Real-Time Systems and Programming Languages: Ada, Real-Time Java and C/Real-Time POSIX (4th Edition) (International Computer Science Series)

By Alan Burns, Andy Wellings

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How do real-time systems differ from normal information systems? Which languages are best for implementing different real-time systems?

The fourth edition of this best-selling text on real-time systems answers these and other questions. It provides an in-depth analysis of the requirements for designing and implementing real-time embedded systems, and discusses how these requirements are met by current languages and operating systems. The languages are not only described, but also critically evaluated. No other book on real-time (or concurrent) programming languages covers the same breadth of material.

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Editorial Review

From the Back Cover

Real-Time Systems and Programming Languages
Ada 2005, Real-Time Java and C/Real-Time POSIX
Fourth Edition

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New to this fourth edition:

·   Revised material reflecting the new Ada programming language standard that has significantly more support for real-time systems development.

·   Updates to be compatible with the most-recent version of the Real-Time Specification for Java.

·   New material in the real-time POSIX area.

·   An updated chapter on schedulability analysis technique including EDF scheduling.

·   New chapters on real-time programming abstractions and fault-tolerance.

·   Greater coverage of multiprocessor and multicore architectures.

Alan Burns and **Andy Wellings** are both based in the Computer Science Department at the University of York, UK. Professor Burns holds a Personal Chair in Real-Time Systems. He has authored or co-authored over 400 papers/reports and fifteen books mostly in the Ada or real-time area. Andy Wellings is Professor of Real-Time Systems and is the author of over 300 papers/reports and nine books, as well as being European Editor-in-Chief for the journal Software Practice and Experience.

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