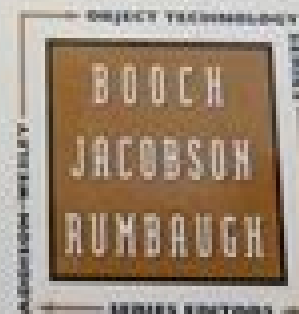


DOING HARD TIME

DEVELOPING REAL-TIME
SYSTEMS WITH UML, OBJECTS,
FRAMEWORKS, AND PATTERNS

BRUCE POWEL DOUGLASS

Foreword by **Grady Booch**
Rational Software Corporation



Doing Hard Time Developing Real Time Sys

Hassan Gomaa



Doing Hard Time Developing Real Time Sys:

Doing Hard Time Bruce Powel Douglass, 1999 *Doing Hard Time* is written to facilitate the daunting process of developing real time systems. It presents an embedded systems programming methodology that has been proven successful in practice. The process outlined in this book allows application developers to apply practical techniques garnered from the mainstream areas of object oriented software development to meet the demanding qualifications of real time programming. Bruce Douglass offers ideas that are up to date with the latest concepts and trends in programming. By using the industry standard Unified Modeling Language UML as well as the best practices from object technology he guides you through the intricacies and specifics of real time systems development. Important topics such as schedulability, behavioral patterns and real time frameworks are demystified, empowering you to become a more effective real time programmer. UML 2000 - The Unified Modeling Language: Advancing the Standard Andy Evans, Stuart Kent, Bran Selic, 2003-06-29 This book constitutes the refereed proceedings of the Third International Conference on the Unified Modeling Language 2000 held in York, UK in October 2000. The 36 revised full papers presented together with two invited papers and three panel outlines were carefully reviewed and selected from 102 abstracts and 82 papers submitted. The book offers topical sections on use cases, enterprise applications, applications roles, OCL, tools, meta modeling, behavioral modeling, methodology, actions and constraints, patterns, architecture and state charts. *Software Engineering: Evolution and Emerging Technologies* K. Zieliński, T. Szmuc, 2005-09-27 The capability to design quality software and implement modern information systems is at the core of economic growth in the 21st century. This book aims to review and analyze software engineering technologies focusing on the evolution of design and implementation platforms as well as on novel computer systems. *12th Euromicro Conference on Real-Time Systems*, 2000 Contains papers from a June 2000 conference reporting on the latest developments in real time computing organized in sections on scheduling, real time databases, timing analysis, real time object oriented design, scheduling and control, real time model checking, clock synchronization and real time. **System Specification & Design Languages** Eugenio Villar, Jean Mermet, 2007-05-08 In this fourth book in the CHDL Series, a selection of the best papers presented in FDL 02 is published. *System Specification and Design Languages* contains outstanding research contributions in the four areas mentioned above. So the Analog and Mixed Signal system design contributions cover the new methodological approaches like AMS, behavioral specification, mixed signal modeling and simulation, AMS reuse and MEMs design using the new modeling languages such as VHDL, AMS, Verilog, AMS, Modelica and analog mixed signal extensions to SystemC. UML is the de facto standard for SW development covering the early development stages of requirement analysis and system specification. The UML based system specification and design contributions address latest results on hot topic areas such as system profiling, performance analysis and UML application to complex HW/SW embedded systems and SoC design. C/C++ for HW/SW systems design is entering standard industrial design flows. Selected papers cover system modeling, system

verification and SW generation The papers from the Specification Formalisms for Proven design workshop present formal methods for system modeling and design semantic integrity and formal languages such as ALPHA HANDLE and B *Recent Advances in Artificial Intelligence Research and Development* Jordi Vitrià, Petia Radeva, Isabel Aguiló, 2004 Artificial Intelligence AI is a scientific field of longstanding tradition with origins in the early years of computer science Today AI has reached a level of maturity that allows us to build highly sophisticated systems which perform very different tasks Nevertheless its evolution has opened up a number of new problems ranging from specific algorithms to system integration which remain elusive and assure a long life for this research field Research progress in this area is today an international challenge that must be supported by world class meetings and organizations but in spite of this fact there is also an objective need for meetings and organizations that support and disseminate research at other levels This book focuses on new and original research on Artificial Intelligence **Real Time UML Workshop for Embedded Systems** Bruce Powel

Douglass, 2007 The accompanying CD ROM contains a demo version of the Rhapsody UML tool and models of the solutions P 4 of cover *Designing Concurrent, Distributed, and Real-time Applications with UML* Hassan Gomaa, 2000 Suitable for real world systems that deal with complex issues such as concurrency and real time constraints Providing detailed guidelines this book is useful for software engineers *EDA for IC System Design, Verification, and Testing* Louis Scheffer, Luciano Lavagno, Grant Martin, 2018-10-03 Presenting a comprehensive overview of the design automation algorithms tools and methodologies used to design integrated circuits the Electronic Design Automation for Integrated Circuits Handbook is available in two volumes The first volume EDA for IC System Design Verification and Testing thoroughly examines system level design microarchitectural design logical verification and testing Chapters contributed by leading experts authoritatively discuss processor modeling and design tools using performance metrics to select microprocessor cores for IC designs design and verification languages digital simulation hardware acceleration and emulation and much more Save on the complete set

Real-time UML Bruce Powel Douglass, 2000 Real time and embedded systems must make the most of very limited processor and memory sources and UML is an invaluable tool for achieving these goals Key topics include information on tradeoffs associated with each object design approach design patterns and identification strategies detailed appendix on OMG and more **Succeeding with Use Cases** Richard Denney, 2005 From best selling author and noted teacher and speaker Yehuda Berg comes a thought provoking call to action on our current global crisis Positing that our collective abdication of responsibility in every facet of our lives including business and the economy the environment government and politics healthcare education and religion has contributed to the problems and challenges we face Berg asserts that taking responsibility for our actions or lack thereof and their consequences is the key to achieving change for the better Berg urges readers to access the power within each of us using the principles of Kabbalah in order to create the consciousness shift required for lasting positive change *ISORC-2001* IEEE Computer Society, 2001 This volume presents the keynote

addresses technical papers and panel discussions from the May 2001 conference in Magdeburg Germany. Papers describe the state of the art in real time systems. Topics include Java and hardware dependability networks and protocols embedded systems architecture real time object orientation modeling scheduling real time databases RT Java and UML RT. Panel discussions center on issues like hardware software codesign the use of real time distributed object computing and real time standards in COBRA Java and UML. Name index only. c Book News Inc. Software Configuration Management Strategies and Rational ClearCase Brian A. White, 2000. An introduction to the core practices of software configuration management a software engineering discipline that secures against cost over runs while insuring project timeliness and quality.

International Journal of Computer Systems Science & Engineering, 2002. **Maximizing .NET Performance** Nick Wienholt, 2003-11-10. Foreword by NET Remoting guru Ingo Rammer. BACK IN 1999 the ACM published a study that presented a comparison of 40 independent implementations of a computationally intensive problem created by different programmers in either Java the then current managed runtime environment or C C. It concluded with the finding that interpersonal differences between the developers are much larger than the average difference between Java and C C and that performance ratios of a factor of 30 or more are not uncommon between the median programs from the upper half versus the lower half. This should teach you something. If you are not a guru level C programmer then the chance is quite high that a managed code implementation performs as well as the average C solution especially given the fact that most NET languages simply allow you fewer possibilities to introduce subtle memory related or performance related issues. And keep in mind that this study was conducted several years ago and that Just In Time Compilation JIT as well as memory management and garbage collection GC technologies have been improved in the meantime. This however doesn't mean that you can't create horribly slow memory eating applications with NET. That's why you should be really concerned about the other part of the study's conclusion namely that interpersonal differences are much larger. In essence this means that you have to know about how to optimize your applications so that they run with the expected performance in a managed environment. Even though NET frees you from a lot of tasks that in C would have been your responsibility as a developer these tasks still exist. These little puppets have only cleared the main stage and now live in some little corner behind the scenes. If you want your application to run in the top performance range you will still need to find the right strings to pull to move these hidden figures and to basically keep them out of the way of negatively affecting your application's performance. Lutz Prechtelt. Comparing Java vs C C Efficiency Differences to Interpersonal Differences. Communications of the ACM 42 no 10 October 1999 109-112. But knowing about the common language runtime's internals is still not enough as lots of performance issues actually turn up during application design and not just during the coding stage. Collections remoting interoperability with unmanaged code and COM components are not the only things that come to my mind in this regard. It is the aim of Nick's book to enable you to understand the design issues as well as the underlying CLR mechanisms in order to create the

programs that run on the better side of the 30 times performance difference quoted in the ACM study Nick really managed to create a book that addresses these issues which will otherwise turn up when carelessly coding to a managed environment This book will allow you to get into the details without being overwhelmed by the underlying complexity of the common language runtime The only thing you have to resist after reading the book is the urge to over optimize your code I was delighted to see that Nick begins with a discussion of identifying an application s performance critical sections and only later turns towards isolating and resolving these real performance bottlenecks This is in my opinion one of the most important tasks and also one of the most complex ones when working with large scale applications And now read on and enjoy the ride to the better side of a 30 fold performance difference Ingo Rammer author of Advanced NET Remoting Vienna Austria <http://www.ingorammer.com> About the Book Maximizing NET Performance is the first book dedicated entirely to providing developers and architects with information on NET Framework performance NET is a technology with a vast surface area and coverage of every aspect of performance relevant to all NET technologies is not possible within a single volume This book concentrates on the performance of NET Framework technologies like garbage collection NET Remoting and Code Access Security Because these technologies form the building blocks upon which all NET applications run the information in this book is relevant to all NET developers In addition to providing high level material on achieving software with good performance characteristics the books aims to enhance your knowledge of the design and implementation of the framework and to provide the tools and techniques to allow you to conduct your own investigation into performance problems Rather than taking a tips and tricks approach the book aims to provide a detailed exploration of each topic and explore the why and by how much aspects of performance that are often overlooked Table of Contents Introduction Investigating Performance Type Design and Implementation Strings Text and Regular Expressions Collections Language Specifics Garbage Collection and Object Lifetime Management Exceptions Security Threading IO and Serialization Remoting Unmanaged Code Interoperability The Common Language Runtime Solving Performance Problems

Designing Software Product Lines with UML Hassan Gomaa,2005 Designing Software Product Lines with UML is well written informative and addresses a very important topic It is a valuable contribution to the literature in this area and offers practical guidance for software architects and engineers Alan Brown Distinguished Engineer Rational Software IBM Software Group Gomaa s process and UML extensions allow development teams to focus on feature oriented development and provide a basis for improving the level of reuse across multiple software development efforts This book will be valuable to any software development professional who needs to manage across projects and wants to focus on creating software that is consistent reusable and modular in nature Jeffrey S Hammond Group Marketing Manager Rational Software IBM Software Group This book brings together a good range of concepts for understanding software product lines and provides an organized method for developing product lines using object oriented techniques with the UML Once again Hassan has done an excellent job in balancing the needs of both

experienced and novice software engineers Robert G Pettit IV Ph D Adjunct Professor of Software Engineering George Mason University This breakthrough book provides a comprehensive step by step approach on how to develop software product lines which is of great strategic benefit to industry The development of software product lines enables significant reuse of software architectures Practitioners will benefit from the well defined PLUS process and rich case studies Hurley V Blankenship II Program Manager Justice and Public Safety Science Applications International Corporation The Product Line UML based Software engineering PLUS is leading edge With the author s wide experience and deep knowledge PLUS is well harmonized with architectural and design pattern technologies Michael Shin Assistant Professor Texas Tech University Long a standard practice in traditional manufacturing the concept of product lines is quickly earning recognition in the software industry A software product line is a family of systems that shares a common set of core technical assets with preplanned extensions and variations to address the needs of specific customers or market segments When skillfully implemented a product line strategy can yield enormous gains in productivity quality and time to market Studies indicate that if three or more systems with a degree of common functionality are to be developed a product line approach is significantly more cost effective To model and design families of systems the analysis and design concepts for single product systems need to be extended to support product lines Designing Software Product Lines with UML shows how to employ the latest version of the industry standard Unified Modeling Language UML 2 0 to reuse software requirements and architectures rather than starting the development of each new system from scratch Through real world case studies the book illustrates the fundamental concepts and technologies used in the design and implementation of software product lines This book describes a new UML based software design method for product lines called PLUS Product Line UML based Software engineering PLUS provides a set of concepts and techniques to extend UML based design methods and processes for single systems in a new dimension to address software product lines Using PLUS the objective is to explicitly model the commonality and variability in a software product line Hassan Gomaa explores how each of the UML modeling views use case static state machine and interaction modeling can be extended to address software product families He also discusses how software architectural patterns can be used to develop a reusable component based architecture for a product line and how to express this architecture as a UML platform independent model that can then be mapped to a platform specific model Key topics include Software product line engineering process which extends the Unified Development Software Process to address software product lines Use case modeling including modeling the common and variable functionality of a product line Incorporating feature modeling into UML for modeling common optional and alternative product line features Static modeling including modeling the boundary of the product line and information intensive entity classes Dynamic modeling including using interaction modeling to address use case variability State machines for modeling state dependent variability Modeling class variability using inheritance and parameterization Software architectural patterns for product lines Component based distributed design using the new UML 2

0 capability for modeling components connectors ports and provided and required interfaces Detailed case studies giving a step by step solution to real world product line problems Designing Software Product Lines with UML is an invaluable resource for all designers and developers in this growing field The information technology and case studies presented here show how to harness the promise of software product lines and the practicality of the UML to take software design quality and efficiency to the next level An enhanced online index allows readers to quickly and easily search the entire text for specific topics

Developing Enterprise Java Applications with J2EE and UML Khawar Zaman Ahmed, Cary E. Umrysh, 2002

The Java 2 Platform Enterprise Edition J2EE TM offers great promise for dramatically improving the way that enterprise applications are built and organizations that have adopted the J2EE are gaining a competitive advantage The industry standard Unified Modeling Language UML has helped countless organizations achieve software success through visual modeling Together the UML and J2EE form a powerful set of tools but the intricacies involved with using them in tandem are considerable While UML is highly effective for specifying designing constructing visualizing and documenting software systems J2EE offers enterprise developers a simplified component based approach to application development However when using the two technologies together developers must first consider and attempt to reconcile the different characteristics of each

Developing Enterprise Java Applications with J2EE TM and UML examines the best ways to jointly leverage these technologies Exploring concrete methods for completing a successful development project the authors cover the use of UML and J2EE in detail Using practical examples and a case study they illustrate the pros and cons of specific design approaches show how personal experience can affect design decisions and demonstrate proven approaches for building better software faster With this book as a guide developers will be able to overcome the challenges in using UML and J2EE together and be on their way to building robust scalable and complex applications 0201738295B09042001

Model-driven Development and Analysis of High Assurance Systems Sascha J. Konrad, 2006

Real Time Programming 1999 A.H. Frigeri, W.A. Halang, S.H. Son, 1999 In 1999 the IFAC IFIP Workshop on Real Time Programming W RTP joined forces with the Workshop on Active and Real Time Database Systems ARTDB Both series of workshops provide an excellent forum for exchanging information on recent scientific and technological advances and practices in real time computing a field that is becoming an essential enabling discipline of both control engineering and computer science and engineering The annual Workshop on Real Time Programming and the bi annual Workshop on Active and Real time Databases Systems are intended as meetings of relatively small numbers of experts in their fields taking place as truly international events The 1999 Workshop maintained the outstanding quality of both series providing an opportunity to assess the state of the art to present new results and to discuss possible lines of future developments Primarily it focused on software development for real time systems real time operating systems and active and real time database systems In particular the technical programme of the Workshop covered latest research and developments in requirements engineering software engineering active and real time database systems

communication and clock synchronisation embedded systems formal methods operating systems and scheduling Out of 58 submissions from 19 countries the International Programme Committee selected 26 regular papers and 8 reserve papers for presentation at the Workshop Contributions come from Europe North America Australia and the Far East In addition to these the programme also featured two world renowned keynote speakers and a discussion panel about the state of the art in the field of active real time database systems

Aspect-oriented Software Development with Use Cases Ivar

Jacobson, Pan-Wei Ng, 2005 A refreshingly new approach toward improving use case modeling by fortifying it with aspect orientation Ramnivas Laddad author of AspectJ in Action Since the 1980s use cases have been a way to bring users into software design but translating use cases into software has been an art at best because user goods often don't respect code boundaries Now that aspect oriented programming AOP can express crosscutting concerns directly in code the man who developed use cases has proposed step by step methods for recognizing crosscutting concerns in use cases and writing the code in separate modules If these methods are at all fruitful in your design and development practice they will make a big difference in software quality for developers and users alike Wes Isberg AspectJ team member This book not only provides ideas and examples of what aspect oriented software development is but how it can be utilized in a real development project Michael Ward ThoughtWorks Inc No system has ever been designed from scratch perfectly every system is composed of features layered in top of features that accumulate over time Conventional design techniques do not handle this well and over time the integrity of most systems degrades as a result For the first time here is a set of techniques that facilitates composition of behavior that not only allows systems to be defined in terms of layered functionality but composition is at the very heart of the approach This book is an important advance in modern methodology and is certain to influence the direction of software engineering in the next decade just as Object Oriented Software Engineering influenced the last Kurt Bittner IBM Corporation Use cases are an excellent means to capture system requirements and drive a user centric view of system development and testing This book offers a comprehensive guide on explicit use case driven development from early requirements modeling to design and implementation It provides a simple yet rich set of guidelines to realize use case models using aspect oriented design and programming It is a valuable resource to researchers and practitioners alike Dr Awais Rashid Lancaster University U K and author of Aspect Oriented Database Systems AOSD is important technology that will help developers produce better systems Unfortunately it has not been obvious how to integrate AOSD across a project's lifecycle This book shatters that barrier providing concrete examples on how to use AOSD from requirements analysis through testing Charles B Haley research fellow The Open University U K Aspect oriented programming AOP is a revolutionary new way to think about software engineering AOP was introduced to address crosscutting concerns such as security logging persistence debugging tracing distribution performance monitoring and exception handling in a more effective manner Unlike conventional development techniques which scatter the implementation of each concern into

multiple classes aspect oriented programming localizes them Aspect oriented software development AOSD uses this approach to create a better modularity for functional and nonfunctional requirements platform specifics and more allowing you to build more understandable systems that are easier to configure and extend to meet the evolving needs of stakeholders In this highly anticipated new book Ivar Jacobson and Pan Wei Ng demonstrate how to apply use cases a mature and systematic approach to focusing on stakeholder concerns and aspect orientation in building robust and extensible systems Throughout the book the authors employ a single real world example of a hotel management information system to make the described theories and practices concrete and understandable The authors show how to identify design implement test and refactor use case modules as well as extend them They also demonstrate how to design use case modules with the Unified Modeling Language UML emphasizing enhancements made in UML 2 0 and how to achieve use case modularity using aspect technologies notably AspectJ Key topics include Making the case for use cases and aspects Capturing and modeling concerns with use cases Keeping concerns separate with use case modules Modeling use cases slices and aspects using the newest extensions to the UML notation Applying use cases and aspects in projects Whatever your level of experience with aspect oriented programming Aspect Oriented Software Development with Use Cases will teach you how to develop better software by embracing the paradigm shift to AOSD

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