
Keith Haviland Unix System Programming

Software Systems for Surface Modeling and Grid Generation
Mastering the Standard C++ Classes
UNIX System Programming
Software Tools and Techniques for Electronic Engineers
Software Systems for Surface Modeling and Grid Generation
Parliamentary Debates (Hansard).
Grundlagen und Realisierung unter UNIX und verwandten Systemen
Communication, Concurrency, and Threads
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802.11 Wireless Networks
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Database Journal
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Computer Language
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Bibliographic Guide to Computer Science
Scientific and Technical Books and Serials in Print
The Cumulative Book Index
American Book Publishing Record Cumulative 1998
14th International Symposium

Object-Oriented Multithreading Using C++
Fourth International Conference on Software Engineering and Knowledge Engineering
Book Review Index
Dr. Dobb's Journal of Software Tools for the Professional Programmer
Knizhnaia letopis'
Системное программирование в UNIX
A Programmer's Guide to Software Development
Proceedings of a Workshop Sponsored by the National Aeronautics and Space Administration, Washington, D.C., and Held at Langley
Research Center, Hampton, Virginia, April 28-30, 1992
NASA Conference Publication
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UNIX System Programming
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*Software Systems for Surface Modeling
and Grid Generation* Prentice Hall
Professional

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.

Mastering the Standard C++ Classes IEEE
Computer Society

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/UNIX_System_Programming UNIX System Programming

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

Programmmentwicklungswerkzeuge 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.

Software Tools and Techniques for Electronic Engineers Van Nostrand Reinhold Company

Introduction to Parallel Programming focuses on the techniques, processes, methodologies, and approaches involved in parallel programming. The book first offers information on Fortran, hardware and operating system models, and processes, shared memory, and simple parallel programs. Discussions focus on processes and processors, joining processes, shared memory, time-sharing with multiple processors, hardware, loops, passing arguments in function/subroutine calls, program structure, and arithmetic expressions. The text then elaborates on basic parallel programming techniques, barriers and race conditions, and nested loops. The manuscript takes a look at overcoming data dependencies, scheduling summary, linear recurrence

relations, and performance tuning. Topics include parallel programming and the structure of programs, effect of the number of processes on overhead, loop splitting, indirect scheduling, block scheduling and forward dependency, and induction variable. The publication is a valuable reference for researchers interested in parallel programming.

Software Systems for Surface Modeling and Grid Generation Addison-Wesley Longman Limited

Операционная система UNIX всегда занимала важную позицию в научном и техническом сообществах. В настоящее время существует множество крупномасштабных систем управления данными и обработки транзакций на платформе UNIX. Более того, эта ОС является ядром серверов магистральной сети Internet. Предлагаемое издание адресовано прежде всего программистам, уже знакомым с UNIX, которые собираются разрабатывать программное обеспечение для этой операционной системы на языке C. Помимо обзора основных понятий и терминологии, в книге представлено

описание системных примитивов доступа к файлам, процессов UNIX и методов работы с ними. Рассмотрено межпроцессное взаимодействие, освещается работа с основными библиотеками. Книга также будет полезна разработчикам системного ПО, прикладных и деловых приложений. Parliamentary Debates (Hansard). John Wiley & Sons Incorporated
 bull; Learn UNIX essentials with a concentration on communication, concurrency, and multithreading techniques bull; Full of ideas on how to design and implement good software along with unique projects throughout bull; Excellent companion to Stevens' Advanced UNIX System Programming
Grundlagen und Realisierung unter UNIX und verwandten Systemen
 Addison Wesley Publishing Company
 Every 3rd issue is a quarterly cumulation. *Communication, Concurrency, and Threads* Academic Press
 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.

Books in Print Litres

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.

802.11 Wireless Networks McGraw-Hill Book Company Limited

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.

Przewodnik bibliograficzny John Wiley & Sons Incorporated

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

Programmers' Rapid Reference Springer
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 system software and advanced programming skills, allowing readers to interface with operating system kernel, make efficient use of system resources and develop application software. It also prepares readers with the needed background to pursue advanced studies in Computer Science/Engineering, such as operating systems, embedded systems, database systems, data mining, artificial intelligence, computer networks, network security, distributed and parallel computing.

Books in Series, 1985-89 Springer Science & Business Media
UNIX System Programming Addison Wesley Publishing Company
UNIX System Programming A Programmer's Guide to Software Development Addison-Wesley Longman Limited

Cumulative 1985-88 Addison Wesley Publishing Company

UNIX TM System Programming R. R. Bowker

UNIX Systems Programming Springer-Verlag

Database Journal Financial Times/Prentice Hall

The NeXT Book Information Gatekeepers Inc
1989-90

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