Keith Haviland Unix System Programming

Contents: Preface; Introduction; Tiny Fortran; Hardware and Operating System Models; Processes, Shared Memory and Simple Parallel Programs; Basic Parallel Programming Techniques; Barriers and Race Conditions; Introduction to Scheduling-Nested Loops; Overcoming Data Dependencies; Scheduling Summary; Linear Recurrence Relations--Backward Dependencies; Performance Tuning; Discrete Event, Discrete Time Simulation; Some Applications; Semaphores and Events; Programming Project. Appendixes. Index. This is the first practical guide to parallel programming written for the applications programmer with no experience in parallel programming and no formal computer science training.

This book provides an easy-to-use description of some of the fundamental terms in e-commerce, and the world of the internet and other areas such as mobile computing. Unlike a simple glossary or dictionary, the book is structured alphabetically with a mixture of short entries and longer articles. It covers not only concepts, but some important personalities, companies, products and Websites. Every 3rd issue is a quarterly cumulation.

This text concentrates on the programming interface that exists between the UNIX kernel and

applications software that runs in the UNIX environment - the UNIX system call interface. The techniques required by systems programmers are developed in depth and illustrated by a wealth of examples.

UNIX System ProgrammingAddison Wesley Publishing CompanyUNIX System ProgrammingA Programmer's Guide to Software DevelopmentAddison-Wesley Longman Limited

Das Buch behandelt die Grundlagen der Systemprogrammierung und Systemprogrammiersprachen, so daß es auch für Lehrveranstaltungen eingesetzt werden kann. Am Beispiel von UNIX wird die systemnahe Programmierung in C mit Systemaufrufen und systemspezifischen Bibliotheksfunktionen erläutert. Hinzu kommt die Benutzung der UNIX-Shells, der wesentlichen Programmentwicklungswerkzeuge vom C-Compiler bis zu den Compilerbautools lex und yacc. Zur Vertiefung der Inhalte tragen zahlreiche Programmbeispiele bei. Das Lehrbuch geht auch auf Fragen der Portierbarkeit zu anderen Betriebssystemen ein.

Covering all the essential components of Unix/Linux, including process management, concurrent programming, timer and time service, file systems and network programming, this textbook emphasizes programming practice in the Unix/Linux environment. Systems Programming in Unix/Linux is intended as a textbook for systems programming courses in technically-oriented Computer Science/Engineering curricula that emphasize both theory and programming practice. The book contains many detailed working example programs with complete source code. It is also suitable for self-study by advanced programmers and computer enthusiasts. Systems

programming is an indispensable part of Computer Science/Engineering education. After taking an introductory programming course, this book is meant to further knowledge by detailing how dynamic data structures are used in practice, using programming exercises and programming projects on such topics as C structures, pointers, link lists and trees. This book provides a wide range of knowledge about computer systemsoftware and advanced programming skills, allowing readers to interface with operatingsystem kernel, make efficient use of system resources and develop application software.It also prepares readers with the needed background to pursue advanced studies inComputer Science/Engineering, such as operating systems, embedded systems, databasesystems, data mining, artificial intelligence, computer networks, network security,distributed and parallel computing.

Describes the features of the NeXT computer, shows how to work with its built-in application programs, and surveys software being developed for the computer

A developer's guide to writing thread-safe object-oriented applications. Drawing on years of programming experience, Cameron and Tracey Hughes provide a building-block approach to developing multithreaded applications in C++. This book offers programmers the first comprehensive explanation of multithreading techniques and principles for objects and class libraries. It teaches C++ programmers everything they'll need to build applications that cooperate for system resources instead of competing. This invaluable reference shows you how to avoid common pitfalls of multithreading,

whether you're programming in UNIX, Windows NT, or OS/2 environment. All major examples are implemented in each environment and supported by thorough explanations of object-oriented multithread architecture and incremental multithreading. On the disk you'll find: * All the source code contained in the book * Important protocols and information resources * A variety of multithreaded components ready to build into your own applications or class library. You'll find a wealth of coverage on highly practical but little understood topics like: * Thread-safe container classes * POSIX threads and the new thread standard 1003.1c * STL algorithms and containers in multithread environments * C++ synchronization components * Object-oriented mutexes and semaphores * Avoiding deadlock and data race through encapsulation * Multithreaded application frameworks * Object-oriented pipe streams Visit our Web site at www.wiley.com/compbooks/
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This unique and practical text introduces the principles of WLANs based upon the IEEE 802.11 standards, demonstrating how to configure equipment in order to implement various network solutions. The text is supported by examples and detailed instructions.
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Finally, in one book we have a complete and detailed explanation of the Standard C++ Class library. There have been books that discuss some features of the iostreams. There have been a few books that discuss various components of the Standard Template Library. But this book brings together in one place a complete tutorial and reference on the latest ANSI/ISO standard for C++ class library. This book is an easy to understand introduction to the object oriented components that are now part of the C++ language. This book takes a component approach towards explaining the standard C++ objects and how to use them. In this book you will find simple but complete coverage of * Object oriented Input and Output Using the Iostream classes * String class * Container classes and STL Algorithm Building Blocks * Exception Classes and Error Handling Objects * Language Support & Internationalization Classes * Iterator Classes * Numerics and Math Classes * Object Oriented Memory Management Components * Interfacing C++ objects with Java Objects Mastering The Essential C++ Classes shows the programmer how to use these built in components to speed up and simplify software development efforts of all sizes. The authors demonstrate how these components can be easily added together to build whatever kind of software object that is needed. The authors describe each component from the logical view, architectural view, and protocol view. This invaluable tutorial and reference shows how the standard C++ components fit together and how they can be combined with objects from other languages such as Java. Every example in this book is presented using the ANSI/ISO

standards for the C++ classes and can be used in the Unix, Linux, MVS,VM, VMS, OS/2, Windows and Macintosh environments. The complete source code contained in this book can be found on the enclosed CD-ROM. The CD-ROM also contains a complete reference to the standard C++ classes. Cameron Hughes is a software engineer at Ctest Laboratories, and a staff programmer/analyst at Youngstown State University. He spends most of his time developing large scale C++ class libraries, inference engines and information analysis tools. Tracey Hughes is a senior programmer at Ctest laboratories specializing in pattern-recognition class libraries, discrete event simulation and image processing software. Tracey and Cameron are also the authors of Object-Oriented Multithreading Using C++, Collection and Container Classes in C++ and Object-Oriented I/O Using C++ Iostreams published by Wiley.
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