UNIT I INTRODUCTION

UNIT II PROGRAMMING LANGUAGES AND TOOLS

UNIT III REAL TIME DATABASES
Real time Databases - Basic Definition, Real time Vs General Purpose Databases, Main Memory Databases, Transaction priorities, Transaction Aborts, Concurrency Control Issues, Disk Scheduling Algorithms, Two-phase Approach to improve Predictability, Maintaining Serialization Consistency, Databases for Hard Real Time systems.

UNIT IV COMMUNICATION

UNIT V EVALUATION TECHNIQUES

TEXT BOOKS:

REFERENCES: