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It is a pursuit that requires a unique set of skills. Clearly, real-time systems development is a formidable task, and developers face many unique challenges as they attempt to do "hard time." 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.

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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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