rchitectural patterns, which I introduced in Chapter 6, are abstract, stylized descrip tions of good design practice.As you might expect, the differences between embedded and interactive software means that different architectural patterns are used for embedded systems, rather than the architectural patterns discussed in Chapter 6.In this section, I dis cuss three real–time architectural patterns that are commonly used: 1.Observe and React This pattern is used when a set of sensors are routinely mon itored and displayed.In response to environmental changes detected by the sensor, control signals are sent to the system actuators.The transformation is implemented as a sequence of processing steps, which may be carried out con currently.This allows for very fast data processing, because a separate core or processor can execute each transformation.2.3.