

Real-Time Application (RTA)

[Return to Glossary](#)

Real-Time Application (RTA) is an application program that functions within a time frame that the user senses as immediate or current. The latency must be less than a defined value, usually measured in seconds. Whether a given application qualifies as an **RTA** depends on the worst-case execution time (WCET), the maximum length of time a defined task or set of tasks requires on a given hardware platform. The use of **RTAs** is called real-time computing (RTC).

Source: <https://www.techtarget.com/searchunifiedcommunications/definition/real-time-application-RTA>

From:

<https://www.omgwiki.org/dido/> - **DIDO Wiki**

Permanent link:

https://www.omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a_glossary:r:rt&rev=1642254589



Last update: **2022/01/15 08:49**