

# Additional material

Real-time sequencing options

1. **polling**

check to see if task done

2. **timed**

allow fixed time for each task

3. **interrupts**

use events to indicate task completion

4. **capture/compare**

tasks run at intervals, completion indicated by event

probably includes interrupts

These are not mutually exclusive. The first two make tasks sequential, the last two create a software state machine. A software state machine can be prioritized or round-robin.

The first two make the *response to system events* depend on *program structure*. The last two make the *program structure* depend on *response to system events*.