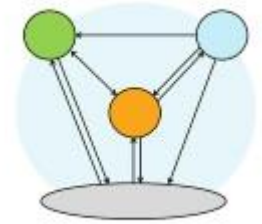


ARM-KEIL RTX Workshop

ARM RTOS RTX in ARM KEIL Embedded Development Tools

We impart the expertise about the set-up, configuration and management of the KEIL RTOS RTX using the ARM Keil development environment(IDE) μ Vision. You will learn the advantages and disadvantages of a Kernel in a microcontroller. You can engross the newly gained knowledge about the various RTOS functionalities directly with the practical examples



For whom is this workshop appropriate?

Hardware- and Software Developer, who need an Introduction into the usage of the KEIL RTOS RTX or are looking for a general Introduction of a RTOS

Requirements

- A basic understanding of the programming language C
- A basic understanding of MDK-ARM

Topics

- Definitions of an RTOS
 - What is "Real-Time"
 - Kernel and Scheduler
 - Timing behaviour and Time base
 - Threadmanagement
 - Preemptive and Round Robin
 - Differences of linear code and RTOS
- Advantages and disadvantages of an RTOS
 - Footprint
 - Low Power
- Functionalities
 - Priorities
 - Interrupts
 - Delay
 - Interval
 - Wait
 - Flags and Signals
 - Events
 - Semaphore
 - Mutex
 - Shared Memory
 - Mailbox
- Time to Discuss
- Certification Test

Languages: German or English

Included Material:

- A 30 Day License MDK-ARM Professional
- Book
- USB-Pen with examples and documentation

Information about the course instructor:

Tobias Möri
 Dipl. Techniker HF
 Tel. +41 32 332 99 52
 Email: moeri@redacom.ch
 Web: www.redacom.ch