A Comparative Study of Software Engineering Techniques for Real Time Systems

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Abstract

Designing and developing software for Real-time is a challenging task. Issues related to real-time control and embedded system are involved in the software development process. This type of software must be developer with proper software methodology or well-defined development process in order to increase the productivity and quality of the software design and software products. This paper would examine and compare four of the most common methodologies used in real time software development. The methods selected for comparison are CORE, ROOM MASCOT and UML. The methods are compared among themselves based upon attributes such as usability, compositionality and proper RT (real time) notations available. The paper discusses in detail the various notations available in every methodology and ranks them based on their merits and de-merits. The paper aims to reach a logical conclusion over the use of which real time methodology results in most apt software development.

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MASCOT

UML