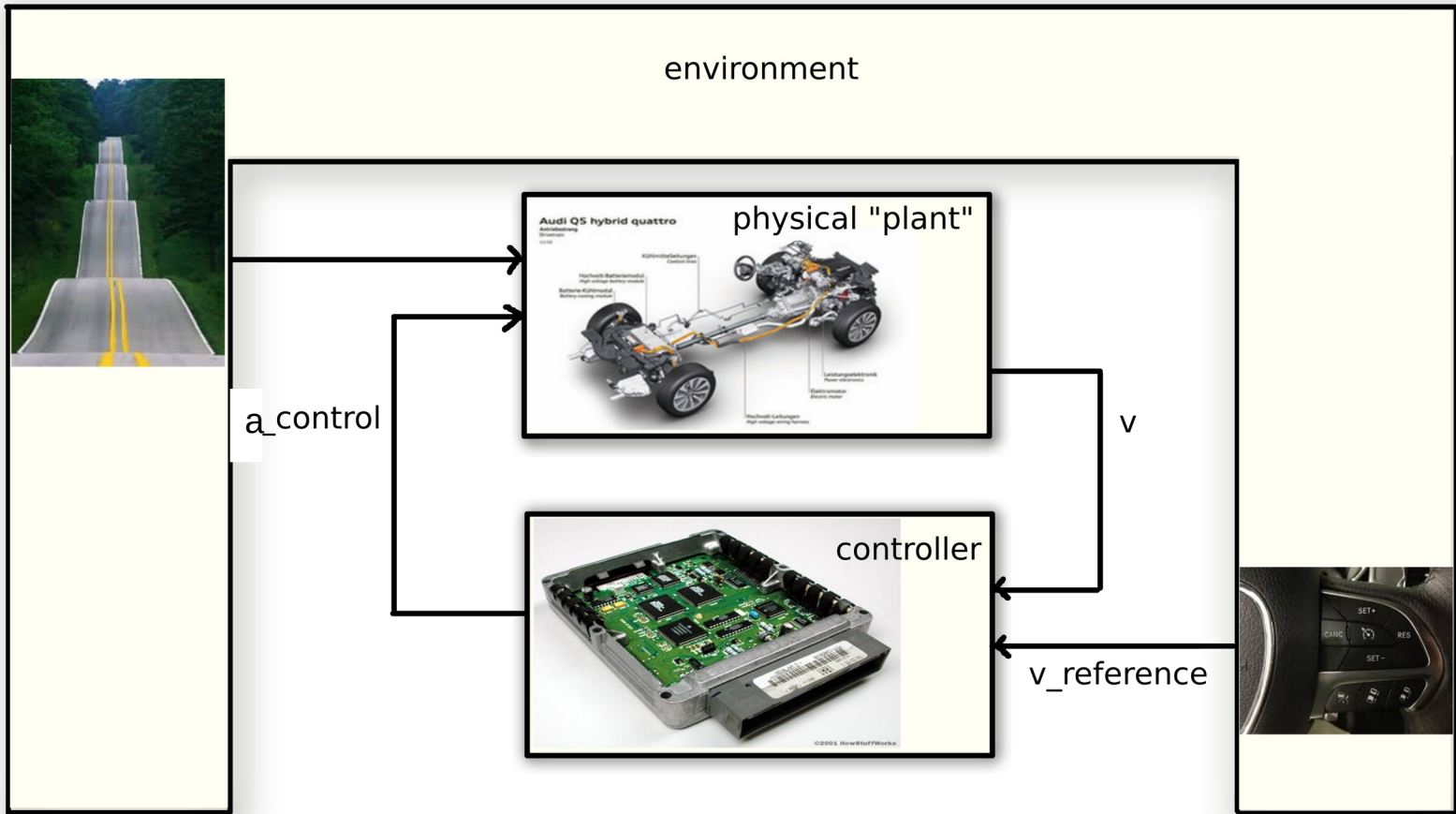
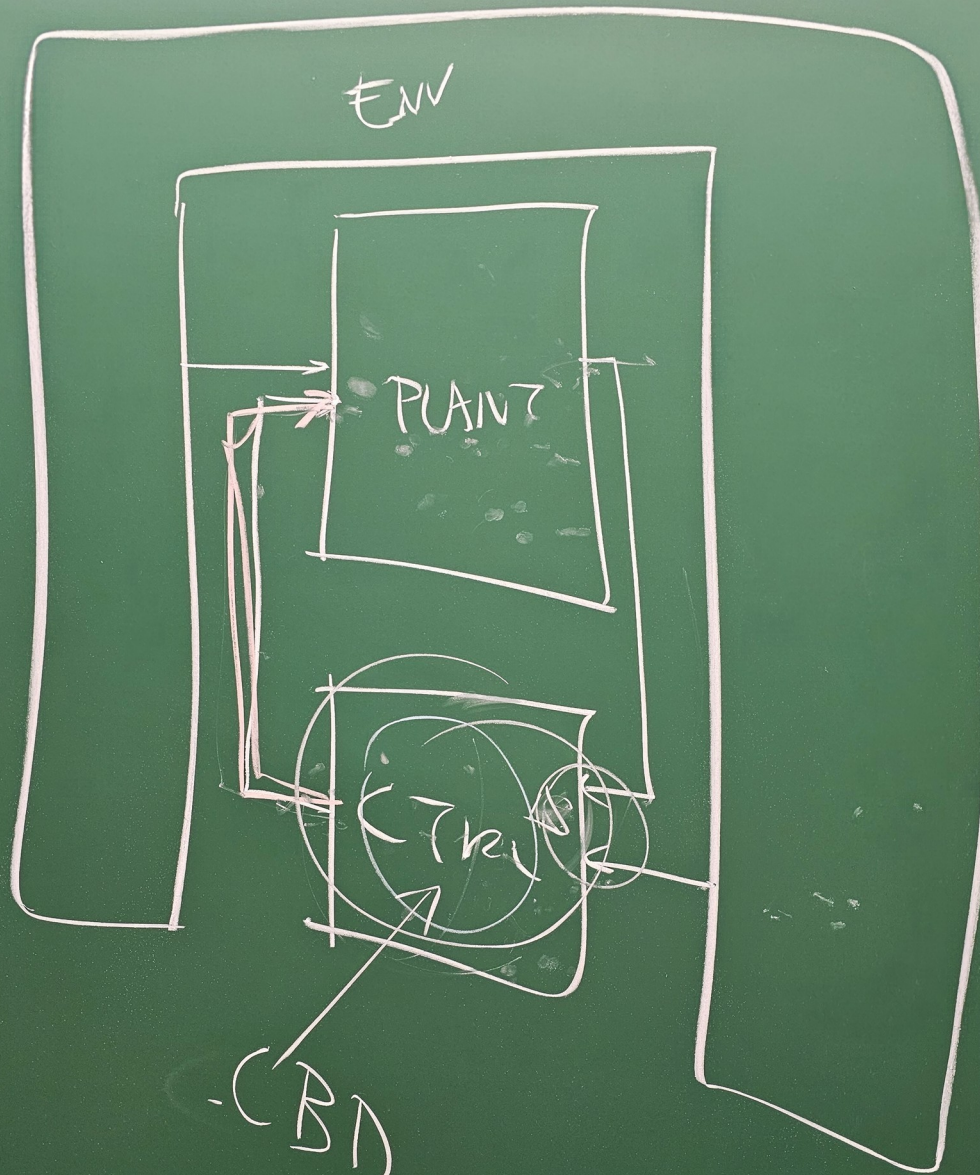


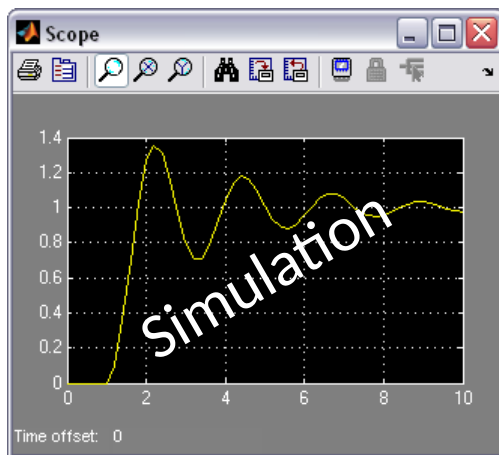
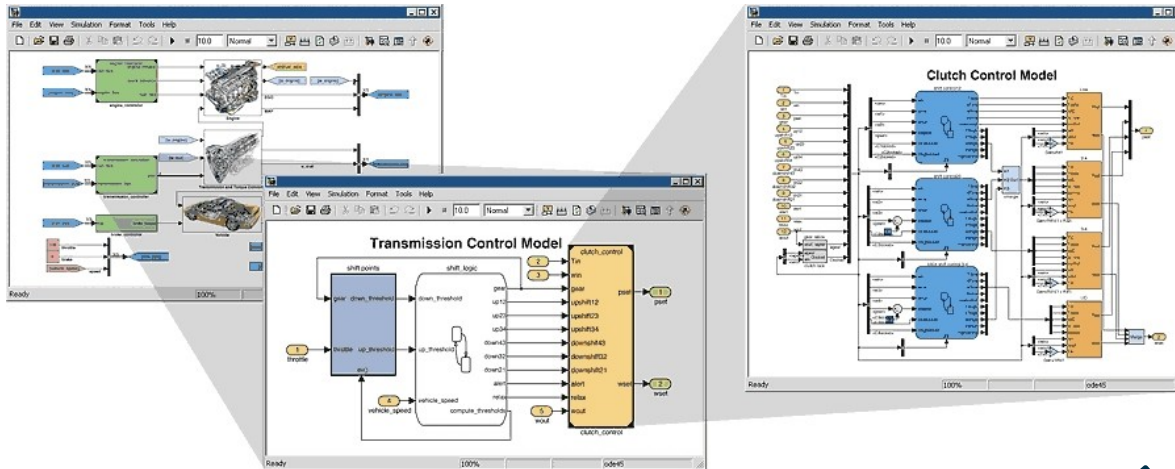
**(soft-)(scaled-)Real-Time Simulation/Execution
and animating discrete-event behaviour**





- (BD)
- STATECHART

Model-Based System Design



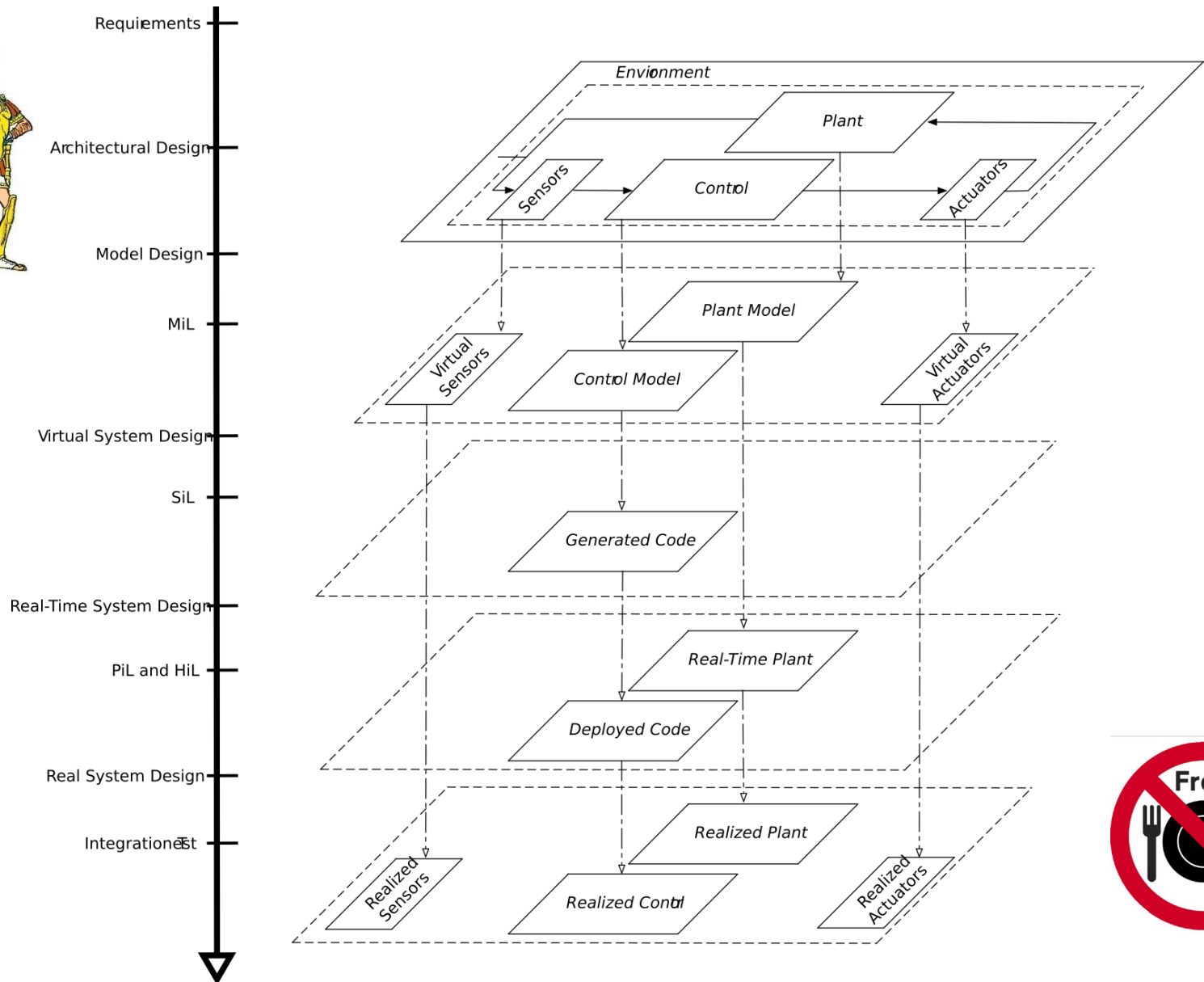
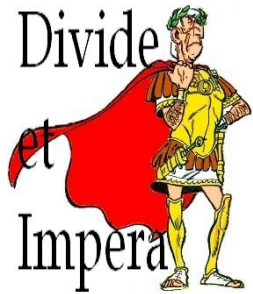
MiL



HiL, SiL, ...

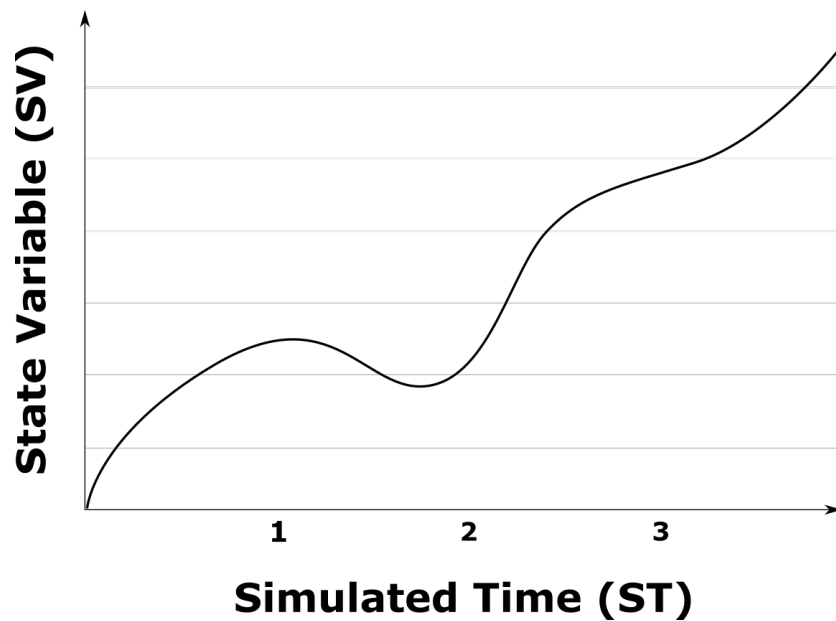
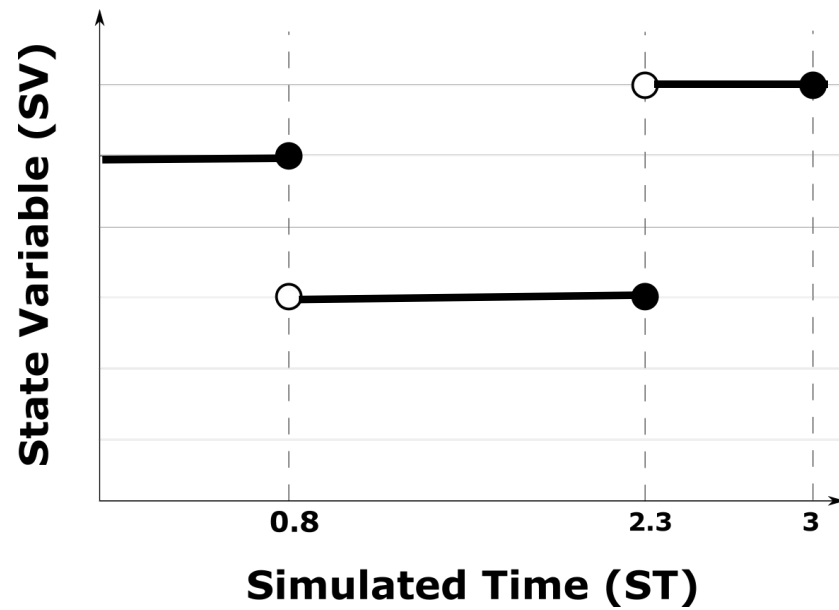
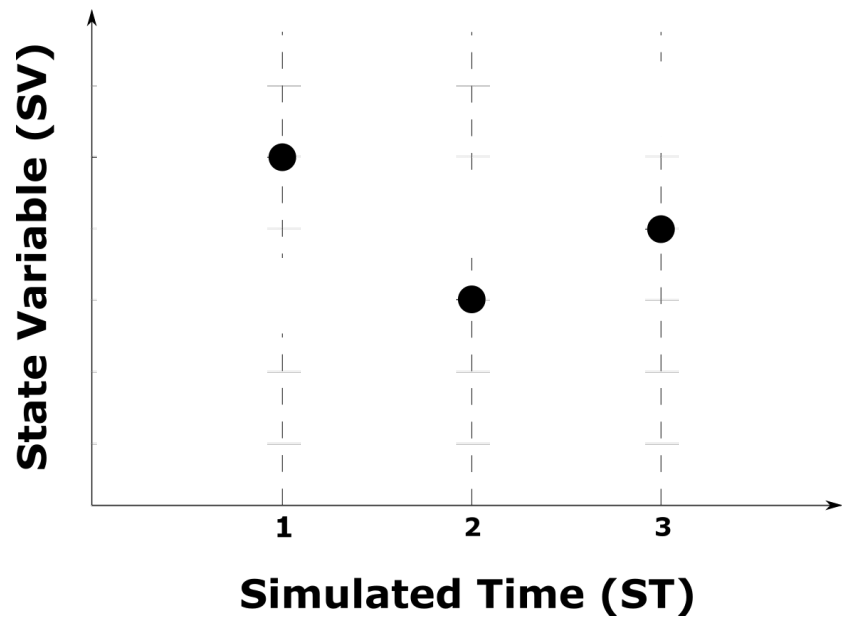


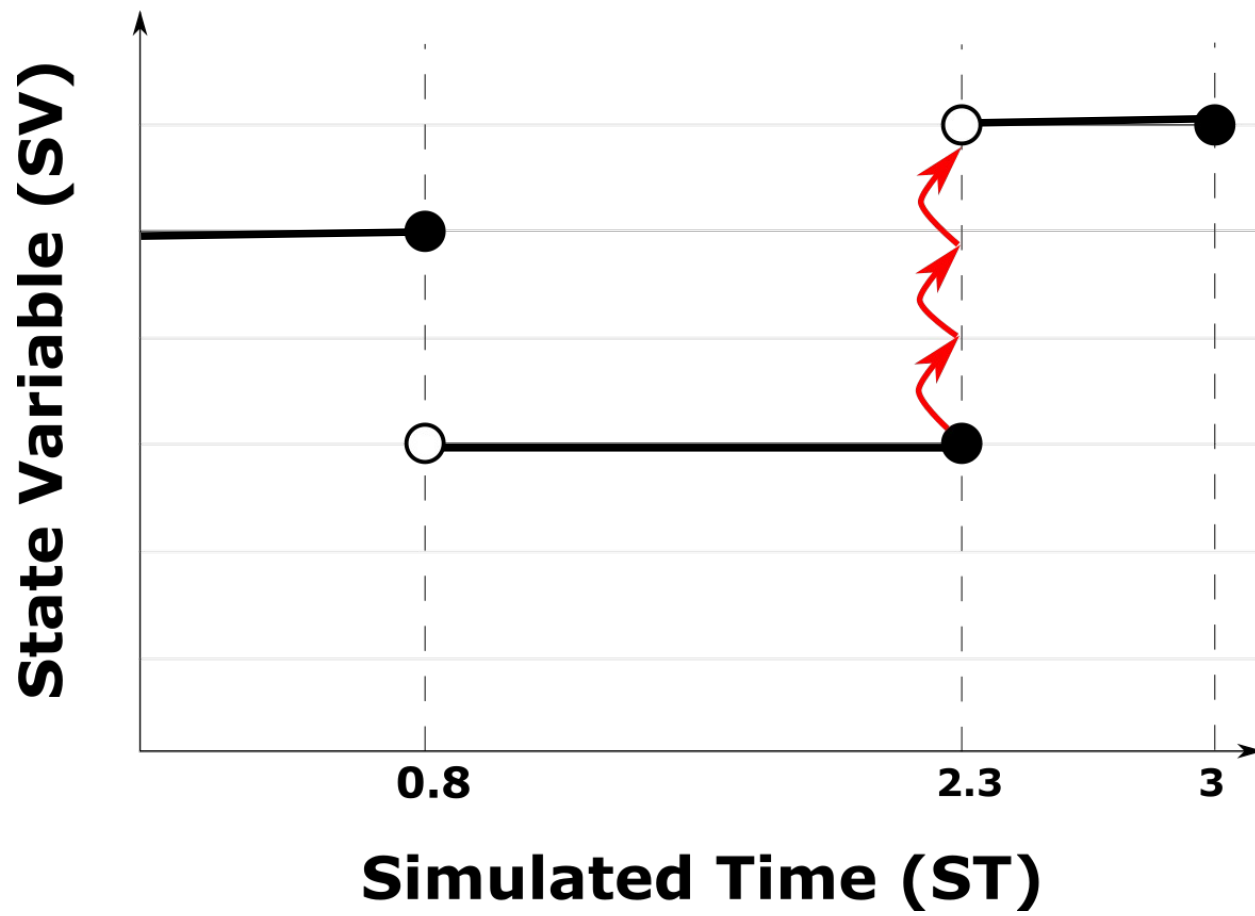
- XiL: X = Model, Software, Processor, Hardware

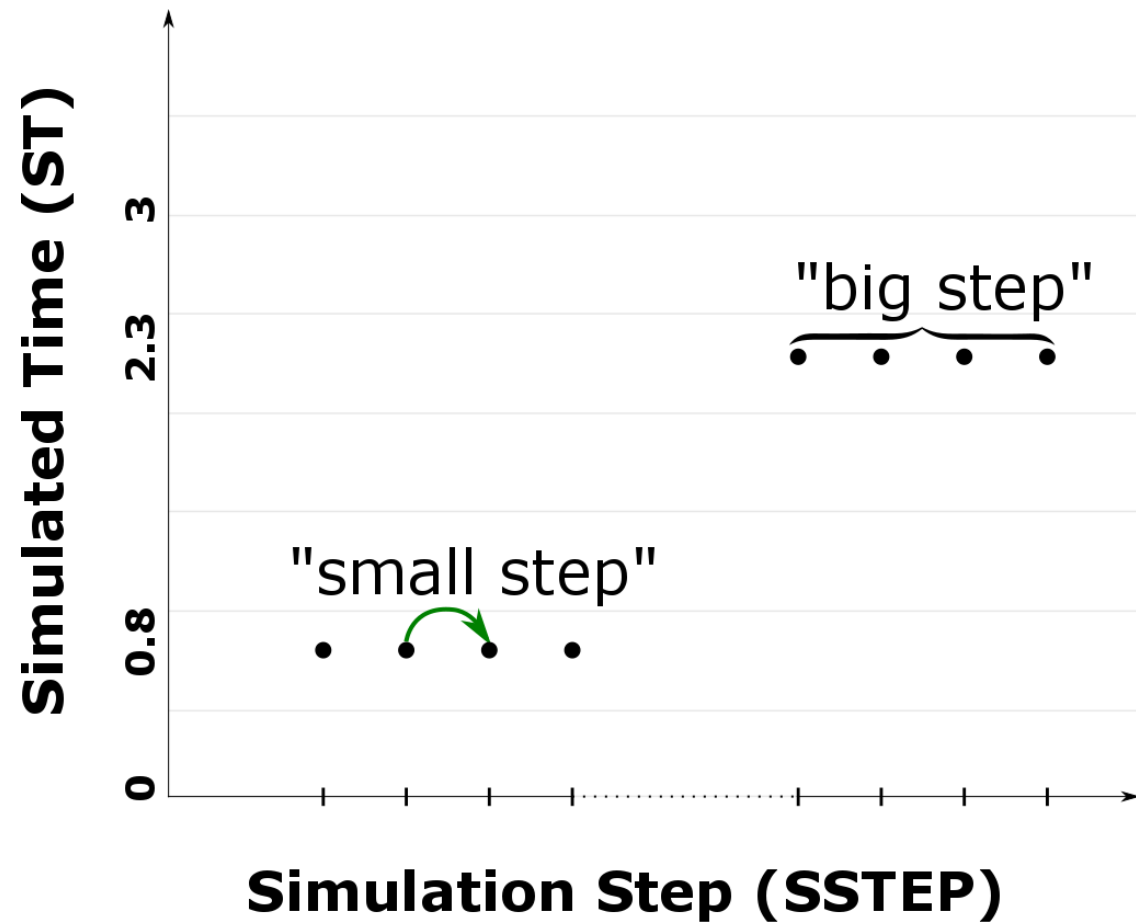


vertical consistency!

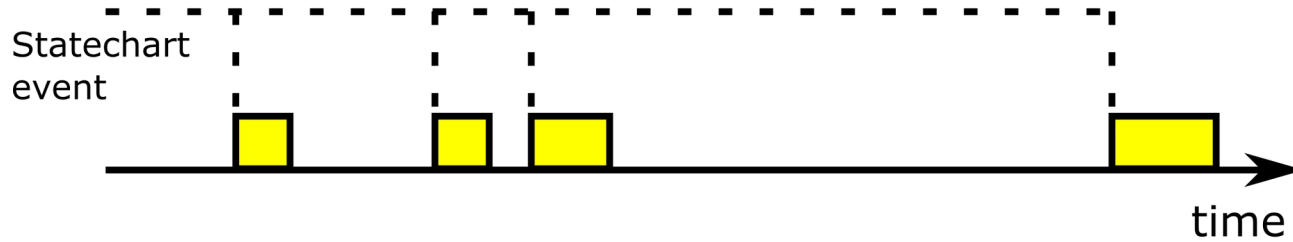




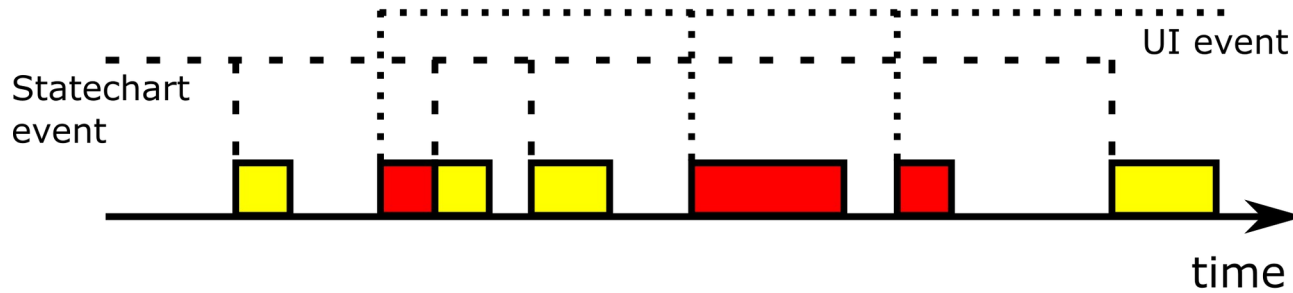




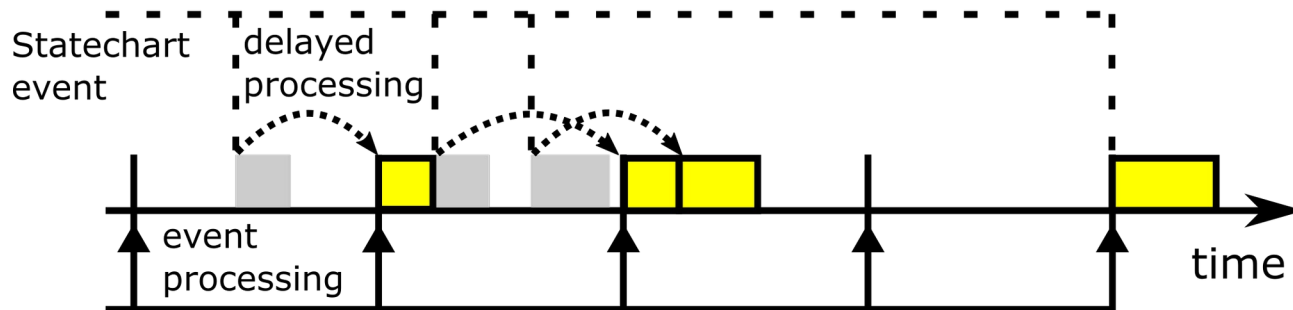
Threads

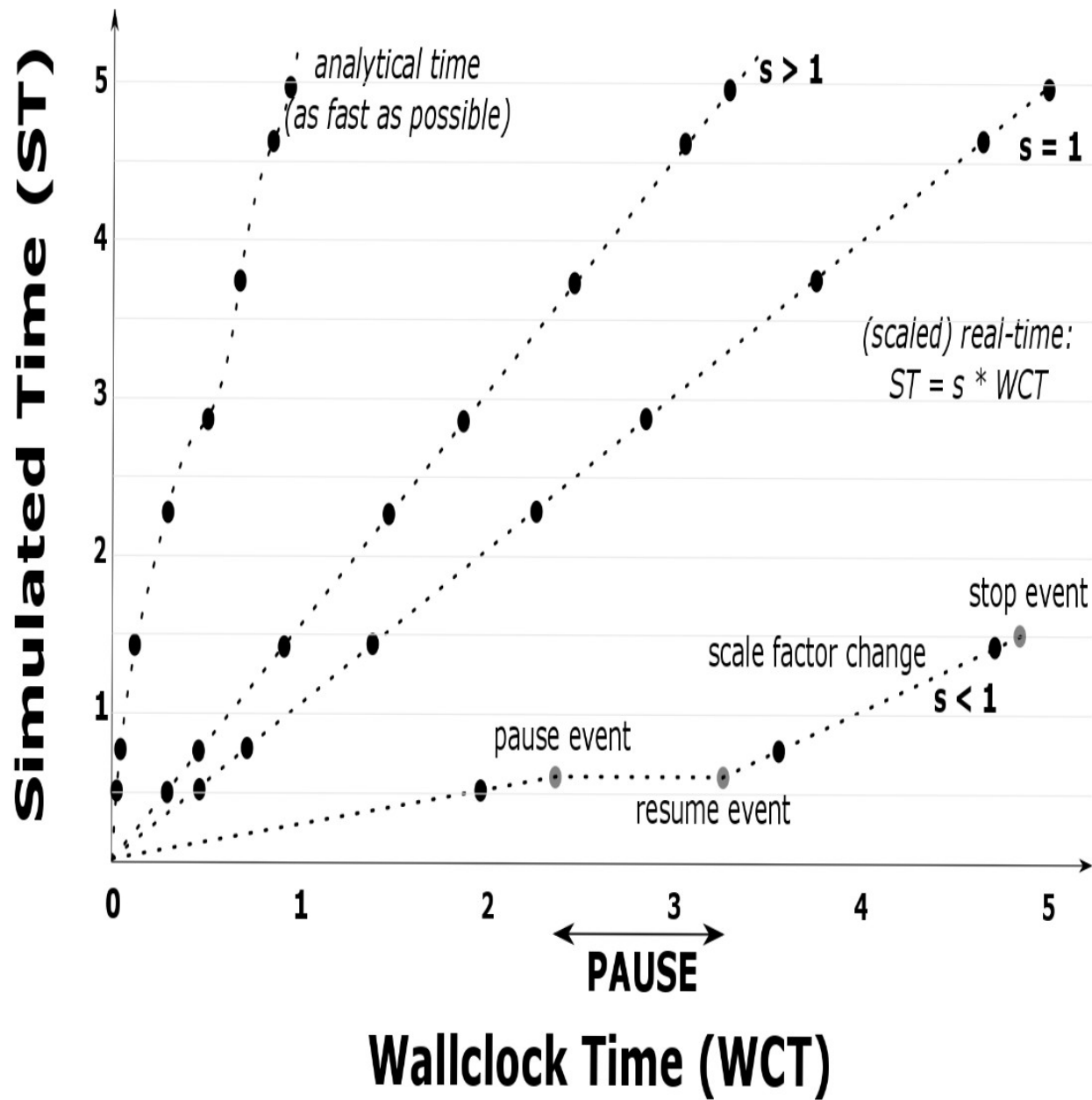


UI Event Loop

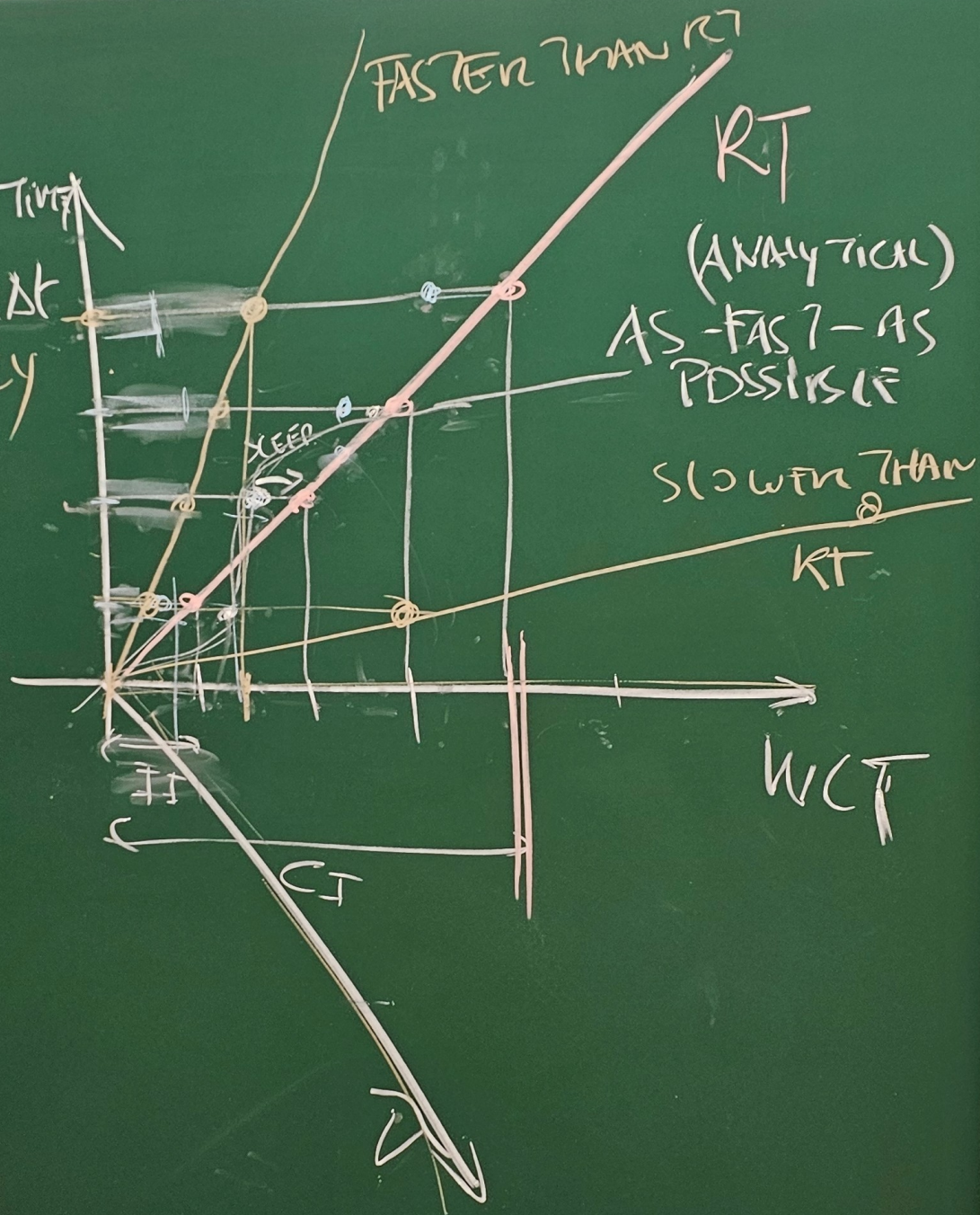


Game Loop

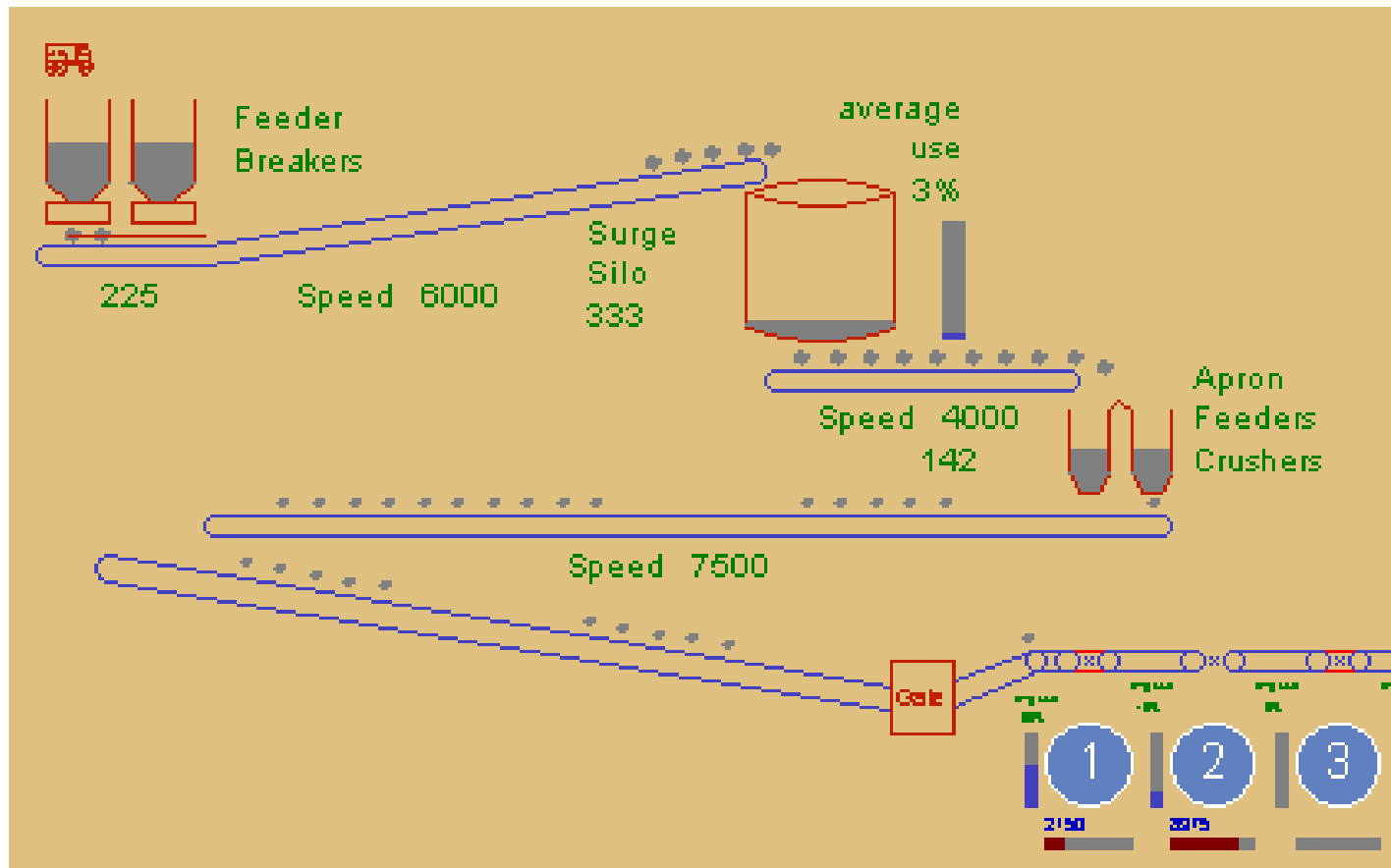




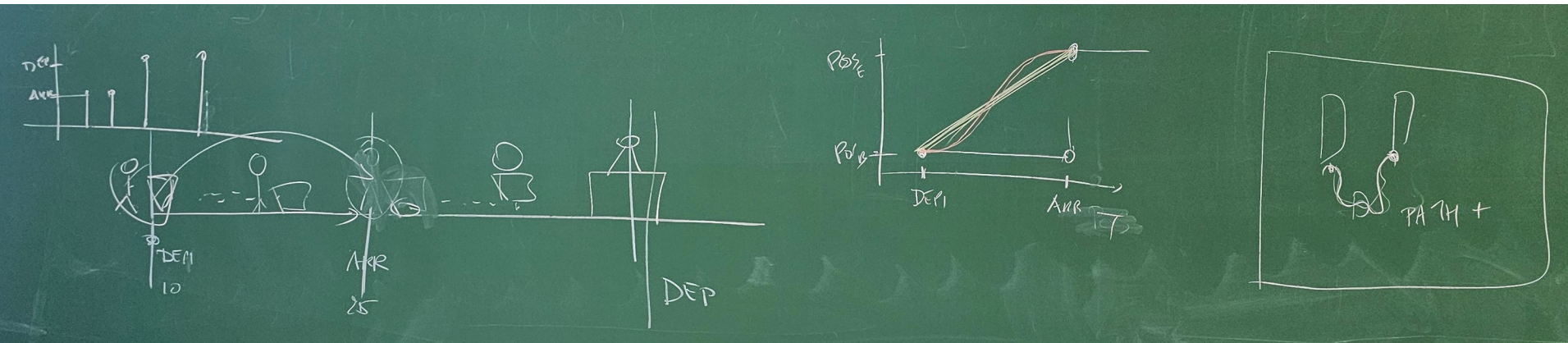
SIM TIME
 $\Delta t = \Delta x / \Delta t$
2y



Animation of Discrete-Event traces



Animation of Discrete-Event traces



Animation of Discrete-Event traces

