

Re: Disobeying jet engines – why?

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On Fri, 25 Jan 2008 15:38:15 +0000, Martin Brown
<||||newspam|||@nezumi.demon.co.uk> wrote:

I do embedded realtime apps that have no OS. I've written a few RTOS's, but haven't needed to use one in a long time.

If the code is...

```
START: do thing1
do thing2
do thing3
goto START
```

where is the OS?

The OS is the bit that should step in when one of thing1, thing2 or thing3 fails to complete. Most non-trivial embedded applications have some kind of RT kernel underpinning the allocation of resources.

I doubt it. You can do arbitrarily non-trivial apps with just state machines running in a loop. The only RTOS would then be a hardware watchdog timer.

The code blocks can themselves use whatever resources they want, assuming they are neither hostile nor stupid. The rare allocation-of-resources situation can be handled by code blocks locking out interrupts, or with simple flags.

If ever you assign a programmer to do a deep-embedded app, and he says "first, we'll have to write/buy an rtos", fire him instantly.

John

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