primed" in when entering the RealTimeLoop, however it does not do anything before the operational `handleEvent` is called to request the actual work.

## 3 Implementation

As previously mentioned, to avoid C++ referencing issues, the entire implementation is made in one large file. In this section, some of the main takeaways from the implementation is highlighted.

### 3.1 Headers and Defines

Listing 1: include headers and custom defines

```
1 #include <iostream>
2 #include <cstdlib>
3 #include <random>
4 #include <ctime>
5 #include <thread>
6 #include <chrono>
7 #include <future>
8 #include <condition_variable>
9 #include <mutex>
10 #include <queue>
11 #include <optional>
12 #include <vector>
13
14
15 #define TEST_MODE //comment out to disable test mode msg. Remember to build...
16 #ifdef TEST_MODE
17     #define TEST_PRINT(msg) \
18         do { std::cout << "[TEST]:" << msg << std::endl; }while(0)
19 #else
20     #define TEST_PRINT(msg) \
21         do {} while(0)
22 #endif
```

### 3.2 Singleton pattern

A main feature of the implementation was a singleton pattern, this means that the only one instance of every type that invokes this pattern can be created.

Listing 2: Singleton class

```
24 template<typename T>
25 class Singleton
26 {
27 public:
28     static T* Instance()
29     {
30         if(_instance == nullptr){
31             _instance = new T;
32         }
33         return _instance;
34     }
35 protected:
36     Singleton() = default;
37     ~Singleton() = default;
38
39     Singleton(const Singleton&) = delete;
40     Singleton& operator=(const Singleton&) = delete;
41
42 private:
```

```

43         static T* _instance;
44     };
45
46
47     template <typename T>
48     T* Singleton<T>::_instance = nullptr;

```

The templated type ensures that different classes can invoke the singleton pattern, because the destructor is protected, means that nothing can accidentally destroy the object. The idea is that the first time a state is required, it is constructed, and because the type is templated and made static, it is essentially remembered for the life of the program. Thus whenever a templated type is invoked, which already exists, the pointer to the existing instance is returned instead.

### 3.3 Event enum class

Listing 3: Event enum class

```

53 enum class Event
54 {
55     Initial,
56     SelfTestOk,
57     SelfTestFailed,
58     Error,
59     Initialized,
60     Restart,
61     Exit,
62     ready,
63     Configure,
64     ConfigurationEnded,
65     Stop,
66     Resume,
67     Start,
68     Run,
69     Suspend,
70     ChModel1,
71     ChMode2,
72     ChMode3,
73     WaitModeSwitch,
74     PrintReqQueue,
75     CheckAO,
76     CheckMode
77 };
78

```

The event enum class, acts a way to indicate what events are being passed around. This is combined with the handleevent function of every state, to control the statemachine.

### 3.4 State class

Listing 4: state class

```

92 class State
93 {
94 public:
95     virtual State* handleEvent(StateMachine& sm, Event e) = 0;
96     /*
97     after creation of object, state machie calls onEntry as overriden by children*/
98     virtual void onEntry(StateMachine& sm) {};

```

```

99
100     virtual void onExit(StateMachine& sm) {};
101
102     virtual StateMachine* getSubstateMachine() {return nullptr;}
103     virtual std::string name() const = 0;
104     virtual ~State() = default;
105
106 };

```

Pure virtual class State. Notably the state class has a handleEvent function, which is simply = 0. This means that it must be overridden by any class that inherits State. The handleEvent and the two other functions, onEntry and onExit, make up the three functions that the statemachine uses to transfer control. It is also what enacts the GOF state pattern, because it creates a new class with defined functions when the states are changed.

### 3.5 Statemachine class

Listing 5: statemachine class

```

138     class StateMachine
139     {
140
141     private:
142         State* current;
143
144     public:
145         StateMachine() : current(nullptr) {}
146         //avoid implicit conversions. compiler would make State*->StateMachine
147         explicit StateMachine(State* initialState) : current(initialState)
148         {
149             if(current)
150                 current->onEntry(*this); // the initial state at creation
151         }
152
153         void dispatch(Event e)
154         {
155             /*sequence explained in State.h*/
156             // std::cout << "[DISPATCH]:["<< e << "]" << std::endl;
157             TEST_PRINT("[DISPATCH]:["<< e << "]"");
158             State* next = current->handleEvent(*this,e);
159             if (next != current)
160             {
161
162                 //use of this
163                 //this -> pointer to the object itself
164                 //*this -> reference to the statemachine
165                 current->onExit(*this);
166                 // delete current; //this might be a fix to the segmentation
167                 // fault
168                 current = next;
169                 if (current)
170                 {
171                     current->onEntry(*this);
172                 } //a condition to check if next and current is the same can be set here.
173             } // else the SM will set the end of execution here.
174             //exeuction delay here
175             // std::this_thread::sleep_for(std::chrono::milliseconds(1000));
176         }
177

```

```

178 State* getCurrentState() const{return current;}
179 std::string getStateName() const {return current ? current->name() : "<NULL>";}
180 std::string getFullStateName() const
181 {
182     std::string res = current ? current->name() : "<NULL>" ;
183     if(auto* sub = current->getSubstateMachine())
184     {
185         res += "└─>" + sub->getFullStateName();
186     }
187     return res;
188 }
189 };

```

The statemachine class, is the main engine that drives the state changes. When instantiated, it sets the initialState and then drives the changes for everyclass. Due to the way the classes, or in this case, states are implemented, all states comply with the interface. All state classes makes use of dynamic binding, due to them having to override the functions to comply with the pure virtual class. Meaning that all states acts on the handleevent function etc. This is key to enacting the GOF state pattern.

Since all classes implement the same overall structure, only one will be shown here in the following section.

### 3.6 State example: Operational

Listing 6: Operational state class declaration

```

560 class Operational : public State
561 {
562     friend class Singleton<Operational>;
563 public:
564     void onEntry(StateMachine& sm) override;
565     void onExit(StateMachine& sm) override;
566     State* handleEvent(StateMachine& sm, Event e) override;
567     std::string name() const override {return "Operational";}
568
569     struct ModeConfig{
570         std::vector<RTL_Servant::Mode> req_work;
571     };
572     ModeConfig& getConfigParams() {return configParams;}
573     StateMachine* getSubstateMachine() override {return &opFsm;}
574     void printMode();
575     void printReqWork();
576 private:
577     Operational() = default;
578     ~Operational() override = default;
579
580     Operational(const Operational&) = delete;
581     Operational& operator=(const Operational&) = delete;
582
583     bool restartCondition = false;
584     StateMachine opFsm; //internal FSM, is invoked when initialized event is called
585     std::optional<std::future<RTL_Servant::Mode>> futureMode;
586     std::vector<std::future<RTL_Servant::Mode>> pendingFutures;
587     RTL_Servant::Mode lastMode = RTL_Servant::Mode::Mode1;
588     ModeConfig configParams;
589 };

```

Listing 7: Operational state class definition, partly

```

764 void Operational::onEntry(StateMachine& sm)
765 {
766     // std::cout << "[FUNC]:[onENTRY]:Operational" << std::endl;
767     TEST_PRINT("[FUNC]:[onENTRY]:Operational");
768     if(restartCondition)
769     {
770         sm.dispatch(Event::Restart);
771     }
772     /*SPIN UP INTERNAL FSM*/
773     //BE WARNED, FSM TRANSITION IS HAPPENING AUTOMATICALLY.
774     opFsm = StateMachine(Singleton<Ready>::Instance());
775 }
776
777 void Operational::onExit(StateMachine& sm)
778 {
779     // std::cout << "[FUNC]:[onEXIT]:Operational" << std::endl;
780     TEST_PRINT("[FUNC]:[onEXIT]:Operational");
781 }
782 State* Operational::handleEvent(StateMachine& sm, Event e)
783 {
784     switch (e)
785     {
786
787     case Event::Restart:
788         return Singleton<PowerOnSelfTest>::Instance();
789         break;
790
791
792     case Event::CheckA0:
793     {
794         auto* rtl = Singleton<RealTimeLoop>::Instance();
795         //iterate the pending futures
796         for(auto it = pendingFutures.begin(); it != pendingFutures.end(); )
797         {
798             if(it->wait_for(std::chrono::seconds()) == std::future_status::ready)
799             {
800                 // if the promise is delivered
801                 RTL_Servant::Mode completed = it->get();
802                 //indicate work is done
803                 lastMode = completed;
804                 std::cout << "A0 completed work: mode: " << static_cast<int>(lastMode) + 1
805                     << std::endl;
806                 //remove the completed work from list of futures
807                 it = pendingFutures.erase(it);
808             }
809             else{
810                 ++it;
811             }
812         }
813         return this;
814     }
815     case Event::Start:
816     {
817         //transition of inner statemachine to RTL, created in READY eventhandler
818         opFsm.dispatch(Event::Run);
819         //ensure we are in RTL
820         State* curr = opFsm.getCurrentState();
821         if(auto* rtl = dynamic_cast<RealTimeLoop*>(curr))

```

```

821     {
822         RTL_Proxy& proxy = rtl->getProxy();
823         for(auto mode : configParams.req_work)
824         {
825             switch (mode)
826             {
827                 case RTL_Servant::Mode::Mode1:
828                     pendingFutures.push_back(proxy.chMode1());
829                     break;
830                 case RTL_Servant::Mode::Mode2:
831                     pendingFutures.push_back(proxy.chMode2());
832                     break;
833                 case RTL_Servant::Mode::Mode3:
834                     pendingFutures.push_back(proxy.chMode3());
835                     break;
836             }
837         }
838         configParams.req_work.clear(); //empties the vector
839     }
840     return this;
841 }
842 case Event::CheckMode:
843 {
844     printMode();
845     return this;
846 }
847 case Event::PrintReqQueue:
848 {
849     printReqWork();
850     return this;
851 }
852 //this is doing the heavy lifting
853 default:
854     opFsm.dispatch(e); //any changes to inner statemachine is done through this
855     dispatch!
856     return this;
857 }
858 }
859 void Operational::printReqWork()
860 {
861     std::cout << "---Requested work items---\n" << std::endl;
862     if(configParams.req_work.empty())
863     {
864         std::cout << "(none)\n" << std::endl;
865         return;
866     }
867
868     for(size_t i = 0; i < configParams.req_work.size(); ++i)
869     {
870         auto Mode = configParams.req_work[i];
871         std::cout << i + 1 << ": ";
872
873         switch (Mode)
874         {
875             case RTL_Servant::Mode::Mode1:
876                 std::cout << "Mode1\n";
877                 break;
878             case RTL_Servant::Mode::Mode2:

```

```

879         std::cout << "Mode2\n";
880         break;
881         case RTL_Servant::Mode::Mode3:
882             std::cout << "Mode3\n";
883             break;
884     }
885 }
886 }
887 void Operational::printMode()
888 {
889     switch (lastMode)
890     {
891         case RTL_Servant::Mode::Mode1:
892             std::cout << "current_Mode: 1" << std::endl;
893             break;
894         case RTL_Servant::Mode::Mode2:
895             std::cout << "current_Mode: 2" << std::endl;
896             break;
897         case RTL_Servant::Mode::Mode3:
898             std::cout << "current_Mode: 3" << std::endl;
899             break;
900     }
901 }

```

The Operational class, which acts as the main driving state for the outer statemachine, aswell as the "owner" of the internal statemachine, referred to as "opFsm". The handlevent function does most of the heavy lifting, in terms of functionality. Specifically the case "Event::start, which firstly dispatches the event run, to the internal statemachine, setting the stage for the scheduler to run. Afterwards it ensures that the state of the internal machine is RealTimeLoop, which means it can then use the proxy which is owned by that state. From here the pendingFutures, which has been made using the configuration state, can be requested using a templated requesting function.

### 3.7 EmbeddedSystemX implementation

Listing 8: EmbeddedSystemX

```

1114 class EmbeddedSystemX
1115 {
1116 public:
1117     EmbeddedSystemX() : sm(Singleton<PowerOnSelfTest>::Instance()){}
1118
1119
1120
1121     //public interfaces
1122
1123     void SelfTestOk() {sm.dispatch(Event::SelfTestOk);}
1124     void SelftestFailed() {sm.dispatch(Event::SelfTestFailed);}
1125     void Error() {sm.dispatch(Event::Error);}
1126     void Initialized() {sm.dispatch(Event::Initialized);}
1127     void Restart() {sm.dispatch(Event::Restart);}
1128     void Exit() {sm.dispatch(Event::Exit);}
1129     void ready() {sm.dispatch(Event::ready);}
1130     void Configure() {sm.dispatch(Event::Configure);}
1131     void ConfigurationEnded() {sm.dispatch(Event::ConfigurationEnded);}
1132     void Stop() {sm.dispatch(Event::Stop);}
1133     void Resume() {sm.dispatch(Event::Resume);}
1134     void Start() {sm.dispatch(Event::Start);}
1135     void Run() {sm.dispatch(Event::Run);}
1136     void Suspend() {sm.dispatch(Event::Suspend);}

```

```

1137 void printReqQueue() {sm.dispatch(Event::PrintReqQueue);}
1138 void checkA0() {sm.dispatch(Event::CheckA0);}
1139 void checkMode() {sm.dispatch(Event::CheckMode);}
1140 void printCurrentState() {std::cout <<"current_state:" << sm << std::endl;}
1141
1142 private:
1143     StateMachine sm;
1144     // int VersionNO = 43
1145     // std::string = "Ver1.1A"
1146
1147 };

```

The EmbeddedSystemX class is the one that holds the entire implementation. All the possible events are defined here and the statemachine is initialized by creating the first state, which in this case is the PowerOnSelfTest state. It is also through this class, that the user can interact with the statemachine.

### 3.8 Active object

A big focus point of this assignment, is to implement the RealTimeLoop state as an active object. What this means, is that the internal states of the class, has to be requested and cannot be guaranteed to be executed immediately, also the main feature of the active object, is to separate method invocation from execution.

Listing 9: Active Object

```

243 class RTL_Servant {
244 public:
245     enum class Mode {Mode1, Mode2, Mode3};
246     RTL_Servant() : mode(Mode::Mode1) {/*sets initial mode to mode 1*/}
247
248     //--> this is where ill do the actual work, unwind and return to where this function
249           is called from
250 void chMode1_impl() {
251     mode = Mode::Mode1;
252     std::cout << "[RTL_servant]:switched to mode 1" << std::endl;
253 }
254 void chMode2_impl() {
255     mode = Mode::Mode2;
256     std::cout << "[RTL_servant]:switched to mode 2" << std::endl;
257 }
258 void chMode3_impl() {
259     mode = Mode::Mode3;
260     std::cout << "[RTL_servant]:switched to mode 3" << std::endl;
261 }
262
263 Mode currentMode() const {return mode;}
264
265 private:
266     Mode mode;
267 };
268
269 class RTL_Request
270 {
271 public:
272     /*
273     there is no dependencies, no preconditions, nothing is holding it back
274     thus execution be done immediately, FIFO style.
275     */
276     virtual bool can_run() const {return true;}
277     virtual void call() = 0; //pure virtual, must be overridden

```

```

277     virtual ~RTL_Request() = default;
278 };
279
280 class ChMode1Req : public RTL_Request{
281 public:
282     ChMode1Req(RTL_Servant& s, std::promise<void> p)
283         : s(s), promise(std::move(p))
284     {}
285
286     void call() override {    //--> this is where i call the servant to do the work -->(
        goto RTL_servant)
287         std::this_thread::sleep_for(std::chrono::seconds(2+(std::rand() % 9)));
288         s.chMode1_impl();
289         //though the promise is <void> it still sets the shared "thread" state to "ready"
290         //--> i've returned to say i've fulfilled the promise
291         promise.set_value();
292     }
293     bool can_run() const override {
294         //check the servant to see if the current mode is Mode3, if true then this event
295         //is allowed to run
296         return s.currentMode() == RTL_Servant::Mode::Mode3;
297     }
298 private:
299     RTL_Servant& s;
300     std::promise<void> promise;
301 };
302
303 class ChMode2Req : public RTL_Request{
304 public:
305     ChMode2Req(RTL_Servant& s, std::promise<void> p)
306         : s(s), promise(std::move(p))
307     {}
308
309     void call() override {
310         std::this_thread::sleep_for(std::chrono::seconds(2+(std::rand() % 9)));
311         s.chMode2_impl();
312         promise.set_value();
313     }
314     bool can_run() const override {
315         //same logic, but for new mode
316         return s.currentMode() == RTL_Servant::Mode::Mode1;
317     }
318 private:
319     RTL_Servant& s;
320     std::promise<void> promise;
321 };
322
323 class ChMode3Req : public RTL_Request{
324 public:
325     ChMode3Req(RTL_Servant& s, std::promise<void> p)
326         : s(s), promise(std::move(p))    /*use of move semantics to transfer pointer*/
327     {}
328
329     void call() override {
330         std::this_thread::sleep_for(std::chrono::seconds(2+(std::rand() % 9)));
331         s.chMode3_impl();
332         promise.set_value();
333     }

```

```

334     }
335     bool can_run() const override {
336         return s.currentMode() == RTL_Servant::Mode::Mode2;
337     }
338
339 private:
340     RTL_Servant& s;
341     std::promise<void> promise;
342 };
343
344 class RTL_ActivationQueue
345 {
346 public:
347     void insert(std::unique_ptr<RTL_Request> req)
348     {
349         std::lock_guard<std::mutex> lock(mtex);
350         que.push(std::move(req));
351         cv.notify_one();
352     }
353     //this might be overkill
354     std::unique_ptr<RTL_Request> remove()
355     {
356         //create unique pointer of RTL_requests
357         std::unique_ptr<RTL_Request> req;
358
359         //this might be super overkill
360         //acquire the lock so the que can be used safely, no one else can push/pop
361         std::unique_lock<std::mutex> lock(mtex);
362
363         //make the thread sleep until either request is available or system is stopping
364         //capture everything by reference, q and running
365         cv.wait(lock, [&]{return !que.empty() || !running; });
366         //if queue is not empty. undefined behaviour if empty queue is pop'd
367         if(!que.empty())
368         {
369             //take ownership of the first object in the queue
370             req = std::move(que.front());
371             //and pop it, remove the first element;
372             que.pop();
373         }
374         return req;
375     }
376
377     void set_running(bool status)
378     {
379         //take the lock and lock it now, then automatically unlock it when the scope ends
380         /*
381         we create a temporary object named lock, that takes types of std::mutex
382         the invoked constructor locks the mutex
383         when the lock goes out of scope (it leaves this function body) the destructor
384         is automatically invoked and the resources is released. */
385         std::lock_guard<std::mutex> lock(mtex);
386         //indicate we are working
387         running = status;
388         cv.notify_all();
389     }
390
391 private:
392     std::mutex mtex;

```

```

393     std::queue<std::unique_ptr<RTL_Request>> que; //queue of type unique pointers of type
        RTL requests
394     std::condition_variable cv; //avoid needless polling, uses notify one on the mutex to
        signal when ready
395     bool running = true;
396 };
397
398 class RTL_Scheduler{
399 public:
400     RTL_Scheduler() = default;
401
402     void start()
403     {
404         /*
405         start the queue
406         set_running contains a lock that acquires the mutex
407         "i own the mutex now, no other thread may pass"
408         */
409         queue.set_running(true);
410         //-->spin up the threads with work from the queue
411         /*
412         lambda invocation
413         [this] gives the lambda access to fields/functions from RTL_ActivationQueue
414         the while, makes the thread execute as long as the object is alive. */
415         worker = std::thread([this]() {
416             while(true)
417             {
418                 //-->take the request from the queue
419                 auto req = queue.remove();
420                 if(!req) //if the queue is empty
421                 {
422                     break;
423                 }
424                 if(req->can_run()) //-->if the request can be ran, ie. work can be done
425                 {
426                     //INVOCATION --> (goto) .call chMode1Req
427                     req->call(); //this is of type unique_ptr<RTL_Request>
428                 }
429             }
430         });
431     }
432
433     void stop()
434     {
435         //set the running flag to false
436         queue.set_running(false);
437         // join all threads if they are done working
438         if(worker.joinable())
439         {
440             //joins the thread, terminates the processing.
441             worker.join();
442         }
443     }
444
445     void enqueue(std::unique_ptr<RTL_Request> req)
446     {
447         //add/move work to the queue using insert.
448         queue.insert(std::move(req));
449     }

```

```

450 private:
451     RTL_ActivationQueue queue;
452     std::thread worker;
453
454 };
455
456 class RTL_Proxy{
457 public:
458     // RTL_Proxy() = default;
459     RTL_Proxy(
460         RTL_Servant& servant,
461         RTL_Scheduler& scheduler)
462         : serv(servant), sched(scheduler) {}
463
464     //templated type
465     template<typename RequestT>
466     std::future<RTL_Servant::Mode> makeModeRsqr() { //function returns a std::future
        pointer
467         std::promise<void> prom; //declare a std::promise
468         auto fut = prom.get_future(); //bridge the future to the promise
469         /* -->
470         in one foul swoop, allocate memory for RequestT type, with given arguments
471         and wraps the object in a std::unique_ptr, without the use of new.
472         In other words:
473         A promise is created
474         A future is extracted
475         A request object is created --> this object determines
476         - which servant to call (serv)
477         - how to call it (through the future)
478         - the promise of the work
479
480         this is then sent to the queue by scheduler.
481         */
482         auto req = std::make_unique<RequestT>(serv, std::move(prom));
483         //queue the request through the scheduler.
484         sched.enqueue(std::move(req)); //--> sheduler thread is the run from RealTimeLoop
            ::onEntry --> (goto)
485
486         return fut;
487     }
488
489     //use template to create functions
490     std::future<RTL_Servant::Mode> chMode1() { return makeModeRsqr<ChMode1Req>(); } // -->
        invokes the makeModeRsqr function and specifies what request -->(goto)
491     std::future<RTL_Servant::Mode> chMode2() { return makeModeRsqr<ChMode2Req>(); }
492     std::future<RTL_Servant::Mode> chMode3() { return makeModeRsqr<ChMode3Req>(); }
493
494
495
496 private:
497     RTL_Servant& serv;
498     RTL_Scheduler& sched;
499 };

```

The listing above is the entire code for using the active object implementation. This implementation is an attempt at following the active object structure with the commands pattern. The state RealTimeLoop owns the servant, scheduler and the proxy. The scheduler itself owns the ActivationQueue and all the requests are a inherited request type. Following the sequence diagram on figure 7. A precondition t this is that some work has been requested through the configuration state, which is then stored in the configPrams memberfield of the operational class. Issuing the event

"start" from main, starts the scheduler, which will then wait until it gets a signal from the ActivationQueue. After this, the handleevent will invoke the proxy to request the work from the list. Doing this makes use of the .enqueue() function, will then inserts them into the ActivationQueue. This actions notifies the waiting thread, that there is work to be done. This newly spawned thread will then take the work from the queue using .remove() and it will spawn a request. Using polymorphism, it will then check if this work can be ran at all, and afterwards invoke the .call() function. This invokes the function from the references servant and the mode is changed. This also fullfills the promise and the proxy is delivered the future. Although it is a void type future, it still signals that the promise is delivered.

## 4 Discussion

Looking at the requirements for the overall system, the final implementation is a close attempt, however minor functionality are still missing, specifically the suspend mechanism, which should halt the thread execution.

Looking at the Active object implementation, because the system is dealing with almost instantaneously executed code, there is no real consequence of execution time, which is why an artificial thread sleep is introduced. This is also why all the futures used in the implementation are void. They are merely used to indicate that some work has been done, however they don't return anything. And all state processing is being held in the Servant.

As to whether the desired implementation lives up to the provided diagram is up for discussion, some of the descriptors, specifically "configX", "eventX/responseM n eventX" seemed a little vague, so some artistic liberty was necessary to create a satisfactory solution.

## 5 Conclusion

It can then be concluded that the group has made a valid implementation of the requested system. All critical functionality is preset, however some minor functions are still missing, such as the Suspend state in the Operational statemachine. As mentioned some artistic liberty has been taken due to vague assignment description, which in turn, has led to decisions like using void futures, as the provided state diagram was up to interpretation.