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).