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for courses in computer science and programming computer systems a programmer s perspective explains the underlying elements common among all computer systems and how they affect general application performance written from the programmer s perspective this book strives to teach students how understanding basic elements of computer systems and executing real practice can lead them to create better programs spanning across computer science themes such as hardware architecture the operating system and systems software the 3rd edition serves as a comprehensive introduction to programming this book strives to create programmers who understand all elements of computer systems and will be able to engage in any application of the field from fixing faulty software to writing more capable programs to avoiding common flaws it lays the groundwork for students to delve into more intensive topics such as computer architecture embedded systems and cybersecurity this book focuses on systems that execute an x86 64 machine

code and recommends that students have access to a linux system for this course students should have basic familiarity with c or c the full text downloaded to your computer 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 will receive via email the code and instructions on how to access this product 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

this book gives an introduction to the programming language scala it presents it from a functional programming perspective the book explains with detail functional programming and recursivity and includes chapters on lazy and eager evaluation streams higher order functions including map fold reduce and aggregate and algebraic data types the book also describes the object oriented aspects of scala as they are a fundamental part of the language in addition the book includes a chapter on parallelism in scala giving an overview of the actor model

programming multi core and many core computing systems sabri pllana linnaeus university sweden fatos xhafa technical university of catalonia spain provides state of the art methods for programming multi core and many core systems the book comprises a selection of twenty two chapters covering fundamental techniques and algorithms programming approaches methodologies and frameworks scheduling and management testing and evaluation methodologies and case studies for programming multi core and many core systems program development for multi core processors especially for heterogeneous multi core processors is significantly more complex than for single core processors however programmers have been traditionally trained for the development of sequential programs and only a small percentage of them have experience with parallel programming in the past only a relatively small group of

programmers interested in high performance computing hpc was concerned with the parallel programming issues but the situation has changed dramatically with the appearance of multi core processors on commonly used computing systems it is expected that with the pervasiveness of multi core processors parallel programming will become mainstream the pervasiveness of multi core processors affects a large spectrum of systems from embedded and general purpose to high end computing systems this book assists programmers in mastering the efficient programming of multi core systems which is of paramount importance for the software intensive industry towards a more effective product development cycle key features lessons challenges and roadmaps ahead contains real world examples and case studies helps programmers in mastering the efficient programming of multi core and many core systems the book serves as a reference for a larger audience of practitioners young researchers and graduate level students a basic level of programming knowledge is required to use this book

this fully revised and indispensable edition of object oriented programming with c provides a sound appreciation of the fundamentals and syntax of the language as well as of various concepts and their applicability in real life problems emphasis has been laid on the reusability of code in object oriented programming and how the concepts of class objects inheritance polymorphism friend functions and operator overloading are all geared to make the development and maintenance of applications easy convenient and economical

a major strategy to reduce transport congestion and other social costs of transport is to ensure that travellers make the best decisions based on real time information a wide range of technological systems have been developed to provide this information but little is known about how travellers actually respond to it this book offers an overview of various transport telematics options and provides an appropriate methodological framework followed by a presentation of results from actual applications of these telematics systems from a range of european countries in various transport sectors the empirical results are supplemented by analytical models

and geographic information systems representations with a view on generalizing these findings and identifying the key parameters which determine user response

this book consists mainly of revised papers that were presented at the agents for educational games and simulation aegs workshop held on may 2 2011 as part of the autonomous agents and multiagent systems aamas conference in taipei taiwan the 12 full papers presented were carefully reviewed and selected from various submissions the papers are organized topical sections on middleware applications dialogues and learning adaption and convergence and agent applications

this text introduces the important and enduring concepts that underlie computer systems by showing how these ideas affect the correctness performance and utility of application programs

this four volume set lncs 14699 14702 constitutes the refereed proceedings of the 16th international conference on cross cultural design ccd 2024 held as part of the 26th international conference hci international 2024 in washington dc usa during june 29 july 4 2024 the total of 1271 papers and 309 posters included in the hcii 2024 proceedings was carefully reviewed and selected from 5108 submissions the ccd 2024 proceedings focus a broad range of theoretical and applied issues related to cross cultural design and its applications and much more

the advent of multicore processors has renewed interest in the idea of incorporating transactions into the programming model used to write parallel programs this approach known as transactional memory offers an alternative and hopefully better way to coordinate concurrent threads the aci atomicity consistency isolation properties of transactions provide a foundation to ensure that concurrent reads and writes of shared data do not produce inconsistent or incorrect results at a higher level a computation wrapped in a

transaction executes atomically either it completes successfully and commits its result in its entirety or it aborts in addition isolation ensures the transaction produces the same result as if no other transactions were executing concurrently although transactions are not a parallel programming panacea they shift much of the burden of synchronizing and coordinating parallel computations from a programmer to a compiler runtime system and hardware the challenge for the system implementers is to build an efficient transactional memory infrastructure this book presents an overview of the state of the art in the design and implementation of transactional memory systems as of early summer 2006

this collection offers an overview of extreme programming xp from the people who proposed it a description of experiences in specific areas that are unclear and subject to debate and an empirical evaluation of how xp projects are progressing in software companies topics of the 47 articles include agile software development increasing the effectiveness of automated testing integrating xp into college courses and building complex object oriented systems with patterns and xp annotation copyrighted by book news inc portland or

object oriented programming originated with the simula language developed by kristen nygaard in oslo in the 1960s now from the birthplace of oop comes the new beta programming language for which this book is both tutorial and reference it provides a clear introduction to the basic concepts of oop and to more advanced topics

c programmers get a beginners start to developing applications for the be operating system introduction begins with typical hello world programs and gradually adds elements of the graphical interface while introducing basic os features such as threads and file handling

the handbook of programming languages series provides a complete reference on the fundamentals of programming languages and

methodologies volume 2 covers four important imperative languages

written for the intermediate level programmer with knowledge of the c or c programming language knowledge of writing ocxs or dlls may prove handy as well some of the subjects covered include activex controls vs ocxs an overview of ole interfaces html web security javascript and vbscript real world examples include graphics database forms and multimedia applications includes glossary annotation copyrighted by book news inc portland or

this guide for consultants applications programmers and software developers incorporates the latest advances in pcs including the newest 80386 machines in hardware descriptions that help users set up state of the art customized systems

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