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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.

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Doing Hard Time: Developing Real-Time Systems with UML, Objects, Frameworks, and Patterns (paperback) (The Addison-wesley Object Technology Series)

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