
Sebesta Concepts Of Programming Languages Pearson

Programming Language Pragmatics
Einführung in die Programmierung mit C++
Object-Oriented Construction Handbook
What Every Engineer Should Know about Software Engineering
Informatik
Sieben Wochen, sieben Sprachen (Prags)
Informatik'99
Sebesta
Software Engineering
Computernetze
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LAM HOLDEN

Programming Language Pragmatics Carl Hanser Verlag
GmbH Co KG

Virtuelle Maschinen sind Abstraktionen von realen Rechnern. Meist sind sie in Software realisiert. Häufig sind sie für eine spezielle Programmiersprache entworfen. Dieses Buch beschreibt die Übersetzung von imperativen, funktionalen, logischen und objekt-orientierten Programmiersprachen. Für jedes dieser Sprachparadigmen wird eine virtuelle Maschine eingeführt und die Übersetzung einer Quellsprache in die Sprache der virtuellen Maschine präzise aber verständlich beschrieben.

Einführung in die Programmierung mit C++ Pearson Higher

Ed

In programming courses, using the different syntax of multiple languages, such as C++, Java, PHP, and Python, for the same abstraction often confuses students new to computer science. Introduction to Programming Languages separates programming language concepts from the restraints of multiple language syntax by discussing the concepts at an abstract level. Object-Oriented Construction Handbook Springer-Verlag
Beside the computers itself, programming languages are the most important tools of a computer scientist, because they allow the formulation of algorithms in a way that a computer can perform the desired actions. Without the availability of (high level) languages it would simply be impossible to solve complex problems by using computers. Therefore, high level programming languages form a central topic in Computer Science. It should be

a must for every student of Computer Science to take a course on the organization and structure of programming languages, since the knowledge about the design of the various programming languages as well as the understanding of certain compilation techniques can support the decision to choose the right language for a particular problem or application. This book is about high level programming languages. It deals with all the major aspects of programming languages (including a lot of examples and exercises). Therefore, the book does not give an detailed introduction to a certain programming language (for this it is referred to the original language reports), but it explains the most important features of certain programming languages using those programming languages to exemplify the problems. The book was outlined for a one session course on programming languages. It can be used both as a teacher's reference as well as a student text book.

What Every Engineer Should Know about Software Engineering Springer-Verlag

Prolog, die wohl bedeutendste Programmiersprache der Künstlichen Intelligenz, hat eine einzigartige Verbreitung und Beliebtheit erreicht und gilt als Basis für eine ganze neue Generation von Programmiersprachen und -systemen. Der vorliegenden deutschen Übersetzung des Standardwerks *Programming in Prolog* liegt die dritte Auflage der englischen Fassung zugrunde. Das Buch ist sowohl Lehrbuch als auch Nachschlagewerk und für alle geeignet, die Prolog als Programmiersprache für die Praxis erlernen und benutzen wollen. Zahlreiche Beispiele zeigen, wie nützliche Programme mit heutigen Prolog-Systemen geschrieben werden können. Die

Autoren konzentrieren sich auf den "Kern" von Prolog; alle Beispiele entsprechen diesem Standard und laufen auf den verbreitetsten Prolog-Implementierungen. Zu einigen Implementierungen sind im Anhang Hinweise auf Besonderheiten enthalten.

Informatik Rowman & Littlefield

Concepts of Programming Languages Addison Wesley Longman
Sieben Wochen, sieben Sprachen (Prags) Pearson Higher Ed

This book identifies, defines and illustrates the fundamental concepts and engineering techniques relevant to applications of software languages in software development. It presents software languages primarily from a software engineering perspective, i.e., it addresses how to parse, analyze, transform, generate, format, and otherwise process software artifacts in different software languages, as they appear in software development. To this end, it covers a wide range of software languages – most notably programming languages, domain-specific languages, modeling languages, exchange formats, and specifically also language definition languages. Further, different languages are leveraged to illustrate software language engineering concepts and techniques. The functional programming language Haskell dominates the book, while the mainstream programming languages Python and Java are additionally used for illustration. By doing this, the book collects and organizes scattered knowledge from software language engineering, focusing on application areas such as software analysis (software reverse engineering), software transformation (software re-engineering), software composition (modularity), and domain-specific languages. It is designed as a textbook for

independent study as well as for bachelor's (advanced level) or master's university courses in Computer Science. An additional website provides complementary material, for example, lecture slides and videos. This book is a valuable resource for anyone wanting to understand the fundamental concepts and important engineering principles underlying software languages, allowing them to acquire much of the operational intelligence needed for dealing with software languages in software development practice. This is an important skill set for software engineers, as languages are increasingly permeating software development.

Informatik'99 CRC Press

Do you Use a computer to perform analysis or simulations in your daily work? Write short scripts or record macros to perform repetitive tasks? Need to integrate off-the-shelf software into your systems or require multiple applications to work together? Find yourself spending too much time working the kink

Sebesta Pearson

For undergraduate students in Computer Science and Computer Programming courses. Now in its Tenth Edition, *Concepts of Programming Languages* introduces students to the main constructs of contemporary programming languages and provides the tools needed to critically evaluate existing and future programming languages. Readers gain a solid foundation for understanding the fundamental concepts of programming languages through the author's presentation of design issues for various language constructs, the examination of the design choices for these constructs in some of the most common languages, and critical comparison of the design alternatives. In addition, *Sebesta* strives to prepare the reader for the study of

compiler design by providing an in-depth discussion of programming language structures, presenting a formal method of describing syntax, and introducing approaches to lexical and syntactic analysis.

Software Engineering tradition

Was lernen Sie mit diesem Buch? Haben Sie sich schon einmal gefragt, was es mit testgetriebener Entwicklung auf sich hat? Oder auf welcher Basis es die richtig guten Consultants schaffen, gewaltige Stundensätze zu kassieren? Vielleicht sind Sie auch gerade an dem Punkt, an dem Sie Ihre Builds automatisieren wollen, Ihren Code in eine Versionskontrolle füttern, einem Refactoring unterziehen oder mit ein paar Entwurfsmustern anreichern wollen. Egal: Wenn Sie mit diesem Buch fertig sind, werden Sie ganz selbstverständlich Ihre Burndown-Rate verfolgen, den Durchsatz Ihres Teams berücksichtigen und sich erfolgreich Ihren Weg durch Anforderungen, Entwurf, Entwicklung und Auslieferung iterieren. Wieso sieht dieses Buch so anders aus? Wir gehen davon aus, dass Ihre Zeit zu kostbar ist, um mit neuem Stoff zu kämpfen. Statt Sie mit Bleiwüstentexten langsam in den Schlaf zu wiegen, verwenden wir für Softwareentwicklung von Kopf bis Fuß ein visuell und inhaltlich abwechslungsreiches Format, das auf Grundlage neuester Forschungsergebnisse im Bereich der Kognitionswissenschaft und der Lerntheorie entwickelt wurde. Wir wissen nämlich, wie Ihr Gehirn arbeitet.

Computernetze Pearson

Mit diesen sieben Sprachen erkunden Sie die wichtigsten Programmiermodelle unserer Zeit. Lernen Sie die dynamische Typisierung kennen, die Ruby, Python und Perl so flexibel und verlockend macht. Lernen Sie das Prototyp-System verstehen,

das das Herzstück von JavaScript bildet. Erfahren Sie, wie das Pattern Matching in Prolog die Entwicklung von Scala und Erlang beeinflusst hat. Entdecken Sie, wie sich die rein funktionale Programmierung in Haskell von der Lisp-Sprachfamilie, inklusive Clojure, unterscheidet. Erkunden Sie die parallelen Techniken, die das Rückgrat der nächsten Generation von Internet-Anwendungen bilden werden. Finden Sie heraus, wie man Erlangs "Lass es abstürzen"-Philosophie zum Aufbau fehlertoleranter Systeme nutzt. Lernen Sie das Aktor-Modell kennen, das das parallele Design bei Io und Scala bestimmt. Entdecken Sie, wie Clojure die Versionierung nutzt, um einige der schwierigsten Probleme der Nebenläufigkeit zu lösen. Hier finden Sie alles in einem Buch. Nutzen Sie die Konzepte einer Sprache, um kreative Lösungen in einer anderen Programmiersprache zu finden – oder entdecken Sie einfach eine Sprache, die Sie bisher nicht kannten. Man kann nie wissen – vielleicht wird sie sogar eines ihrer neuen Lieblingswerkzeuge.

Concepts of Programming Lang GE. Pearson Education

This book constitutes the refereed proceedings of the 17th Ada-Europe International Conference on Reliable Software Technologies, Ada-Europe 2012, held in Stockholm, Sweden, in June 2012. The revised 15 full papers presented were carefully reviewed and selected from 34 submissions. They are organized in topical sections on application frameworks, use of ada, modeling, testing and validation, and real-time systems.

Concepts of Programming Languages, Pearson EText Access Card Elsevier

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Introduction to Programming Languages Springer

EINE TOUR DURCH C++ // - Dieser Leitfaden will Ihnen weder das Programmieren beibringen noch versteht er sich als einzige Quelle, die Sie für die Beherrschung von C++ brauchen – aber diese Tour ist wahrscheinlich die kürzeste oder einfachste Einführung in C++11. - Für C- oder C++-Programmierer, die mit der aktuellen C++-Sprache vertrauter werden wollen - Programmierer, die in einer anderen Sprache versiert sind, erhalten ein genaues Bild vom Wesen und von den Vorzügen des modernen C++ . Mit dem C++11-Standard können Programmierer Ideen klarer, einfacher und direkter auszudrücken sowie schnelleren und effizienteren Code zu schreiben. Bjarne Stroustrup, der Designer und ursprüngliche Implementierer von C++, erläutert die Details dieser Sprache und ihre Verwendung in seiner umfassenden Referenz „Die C++-Programmiersprache“. In „Eine Tour durch C++“ führt Stroustrup jetzt die Übersichtskapitel aus der Referenz zusammen und erweitert sie so, dass auch erfahrene Programmierer in nur wenigen Stunden eine Vorstellung davon erhalten, was modernes C++ ausmacht. In diesem kompakten und eigenständigen Leitfaden behandelt Stroustrup – neben Grundlagen – die wichtigsten Sprachelemente und die wesentlichen Komponenten der Standardbibliothek. Er präsentiert die C++-Features im Kontext der Programmierstile, die sie unterstützen, wie die objektorientierte und generische Programmierung. Die Tour beginnt bei den Grundlagen und

befasst sich dann mit komplexeren Themen, einschließlich vieler, die neu in C++11 sind wie z.B. Verschiebesemantik, einheitliche Initialisierung, Lambda-Ausdrücke, verbesserte Container, Zufallszahlen und Nebenläufigkeit. Am Ende werden Design und Entwicklung von C++ sowie die in C++11 hinzugekommenen Erweiterungen diskutiert. Programmierer erhalten hier – auch anhand von Schlüsselbeispielen – einen sinnvollen Überblick und praktische Hilfe für den Einstieg. AUS DEM INHALT // Die Grundlagen // Benutzerdefinierte Typen // Modularität // Klassen // Templates // Überblick über die Bibliothek // Strings und reguläre Ausdrücke // E/A-Streams // Container // Algorithmen // Utilities // Numerik // Nebenläufigkeit // Geschichte und Kompatibilität Pearson

For courses in computerprogramming. Evaluates the fundamentals of contemporary computer programming languages Concepts of Computer Programming Languages introduces students to the fundamental concepts of computerprogramming languages and provides them with the tools necessary to evaluate contemporary and future languages. Through a critical analysis of design issues, the text teaches students the essential differences between computing with specific languages, while the in-depth discussion of programming language structures also prepares them to study compiler design. The 12th Edition includes new material on contemporary languages like Swift and Python, replacing discussions of outdated languages.

Übersetzerbau Pearson Higher Ed

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Programming the World

Wide Web₂ is intended for undergraduate students who have completed a course in object-oriented programming. It also serves as an up-to-date reference for Web programming professionals. Programming the World Wide Web₂ provides a comprehensive introduction to the tools and skills required for both client- and server-side programming, teaching students how to develop platform-independent sites using the most current Web development technology. Essential programming exercises are presented using a manageable progression: students begin with a foundational Web site and employ new languages and technologies to add features as they are discussed in the course. Readers with previous experience programming with an object-oriented language are guided through concepts relating to client-side and server-side programming. All of the markup documents in the book are validated using the W3C validation program. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. It will help: Teach Students how to Develop Platform-independent Sites;₂ Students will benefit from a comprehensive introduction to the tools and skills required for both client- and server-side programming. Present Essential Programming Exercises in a Logical Progression;₂ Students begin with a foundational Web site and employ new languages and technologies to add features as they are discussed in the course. *Concepts of Programming Languages, Global Edition* Addison Wesley Longman

For courses in computer programming. Evaluating the Fundamentals of Computer Programming Languages Concepts of Computer Programming Languages introduces students to the

fundamental concepts of computer programming languages and provides them with the tools necessary to evaluate contemporary and future languages. An in-depth discussion of programming language structures, such as syntax and lexical and syntactic analysis, also prepares students to study compiler design. The Eleventh Edition maintains an up-to-date discussion on the topic with the removal of outdated languages such as Ada.

Organization of Programming Languages Springer-Verlag

Der besondere Vorzug dieses neuen Lehrbuches liegt darin, daß es in knapper und prägnanter Form in die Begriffe und Techniken der Konstruktion von Hard- und Software einführt. Es stellt den Aufbau von Rechnern aus Gattern und Speicherzellen dar, eine reale Mikroprozessorarchitektur, Codierung von Daten, Komplexität, Objekte und Prozesse. Des Weiteren werden verschiedene Typen von Programmiersprachen zur Realisierung von Anwendungen des Digitalrechners gegenübergestellt. Hard- und Software werden weitgehend gleichrangig behandelt, von einem beide Aspekte mit umfassenden Algorithmusbegriff bis hin zur Diskussion entsprechender Programmiersprachen. Hierdurch bereitet das Buch auch auf die aktuellen Aspekte der gemeinsamen Entwicklung von Hard- und Software und der Programmierung von Parallelrechnern vor.

Concepts of Programming Languages: International Edition CRC Press

Comparative Programming Languages identifies and explains the essential concepts underlying the design and use of programming languages and provides a good balance of theory and practice. The author compares how the major languages handle issues such as declarations, types, data abstraction,

information hiding, modularity and the support given to the development of reliable software systems. The emphasis is on the similarities between languages rather than their differences. The book primarily covers modern, widely-used object-oriented and procedural languages such as C, C++, Java, Pascal (including its implementation in Delphi), Ada 95, and Perl with special chapters being devoted to functional and logic languages. The new edition has been brought fully up to date with new developments in the field: the increase in the use of object-oriented languages as a student's first language; the growth in importance of graphical user interfaces (GUIs); and the widespread use of the Internet.

Concepts of Programming Languages CRC Press

The innovative approach of the first edition of Programming Language Pragmatics provided students with an integrated view of programming language design and implementation, while offering a solid teaching text on timely language topics in a rigorous yet accessible style. The new edition carries on these distinctive features as well as the signature tradition of illustrating the most recent developments in programming language design with a variety of modern programming languages. Addresses the most recent developments in programming language design, including C99, C#, and Java 5. Introduces and discusses scripting languages throughout the book as well as in an entire new chapter. Includes a comprehensive chapter on concurrency, with coverage of the new Java concurrency package (JSR 166) and the comparable mechanisms in C#. Updates many sections and topics, including iterators, exceptions, polymorphism, templates/generics, scope

rules and declaration ordering, separate compilation, garbage collection, and threads and synchronization Highlights the interaction and tradeoffs inherent in language design and language implementation decisions with over 100 "Design and Implementation" call-out boxes Adds end-of-chapter "Exploration" exercises—open-ended, research-type activities Provides review questions after sections for quick self-assessment Includes over 800 numbered examples to help the reader quickly cross-reference and access content

Comparative Programming Languages Elsevier

For courses in computer programming. Evaluating the Fundamentals of Computer Programming Languages Concepts of Computer Programming Languages introduces students to the fundamental concepts of computer programming languages and provides them with the tools necessary to evaluate contemporary and future languages. An in-depth discussion of programming language structures, such as syntax and lexical and syntactic

analysis, also prepares students to study compiler design. The 11th Edition maintains an up-to-date discussion on the topic with the removal of outdated languages such as Ada and Fortran. The addition of relevant new topics and examples such as reflection and exception handling in Python and Ruby add to the currency of the text. Through a critical analysis of design issues of various program languages, Concepts of Computer Programming Languages teaches students the essential differences between computing with specific languages. With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

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