Real-Time & Embedded Systems

Uwe R. Zimmer

<50 – Failed
1. Basic understanding of real-time systems could not be shown.
2. Has fully failed in two major areas.
3. Would not be able to construct a complex real-time system, even with some additional support.

≥50 – Passed
4. Basic understanding of real-time concepts.
5. Has failed in one or two chapters.
6. Would be able to construct a complex real-time system with some additional effort or support.

≥60 – Credit
7. Full understanding of basic concepts.
8. Has fully failed in one (non-major) chapter.
9. Would be able to construct a complex real-time system on his/her own.

≥70 – Distinction
10. Full understanding of all basic concepts and insight into complex issues of complex real-time systems.
11. Has not fully failed in any chapter.
12. Would be able to optimize and defend a complex real-time system in a professional design team (transfer abilities).

≥80 – High Distinction
13. Full understanding and ability to detailed criticism about current real-time systems.
14. Has not failed in any chapter.
15. Would be able to design an original and innovative complex real-time system (transfer and creativity abilities).