#1: What are “real-time systems”?

#2: What is “hard real-time” system? What is “soft real-time system”?

#3: What is “determinism”?

#4: What is “responsiveness”?

#5: What make “determinism” hard to guarantee (mention three)?

#6: What make “responsiveness” hard to guarantee (mention one)?

#7: In many real-time process scheduling algorithms, determinism and responsiveness are in a trade-off relationship. Describe how they are in a trade-off relationship.

#8: What is “static real-time scheduling”?

#9: What is “dynamic real-time scheduling”?

#10: Processes should have periodic cyclic execution pattern, if they are scheduled by a static real-time process scheduler. Why should they have “periodic cyclic execution pattern” if they are scheduled by a static real-time process scheduler?

#11: How does the static table-driven real-time process scheduler concludes that a set of real-time processes are not feasible (if they are not feasible)?

“Feasible”: processes will be executed without missing their execution deadline.

#12: How does the static table-driven real-time process scheduler concludes that a set of real-time processes are feasible (if they are feasible)?

#13: For hard real-time systems, which type of static or dynamic real-time process schedulers? Justify your choice.

#14: What (what resource) does “the long-term feasibility test” in the RMS scheduler check for “feasibility”? 