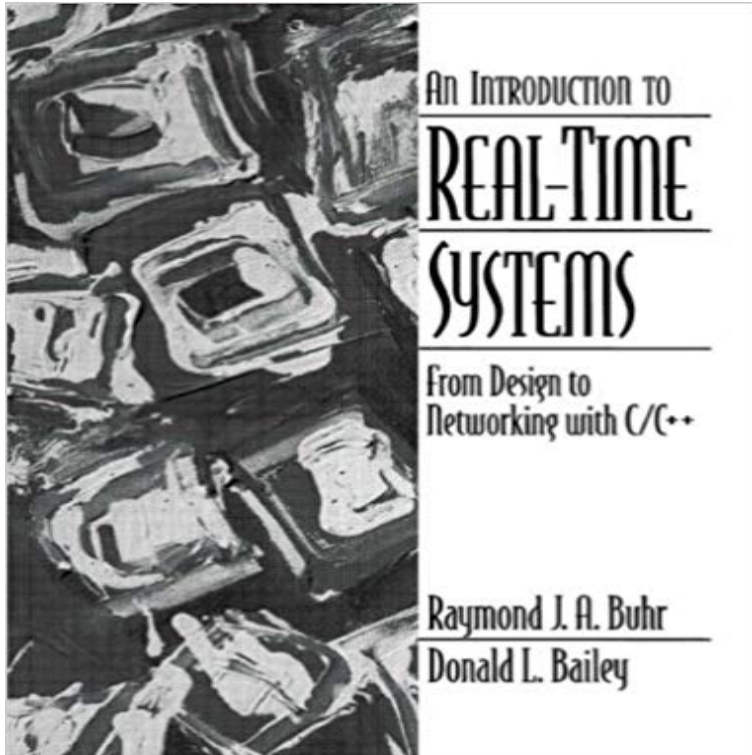


# Introduction to Real-Time Systems: From Design to Networking with C/C++



This book introduces the nature of real-time, concurrent, distributed systems, presenting a specific set of techniques for designing and implementing such systems. It develops a systems way of thinking about software that is intended to serve readers throughout their careers.

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