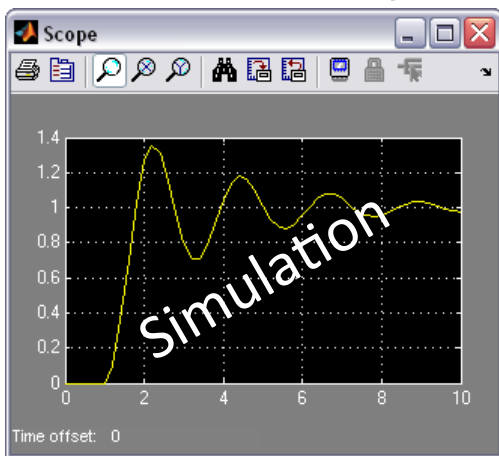
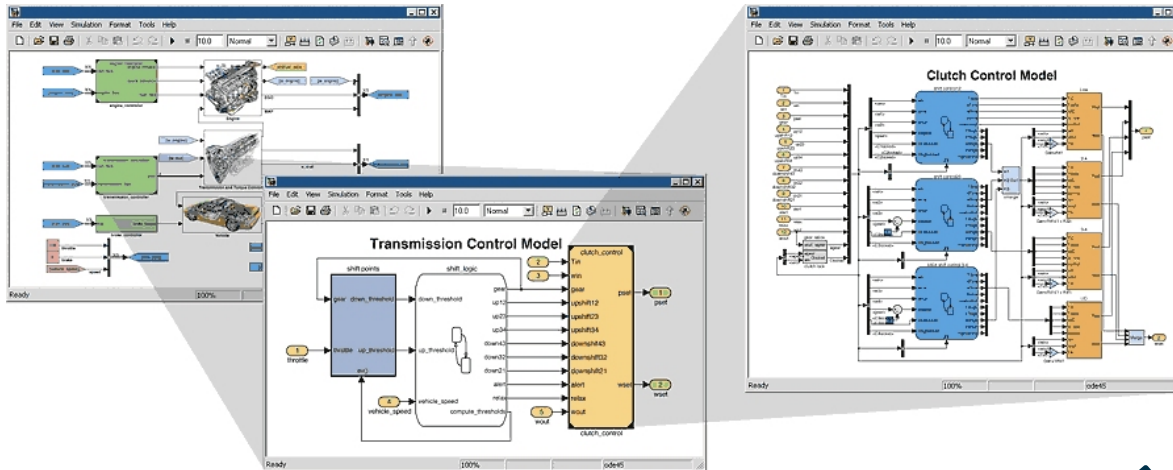


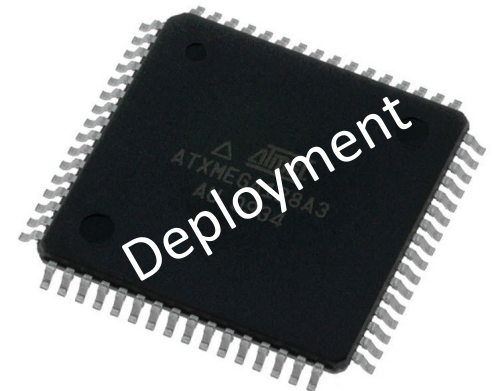
# Model-Based System Design



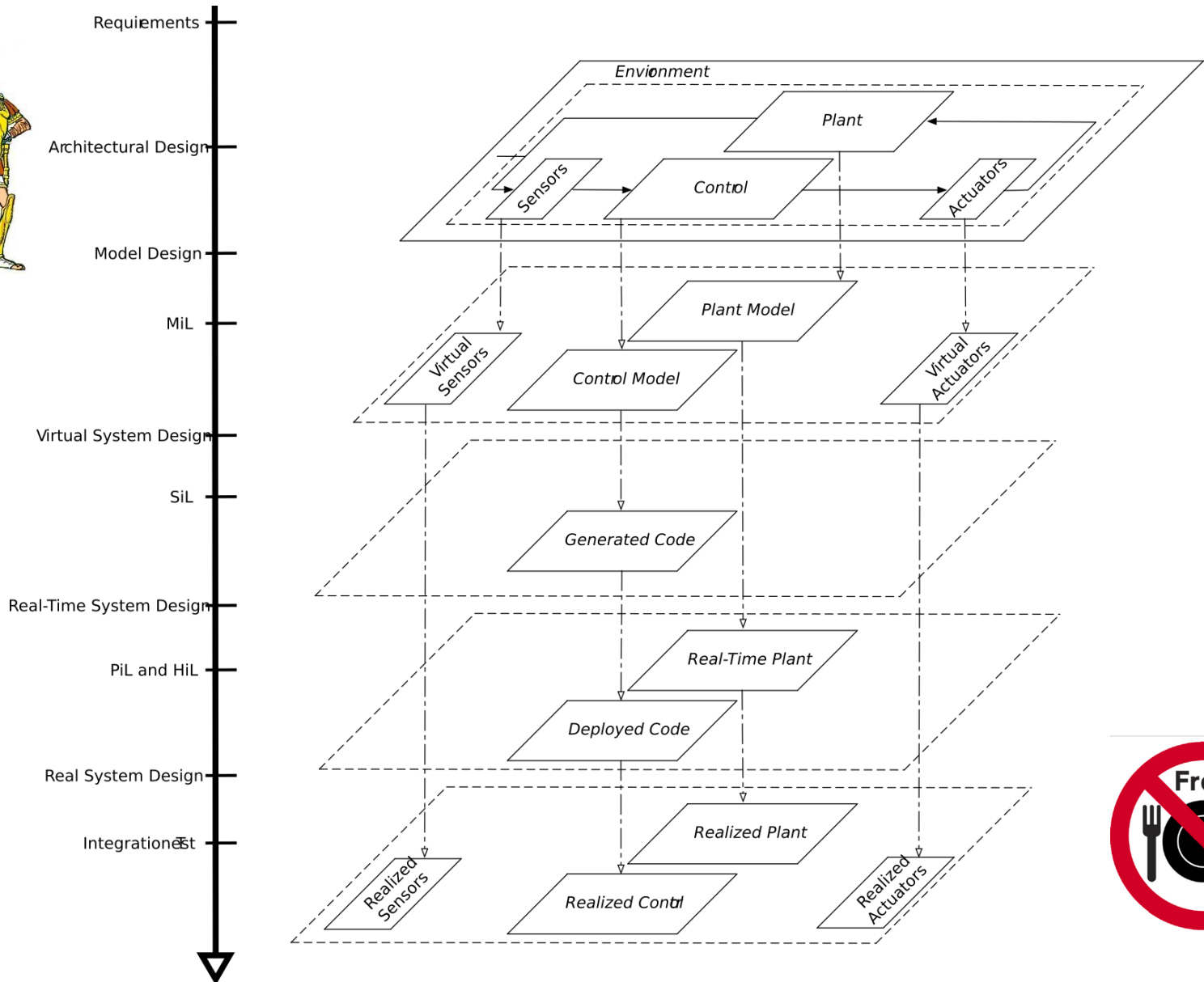
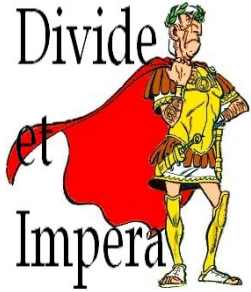
MiL



HiL, SiL, ...

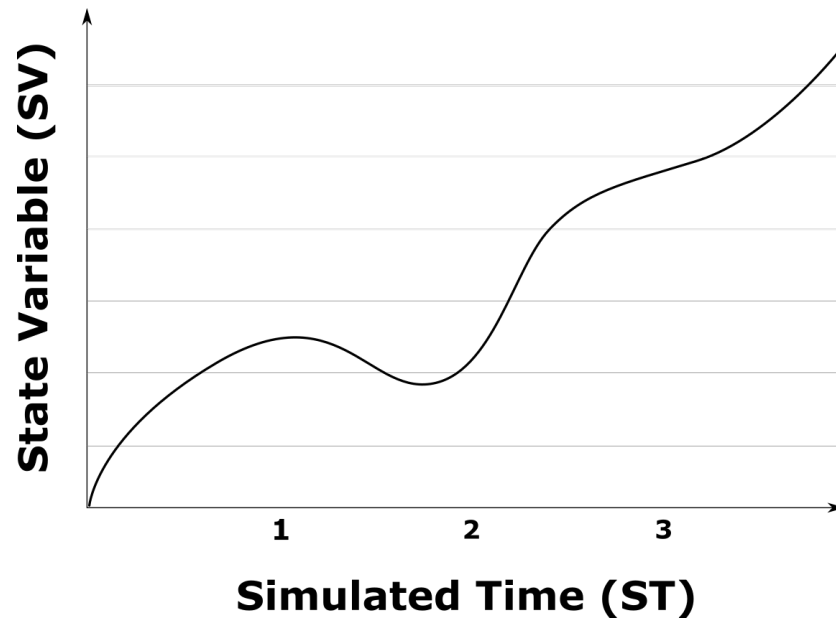
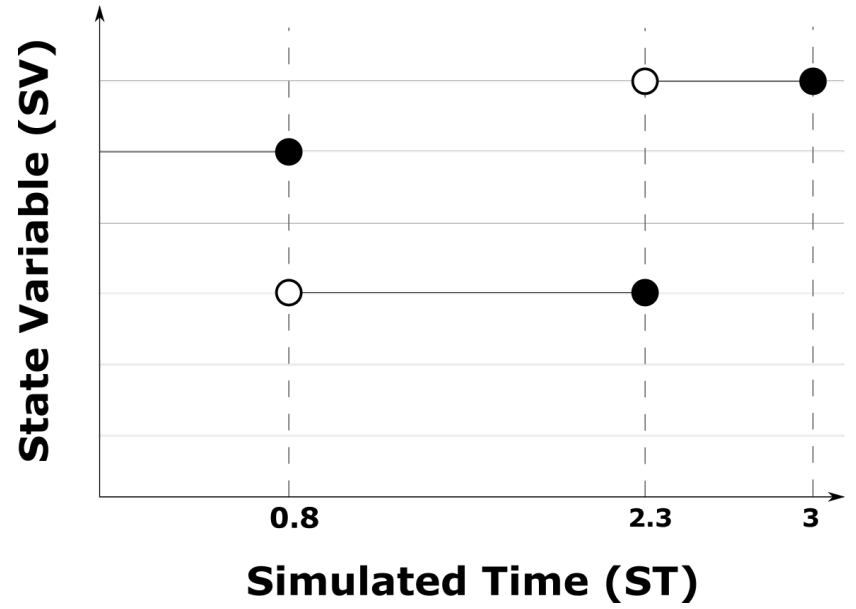
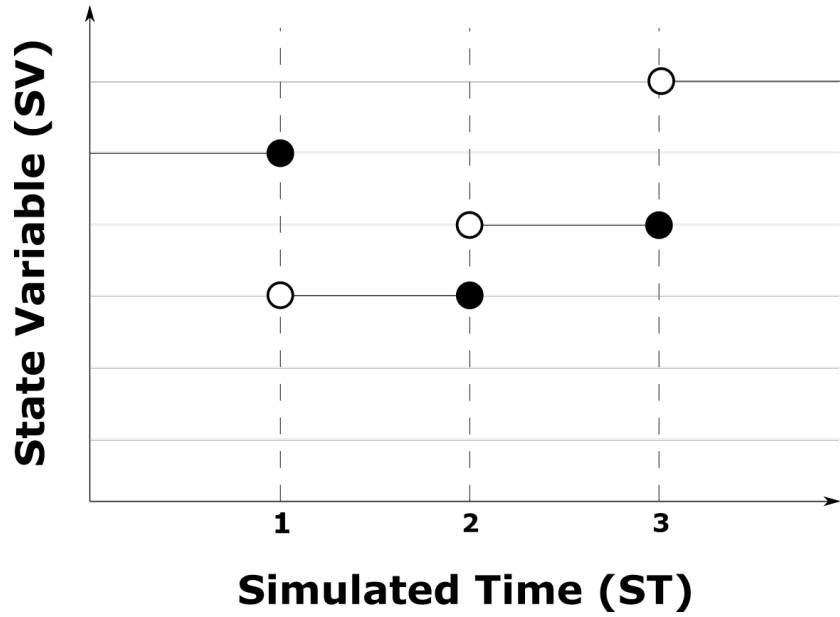


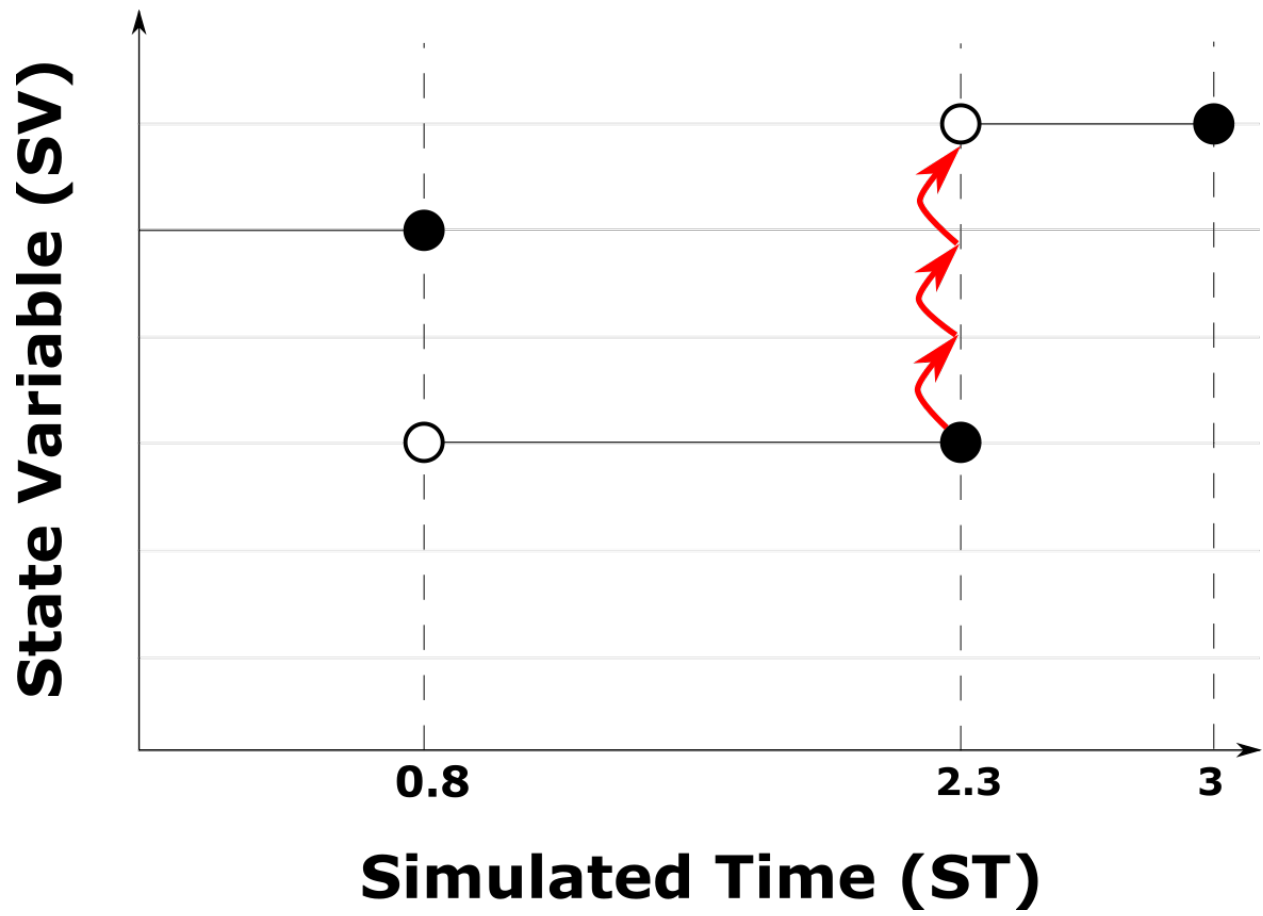
# XiL: X = Model, Software, Processor, Hardware

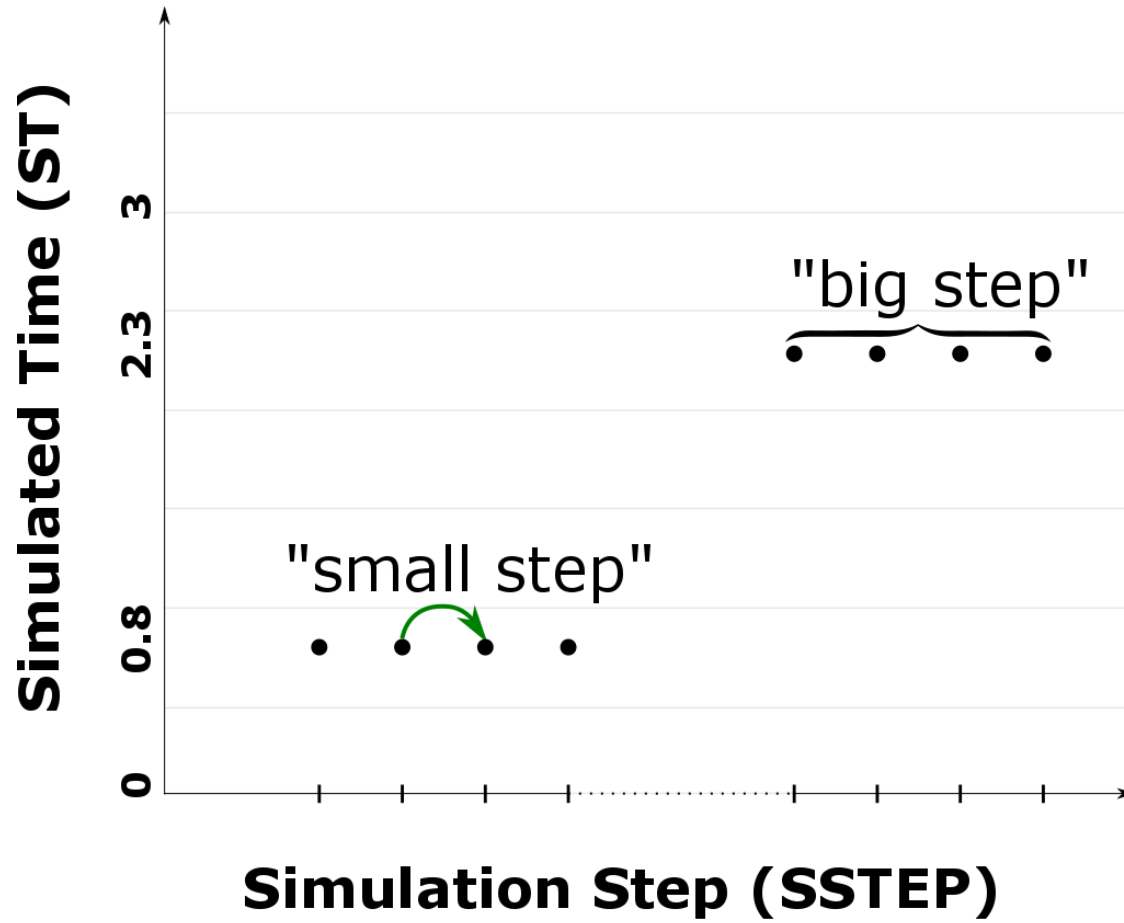


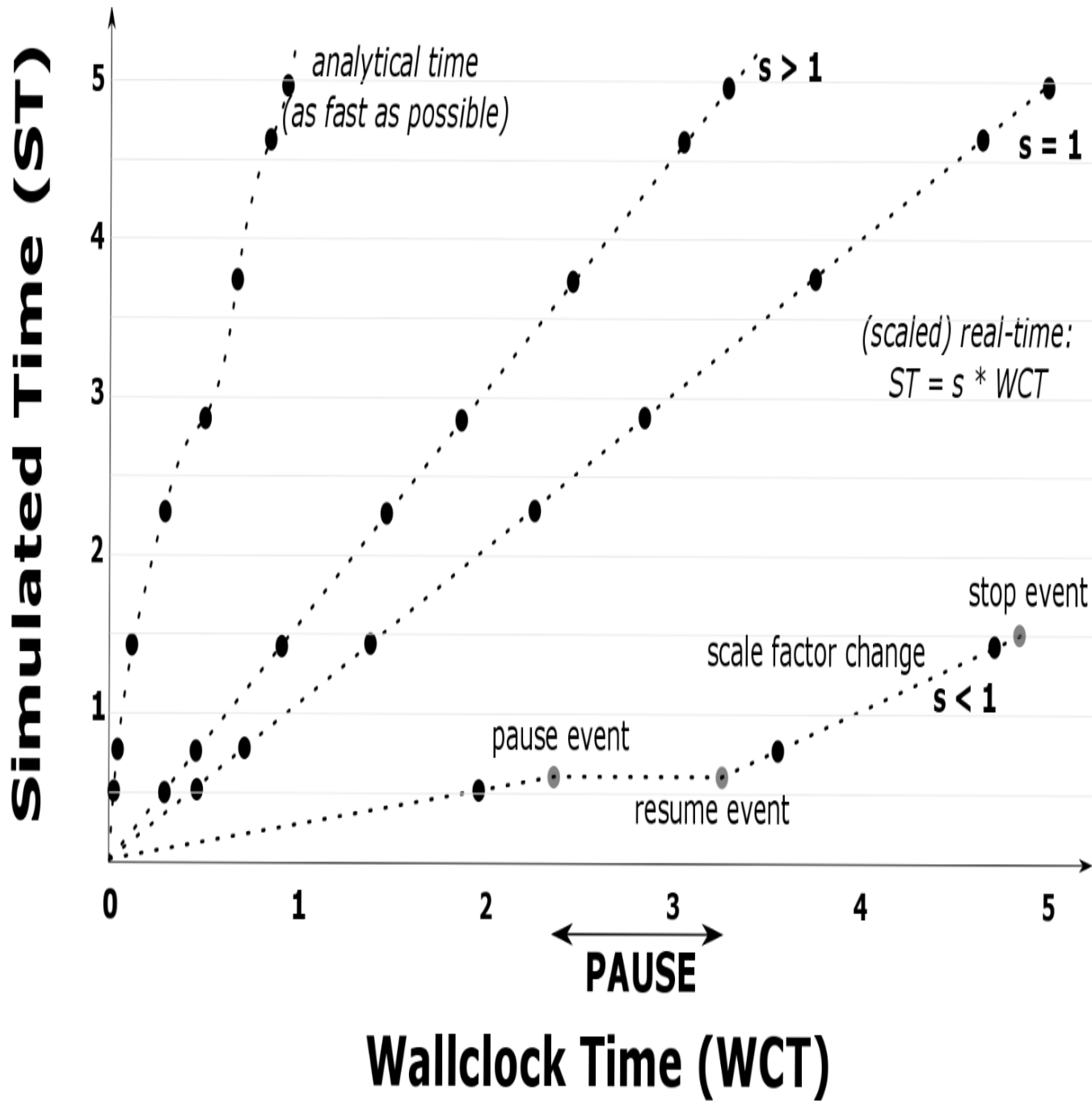
vertical consistency!



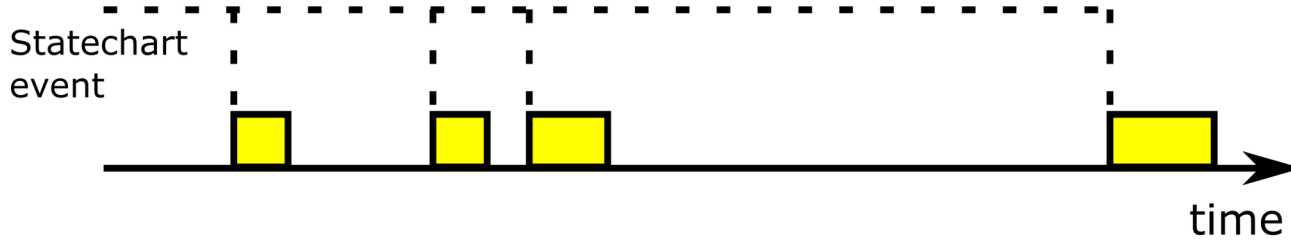




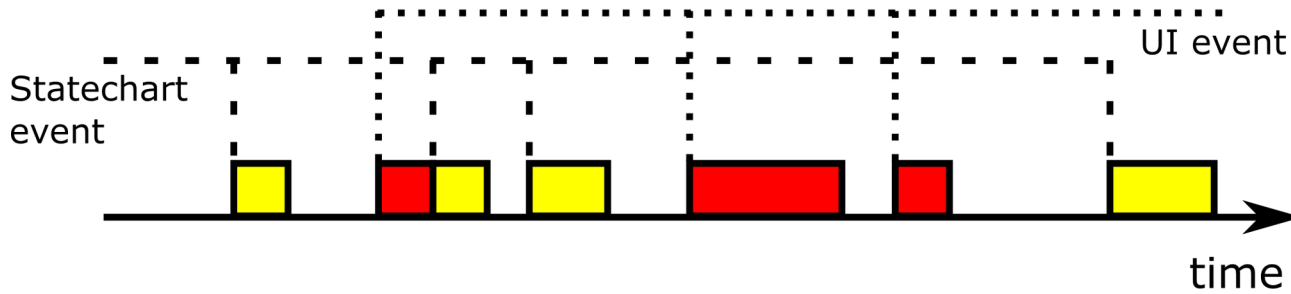




# Threads



# UI Event Loop



# Game Loop

