

OSEK/VDX Workshop

- Duration:** 2 Days
- Target group:** Software developers for Embedded Control Applications
- Requirements:** Knowledge of the C programming language is desirable

1 Basic Concept of a Real-time Operating System (0,5 h)

Goals: Convey a basic understanding of the properties and advantages of real-time operating systems. Explain the background surrounding creation of the OSEK/VDX specification

2 Introduction to OSEK-OS (9,5 h)

Goals: Convey the basic principles of the OSEK-OS operating system and of the API

Contents: Basic properties, task concepts and conformity classes, scheduling method, event mechanisms, resource management, interrupt handling, alarms, hook routines and error handling. Practical exercise on a sample hardware

3 Vector osCAN Features (2,0 h)

Goals: Overview Vector osCAN Features

Contents: Alarm implementations, stack-check, component management, internal trace, timing analyzer, template code generator

4 OSEK/VDX Message Concept (2,0 h)

Goals: Introduction message concept (Inter Task Communication) of the OSEK/VDX-COM specification

Contents: Message concepts, local and buffered communication, accessors, error handling, API and exercises

5 Questions, Feedback, Suggestions

Goal: Clarification of open issues and open discussion as feedback for Vector