



**Innovative Teaching Approaches  
in development of Software Designed  
Instrumentation and its application  
in real-time systems**

# **The Advanced Applications of LabVIEW**

## **Lecture 2: Master/Slave Design Pattern**

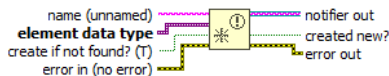
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# Application of Master/Slave Design Pattern

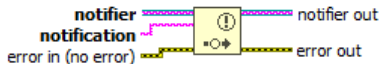
- The master/slave design pattern is used for parallel tasks.
- The pattern consist of one master loop and at least one slave loop. The master loop communicates with slave loops by notifier.
- The notifier is used to send the message to different part of code by using the functions:

## Obtain Notifier



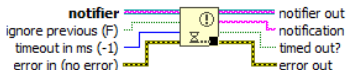
Returns a reference to a notifier.

## Send Notification



Sends a message to all functions waiting on a notifier.

## Wait on Notification



Waits until a notifier receives a message.

### Terminal Data Type

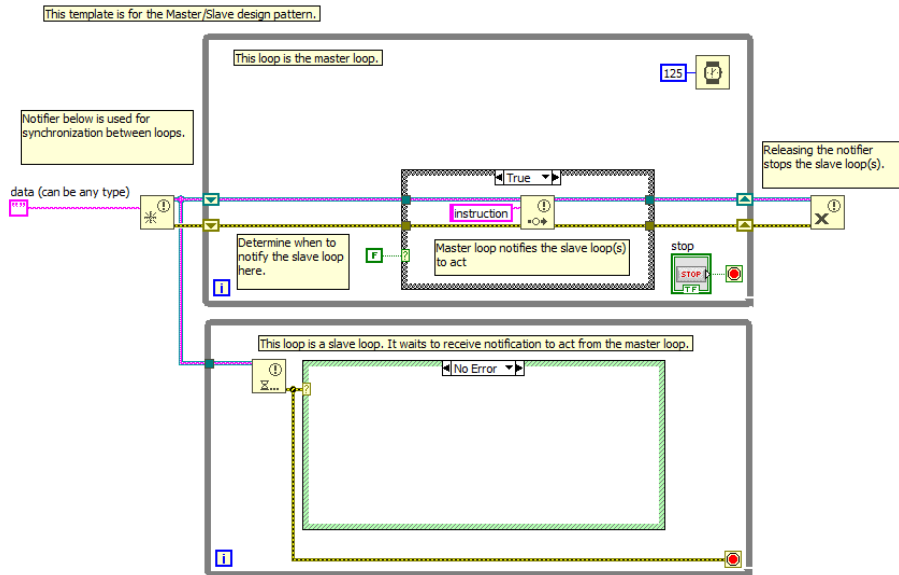
- error out (cluster of 3 elements)
- status (boolean (TRUE or FALSE))
- code (long [32-bit integer (-2147483648 to 2147483647)])
- source (string)

## Release Notifier



Releases a reference to a notifier.

# Structure of master/slave design pattern



# Comments

- The master/slave design pattern has one disadvantage. The notifier does not have the buffer to store the messages from master loop. When the slave loops work faster than the messages are added to notifier, it is not a problem. But you have to remember this and make sure it is designed like this.
- The master/slave design pattern is the simplest multiple loop design. In comparison to the producer/consumer design pattern you can create more than one slave loop.



**Thank you for attention!**

Lecture was prepared based on materials from: "LabVIEW Core 3 Course Manual".

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