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The design is still simple but the execution time of the functions within the medium priority task could introduce timing issues. The separation of the embedded web server task reduces this risk and in any case any such issues would not effect the plant control task.

Patterns are given for a number of important embedded tasks, like the creation of state machines and working with multi-tasking. There were two I found particularly appealing. The first is the observer pattern. This is another name for publish/subscribe, an approach that is increasingly found in complex systems.

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Common architectural patterns for embedded systems include: Layered Architecture, which organizes the various software components into n-tiers or layers, each with a specific role Extremely common architectural pattern, especially for embedded systems; Embedded layers might consist of: HAL/BSP, Drivers/Middleware, Business Logic

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