

Real-Time Operating System (RTOS)

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A **Real-Time Operating System (RTOS)** is an [Operating System \(OS\)](#) intended to serve real-time applications that process data as it comes in, typically without buffer delays. Processing time requirements (including any OS delay) are measured in tenths of seconds or shorter increments of time. A real-time system is a time-bound system which has well-defined, fixed time constraints. Processing must be done within the defined constraints or the system will fail. They either are event-driven or time-sharing. Event-driven systems [switch](#) between tasks based on their priorities, while time-sharing systems switch the task based on clock interrupts. Most RTOSs use a pre-emptive scheduling algorithm.

Source: [Real-Time Operating System \(RTOS\)](#)

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