Register Online at www.rtems.com

Cost:
$3500 per student USD

A minimum of 3 total attendees is required to hold the class.

On-Line Applications Research (OAR) Corporation

620 Discovery Dr NW

Building 2 Suite 375

Huntsville, AL 35806

www.oarcorp.com

Phone: 256-722-9985

Email: SalesAndInfo@oarcorp.com

The Real-Time Introduction is a comprehensive investigation of the requirements of real-time systems including explanations of various related topics. Embedded systems, real-time system characteristics, hard versus soft real-time, criticality are all examined in this section. It also compares the differences between a real-time operating system and a real-time executive by demonstrating the capabilities and benefits of each. This introduction discusses the tremendous benefits of portable code and explains the different levels of portability. Cross development is another important aspect of embedded systems dealt with in this class. This explanation includes discussions of host versus target platforms as well as cross development tool-sets like GNU. The Real-Time Introduction concludes with a section illustrating the concepts behind real-time tasking design, which defines a real-time task and its attributes such as priority and concurrency.

The Classic and POSIX API section is a thorough introduction to the standards-based APIs available to the RTEMS application programmer. The full spectrum of RTEMS concepts are presented, from basic terminology and general requirements to focused issues like processes and threads, synchronization, memory management, message passing, and device specific functions. A series of RTEMS examples are presented to help the user in understanding how the APIs may be used to solve specific problems. The POSIX portion class specifically covers the functionality and capability of the POSIX1 and 1b programming library as that functionality is implemented in RTEMS. This curriculum also addresses the means by which RTEMS services interact with the RTEMS SuperCore. Techniques for debugging common problems and performance issues that impact real-time systems will be presented. Upon completion of API portion, the students understanding relative to the makeup and execution of RTEMS applications will have increased substantially.

The Board Support Package (BSP) and Device Driver section thoroughly detail the semantics associated with building and maintaining board support packages and device drivers. Upon its completion, software professionals will have added a vast amount of knowledge, and should be comfortable with the idea of incorporating RTEMS into their platform. RTEMS components covered include: Clock, Timer, Real-Time Clock, Console, Initialize, Linker, Makefiles, Networking, Shared Memory, Support Routines, Target Dependencies, Debugging, and Performance Monitoring.

RTEMS Class Registration

Please fill out this form and email it to **SalesAndInfo@OARcorp.com**.

Student Information

Student Name: _____

Phone: _____ Email: _____

Company Name: _____

Address: _____
Street

_____
City   State   ZIP Code

For any additional students from the same company, please provide names and email addresses.

1. _____ 3. _____

2. _____ 4. _____

RTEMS Class Sessions

RTEMS Class Dates: _____

Class Attending	Cost	Quantity	Subtotals
Kick Start only	$1000	X	=
Open Class only	$3500	X	=
Kick Start & Open Class*	$4250	X	=
*Discount applied for attending both		**Total:**	

RTEMS Class Sessions

Payment must be made at the time of registration. OAR can accept credit cards, company checks, purchase orders, and electronic transfers. There is a 3.5% processing fee for all credit card payments. Upon receipt of this registration form, OAR will contact the person listed below for payment.

Contact Name: _____

Phone Number: _____

Email Address: _____