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uC/OS-III, The Real-Time Kernel, or a High Performance, Scalable, ROMable, Preemptive, Multitasking Kernel for Microprocessors, Microcontrollers & DSPs (Board NOT Included)

Jean J Labrosse

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This book puts the spotlight on how a real-time kernel works. Using Micrium's uC/OS-III as a reference, the book consists of two complete parts. The first describes real-time kernels in generic terms. Part II provides examples to the reader, using STMicroelectronics' STM32F107 microcontroller, based on the popular ARM Cortex-M3 architecture. A companion evaluation board (uC/Eval-STM32F107) NOT INCLUDED, and tools (IAR Systems Embedded Workbench for ARM), enable the reader to be up and running quickly, and have an amazing hands-on experience, leading to a high level of proficiency. This book is written for serious embedded systems programmers, consultants, hobbyists, and students interested in understanding the inner workings of a real-time kernel. uC/OS-III is not just a great learning platform, but also a full commercial-grade software package, ready to be part of a wide range of products. uC/OS-III is a highly portable, ROMable, scalable, preemptive real-time, multitasking kernel designed specifically to address the demanding requirements of today's embedded systems. uC/OS-III is the successor to the highly popular uC/OS-II real-time kernel but can use most of uC/OS-II's ports with minor modifi cations. Some of the features of uC/OS-III are: Preemptive multitasking with round-robin scheduling of tasks at the same priority Supports an unlimited number of tasks and other kernel objects Rich set of services: semaphores, mutual exclusion semaphores with full priority inheritance, event flags, message queues, timers, fixed-size memory block management, and more Built-in performance measurements

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