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“ Your book really came across my desk at exactly the right time. I was asked just a few days before it did to fix some bugs in someone else's code (the programmer was no longer with the company), for a long-term consulting client of mine. I looked at the code and was appalled. It was essentially a giant HSM [Hierarchical State Machine], but implemented in C as complete spaghetti code. Some functions did acknowledge their FSM aspects, via use of a global state variable and switch statement. However, the author seemed mostly unaware of the kind of software he was writing as a whole. The problems they were having with it were very reminiscent of the Visual Basic calculator example you gave at the start of your book.



I knew I didn't need an RTOS to solve this problem. But I did see great value in rewriting the code as an HSM. So I decided to try your Quantum Framework. And it is working out beautifully so far. In addition, using it without an RTOS underlying helped me see that the RTC [Run To Completion] nature of your solution, combined with `QF::background()`, a timer list, and multiple active objects was a completely alternative approach to the normal `main()+ISR`.

In short, while multiple threads would've been overkill (and created a lot of other synchronization problems), multiple active objects made my design even easier to achieve than a simple single-threaded FSM/HSM ever could have.

So I'm speaking from first-hand experience when I say this is really good stuff. I just hope others will recognize that and we can get past the old `main()+ISR` vs. RTOS dilemma for a large variety of applications.”

—**Michael Barr, President Netrino and former editor-in-chief of the *Embedded Systems Programming* magazine.**

