

Modern Multithreading Implementing Testing And Deb

Professional Scrum Development with Azure DevOps Richard Hundhausen.2021-02-15 Master proven processes for improving development with Scrum and Azure DevOps This guide can help any development team plan, track, and manage work far more effectively, by combining today's leading agile framework (Scrum) and Microsoft's ALM/DevOps toolset (Azure DevOps). Renowned Scrum expert Richard Hundhausen thoroughly covers team formation, backlogs, Sprints, test plans, collaboration, flow, continuous improvement, Azure Boards, Azure Test Plans, and the real-world tradeoffs associated with DevOps. Throughout, you'll find practical, in-the-trenches tips from experienced Professional Scrum Developers. To make this guide even more valuable, Hundhausen has organized it to complement Scrum.org's popular Professional Scrum Developer (PSD) program, which he created with Scrum.org's Ken Schwaber, author of this book's Foreword. Professional Scrum Trainer Richard Hundhausen shows how to: Deepen your understanding of the Scrum framework and Professional Scrum as based on the 2020 Scrum Guide. Provide proven work item planning and tracking, and quickly drive value from Azure Boards Improve your Scrum "pre-game": the tasks you'll perform before your first Sprint Use Azure DevOps to create and manage backlogs, plan Sprints, and collaborate throughout them Improve at scale with Scaled Professional Scrum and the Nexus scaled Scrum framework Recognize which practices are still most efficiently performed without tools Define and optimize team flow, overcome common dysfunctions, and evolve into a high-performance Professional Scrum Team About This Book For everyone who works with or relies on Scrum, including developers, designers, architects, testers, business analysts, Product Owners, Scrum Masters, managers, and other stakeholders Focuses primarily on using Scrum for software products, but can support development of adaptive solutions for any complex problem performance Professional Scrum Team

Advanced Linux Programming CodeSourcery LLC,Mark L. Mitchell,Alex Samuel,Jeffrey Oldham.2001-06-11 This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. Advanced Linux Programming is divided into two parts. The first covers generic UNIX system services, but with a particular eye towards Linux specific information. This portion of the book will be of use even to advanced programmers who have worked with other Linux systems since it will cover Linux specific details and differences. For programmers without UNIX experience, it will be even more valuable. The second section covers material that is entirely Linux specific. These are truly advanced topics, and are the techniques that the gurus use to build great applications. While this book will focus mostly on the Application Programming Interface (API) provided by the Linux kernel and the C library, a preliminary introduction to the development tools available will allow all who purchase the book to make immediate use of Linux.

ABCs of IBM z/OS System Programming Volume 2 Lydia Parziale,Guillermo Cosimo,Lutz Kuehner,IBM Redbooks.2018-04-07 The ABCs of IBM® z/OS® System Programming is a 13-volume collection that provides an introduction to the z/OS operating system and the hardware architecture. Whether you are a beginner or an experienced system programmer, the ABCs collection provides the information that you need to start your research into z/OS and related subjects. If you want to become more familiar with z/OS in your current environment or if you are evaluating platforms to consolidate your e-business applications, the ABCs collection can serve as a powerful technical tool. This volume describes the basic system programming activities related to implementing and maintaining the z/OS installation and provides details about the modules that are used to manage jobs and data. It covers the following topics: Overview of the parmlib definitions and the IPL process. The parameters and system data sets

necessary to IPL and run a z/OS operating system are described, along with the main daily tasks for maximizing performance of the z/OS system. Basic concepts related to subsystems and subsystem interface and how to use the subsystem services that are provided by IBM subsystems. Job management in the z/OS system using the JES2 and JES3 job entry subsystems. It provides a detailed discussion about how JES2 and JES3 are used to receive jobs into the operating system, schedule them for processing by z/OS, and control their output processing. The link pack area (LPA), LNKST, authorized libraries, and the role of VLF and LLA components. An overview of SMP/E for z/OS. An overview of IBM Language Environment® architecture and descriptions of Language Environment's full program model, callable services, storage management model, and debug information. Other volumes in this series include the following content: Volume 1: Introduction to z/OS and storage concepts, TSO/E, ISPF, JCL, SDSF, and z/OS delivery and installation Volume 3: Introduction to DFSMS, data set basics, storage management, hardware and software, catalogs, and DFSMS Volume 4: Communication Server, TCP/IP, and IBM VTAM® Volume 5: Base and IBM Parallel Sysplex®, System Logger, Resource Recovery Services (RRS), global resource serialization (GRS), z/OS system operations, automatic restart management (ARM), IBM Geographically Dispersed Parallel Sysplex™ (IBM GDPS®) Volume 6: Introduction to security, IBM RACF®, Digital certificates and PKI, Kerberos, cryptography and z990 integrated cryptography, zSeries firewall technologies, LDAP, and Enterprise Identity Mapping (EIM) Volume 7: Printing in a z/OS environment, Infoprint Server, and Infoprint Central Volume 8: An introduction to z/OS problem diagnosis Volume 9: z/OS UNIX System Services Volume 10: Introduction to IBM z/Architecture®, the IBM Z platform and IBM Z connectivity, LPAR concepts, HCD, and the DS Storage Solution Volume 11: Capacity planning, performance management, WLM, IBM RMFTM, and SMF Volume 12: WLM Volume 13: JES3, JES3 SDSF

[Advanced CORBA® Programming with C++](#) Michi Henning, Steve Vinoski. 1999-02-17 Here is the CORBA book that every C++ software engineer has been waiting for. Advanced CORBA® Programming with C++ provides designers and developers with the tools required to understand CORBA technology at the architectural, design, and source code levels. This book offers hands-on explanations for building efficient applications, as well as lucid examples that provide practical advice on avoiding costly mistakes. With this book as a guide, programmers will find the support they need to successfully undertake industrial-strength CORBA development projects. The content is systematically arranged and presented so the book may be used as both a tutorial and a reference. The rich example programs in this definitive text show CORBA developers how to write clearer code that is more maintainable, portable, and efficient. The authors' detailed coverage of the IDL-to-C++ mapping moves beyond the mechanics of the APIs to discuss topics such as potential pitfalls and efficiency. An in-depth presentation of the new Portable Object Adapter (POA) explains how to take advantage of its numerous features to create scalable and high-performance servers. In addition, detailed discussion of advanced topics, such as garbage collection and multithreading, provides developers with the knowledge they need to write commercial applications. Other highlights In-depth coverage of IDL, including common idioms and design trade-offs Complete and detailed explanations of the Life Cycle, Naming, Trading, and Event Services Discussion of IIOP and implementation repositories Insight into the dynamic aspects of CORBA, such as dynamic typing and the new DynAny interfaces Advice on selecting appropriate application architectures and designs Detailed, portable, and vendor-independent source code

[Hands-on Rust](#) Herbert Wolverson. 2021-06-30 Rust is an exciting new programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters - and what better way to learn than by making games. Each chapter in this book presents hands-on, practical projects ranging from Hello, World to building a full dungeon crawler game. With this book, you'll learn game development skills applicable to other engines, including Unity and Unreal. Rust is an exciting programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters. With Rust, you have a shiny new playground where your game ideas can flourish. Each chapter in this book presents hands-on, practical projects that take you on a journey from Hello, World to building a full dungeon crawler game. Start by setting up Rust and

getting comfortable with your development environment. Learn the language basics with practical examples as you make your own version of Flappy Bird. Discover what it takes to randomly generate dungeons and populate them with monsters as you build a complete dungeon crawl game. Run game systems concurrently for high-performance and fast game-play, while retaining the ability to debug your program. Unleash your creativity with magical items, tougher monsters, and intricate dungeon design. Add layered graphics and polish your game with style. What You Need: A computer running Windows 10, Linux, or Mac OS X. A text editor, such as Visual Studio Code. A video card and drivers capable of running OpenGL 3.2.

Concurrency in C# Cookbook Stephen Cleary. 2014-05-15 If you're one of the many developers uncertain about concurrent and multithreaded development, this practical cookbook will change your mind. With more than 75 code-rich recipes, author Stephen Cleary demonstrates parallel processing and asynchronous programming techniques, using libraries and language features in .NET 4.5 and C# 5.0. Concurrency is becoming more common in responsive and scalable application development, but it's been extremely difficult to code. The detailed solutions in this cookbook show you how modern tools raise the level of abstraction, making concurrency much easier than before. Complete with ready-to-use code and discussions about how and why the solution works, you get recipes for using: `async` and `await` for asynchronous operations Parallel programming with the Task Parallel Library The TPL Dataflow library for creating dataflow pipelines Capabilities that Reactive Extensions build on top of LINQ Unit testing with concurrent code Interop scenarios for combining concurrent approaches Immutable, threadsafe, and producer/consumer collections Cancellation support in your concurrent code Asynchronous-friendly Object-Oriented Programming Thread synchronization for accessing data

Book Review Index .2006 Every 3rd issue is a quarterly cumulation.

Linux Device Drivers Jonathan Corbet, Alessandro Rubini, Greg Kroah-Hartman. 2005-02-07 Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts.

Lotus Notes and Domino R5 Development Unleashed Debbie Lynd, Steve Kern. 2000 Learn the latest proven OOA (Object Oriented Analysis) techniques from a leader in the field. Go beyond the basics and apply advanced design techniques to your applications. Master all of the development languages available to you in Domino. You'll find three chapters each on the Formula Languages, LotusScript, Java and JavaScript, and a chapter on HTML, plus a chapter to help you determine when to use each language. Analyze your Domino applications using TeamStudio Analyzer. Use all of the new features in R5: Resources, Outlines, Pages, Framesets and more. Work effectively with Notes security in your applications. Take full advantage of the integrated Development Environment (IDE). Rev up your Web and intranet applications with Java, JavaScript, HTML and Domino URLs. The complete book and source code is contained in a searchable Domino database available on the CD.--BOOK JACKET. Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

Computerworld .2005-05-16 For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Programming in Python 3 Mark Summerfield. 2008-12-16 Python 3 is the best version of the language yet: It is more powerful, convenient, consistent, and expressive than ever before. Now, leading Python programmer Mark Summerfield demonstrates how to write code that takes full advantage of Python 3's features and idioms. The first book written from a completely "Python 3" viewpoint, Programming in Python 3 brings together all the knowledge you need to write any program, use any standard or third-party Python 3 library, and create new library modules of your own.

Summerfield draws on his many years of Python experience to share deep insights into Python 3 development you won't find anywhere else. He begins by illuminating Python's "beautiful heart": the eight key elements of Python you need to write robust, high-performance programs. Building on

these core elements, he introduces new topics designed to strengthen your practical expertise—one concept and hands-on example at a time. This book's coverage includes Developing in Python using procedural, object-oriented, and functional programming paradigms Creating custom packages and modules Writing and reading binary, text, and XML files, including optional compression, random access, and text and XML parsing Leveraging advanced data types, collections, control structures, and functions Spreading program workloads across multiple processes and threads Programming SQL databases and key-value DBM files Utilizing Python's regular expression mini-language and module Building usable, efficient, GUI-based applications Advanced programming techniques, including generators, function and class decorators, context managers, descriptors, abstract base classes, metaclasses, and more Programming in Python 3 serves as both tutorial and language reference, and it is accompanied by extensive downloadable example code—all of it tested with the final version of Python 3 on Windows, Linux, and Mac OS X.

LAPACK Users' Guide E. Anderson,Z. Bai,C. Bischof,S. Blackford,J. Dongarra,J. Du Croz,A. Greenbaum,S. Hammarling,A. McKenney,D. Sorensen.1999-01-01 LAPACK is a library of numerical linear algebra subroutines designed for high performance on workstations, vector computers, and shared memory multiprocessors. Release 3.0 of LAPACK introduces new routines and extends the functionality of existing routines.

Introduction to Java Programming and Data Structures, Comprehensive Version, Global Edition Y. Daniel Liang.2018-02-18 This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. For courses in Java Programming. A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, Introduction to Java Programming and Data Structures teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using JavaFX. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use. The 11th edition has been completely revised to enhance clarity and presentation, and includes new and expanded content, examples, and exercises.

The Erlang Run-Time System Erik Stenman.2014

IBM PowerAI: Deep Learning Unleashed on IBM Power Systems Servers Dino Quintero,Bing He,Bruno C. Faria,Alfonso Jara,Chris Parsons,Shota Tsukamoto,Richard Wale,IBM Redbooks.2019-06-05 This IBM® Redbooks® publication is a guide about the IBM PowerAI Deep Learning solution. This book provides an introduction to artificial intelligence (AI) and deep learning (DL), IBM PowerAI, and components of IBM PowerAI, deploying IBM PowerAI, guidelines for working with data and creating models, an introduction to IBM Spectrum™ Conductor Deep Learning Impact (DLI), and case scenarios. IBM PowerAI started as a package of software distributions of many of the major DL software frameworks for model training, such as TensorFlow, Caffe, Torch, Theano, and the associated libraries, such as CUDA Deep Neural Network (cuDNN). The IBM PowerAI software is optimized for performance by using the IBM Power Systems™ servers that are integrated with NVLink. The AI stack foundation starts with servers with accelerators. graphical processing unit (GPU) accelerators are well-suited for the compute-intensive nature of DL training, and servers with the highest CPU to GPU bandwidth, such as IBM Power Systems servers, enable the high-performance data transfer that is required for larger and more complex DL models. This publication targets technical readers, including developers, IT specialists, systems architects, brand specialist, sales team, and anyone looking for a guide about how to understand the IBM PowerAI Deep Learning architecture, framework configuration, application and workload configuration, and user infrastructure.

Programming Persistent Memory Steve Scargall.2020-01-09 Beginning and experienced programmers will use this comprehensive guide to

persistent memory programming. You will understand how persistent memory brings together several new software/hardware requirements, and offers great promise for better performance and faster application startup times—a huge leap forward in byte-addressable capacity compared with current DRAM offerings. This revolutionary new technology gives applications significant performance and capacity improvements over existing technologies. It requires a new way of thinking and developing, which makes this highly disruptive to the IT/computing industry. The full spectrum of industry sectors that will benefit from this technology include, but are not limited to, in-memory and traditional databases, AI, analytics, HPC, virtualization, and big data. Programming Persistent Memory describes the technology and why it is exciting the industry. It covers the operating system and hardware requirements as well as how to create development environments using emulated or real persistent memory hardware. The book explains fundamental concepts; provides an introduction to persistent memory programming APIs for C, C++, JavaScript, and other languages; discusses RMDA with persistent memory; reviews security features; and presents many examples. Source code and examples that you can run on your own systems are included. What You'll Learn Understand what persistent memory is, what it does, and the value it brings to the industry Become familiar with the operating system and hardware requirements to use persistent memory Know the fundamentals of persistent memory programming: why it is different from current programming methods, and what developers need to keep in mind when programming for persistence Look at persistent memory application development by example using the Persistent Memory Development Kit (PMDK) Design and optimize data structures for persistent memory Study how real-world applications are modified to leverage persistent memory Utilize the tools available for persistent memory programming, application performance profiling, and debugging Who This Book Is For C, C++, Java, and Python developers, but will also be useful to software, cloud, and hardware architects across a broad spectrum of sectors, including cloud service providers, independent software vendors, high performance compute, artificial intelligence, data analytics, big data, etc.

API Design for C++ Martin Reddy. 2011-03-14 API Design for C++ provides a comprehensive discussion of Application Programming Interface (API) development, from initial design through implementation, testing, documentation, release, versioning, maintenance, and deprecation. It is the only book that teaches the strategies of C++ API development, including interface design, versioning, scripting, and plug-in extensibility. Drawing from the author's experience on large scale, collaborative software projects, the text offers practical techniques of API design that produce robust code for the long term. It presents patterns and practices that provide real value to individual developers as well as organizations. API Design for C++ explores often overlooked issues, both technical and non-technical, contributing to successful design decisions that product high quality, robust, and long-lived APIs. It focuses on various API styles and patterns that will allow you to produce elegant and durable libraries. A discussion on testing strategies concentrates on automated API testing techniques rather than attempting to include end-user application testing techniques such as GUI testing, system testing, or manual testing. Each concept is illustrated with extensive C++ code examples, and fully functional examples and working source code for experimentation are available online. This book will be helpful to new programmers who understand the fundamentals of C++ and who want to advance their design skills, as well as to senior engineers and software architects seeking to gain new expertise to complement their existing talents. Three specific groups of readers are targeted: practicing software engineers and architects, technical managers, and students and educators. The only book that teaches the strategies of C++ API development, including design, versioning, documentation, testing, scripting, and extensibility. Extensive code examples illustrate each concept, with fully functional examples and working source code for experimentation available online. Covers various API styles and patterns with a focus on practical and efficient designs for large-scale long-term projects.

A Primer on Memory Consistency and Cache Coherence, Second Edition Vijay Nagarajan, Daniel J. Sorin, Mark D. Hill, David A.

Wood. 2022-05-31 Many modern computer systems, including homogeneous and heterogeneous architectures, support shared memory in hardware.

In a shared memory system, each of the processor cores may read and write to a single shared address space. For a shared memory machine, the memory consistency model defines the architecturally visible behavior of its memory system. Consistency definitions provide rules about loads and stores (or memory reads and writes) and how they act upon memory. As part of supporting a memory consistency model, many machines also provide cache coherence protocols that ensure that multiple cached copies of data are kept up-to-date. The goal of this primer is to provide readers with a basic understanding of consistency and coherence. This understanding includes both the issues that must be solved as well as a variety of solutions. We present both high-level concepts as well as specific, concrete examples from real-world systems. This second edition reflects a decade of advancements since the first edition and includes, among other more modest changes, two new chapters: one on consistency and coherence for non-CPU accelerators (with a focus on GPUs) and one that points to formal work and tools on consistency and coherence.

Joyce in the Belly of the Big Truck; Workbook Joyce A. Cascio.2005-05

Introduction to Java Programming Y. Daniel Liang.2005 For courses in Java - Introduction to Programming and Object-Oriented Programming, this fifth edition is revised and expanded to include more extensive coverage of advanced Java topics. Early chapters guide students through simple examples and exercises. Subsequent chapters progressively present Java programming in detail.

High Performance Python Micha Gorelick,Ian Ozsvald.2020-04-30 Your Python code may run correctly, but you need it to run faster. Updated for Python 3, this expanded edition shows you how to locate performance bottlenecks and significantly speed up your code in high-data-volume programs. By exploring the fundamental theory behind design choices, High Performance Python helps you gain a deeper understanding of Python's implementation. How do you take advantage of multicore architectures or clusters? Or build a system that scales up and down without losing reliability? Experienced Python programmers will learn concrete solutions to many issues, along with war stories from companies that use high-performance Python for social media analytics, productionized machine learning, and more. Get a better grasp of NumPy, Cython, and profilers Learn how Python abstracts the underlying computer architecture Use profiling to find bottlenecks in CPU time and memory usage Write efficient programs by choosing appropriate data structures Speed up matrix and vector computations Use tools to compile Python down to machine code Manage multiple I/O and computational operations concurrently Convert multiprocessing code to run on local or remote clusters Deploy code faster using tools like Docker

Java by Dissection Charlie McDowell,Ira Pohl.2006 This thorough introduction to the Java programming process features carefully developed working programs that clarify key features of the Java language. Each chapter includes executable complete programs and full working explanations.

Dive Into Systems Suzanne J. Matthews,Tia Newhall,Kevin C. Webb.2022-09-20 Dive into Systems is a vivid introduction to computer organization, architecture, and operating systems that is already being used as a classroom textbook at more than 25 universities. This textbook is a crash course in the major hardware and software components of a modern computer system. Designed for use in a wide range of introductory-level computer science classes, it guides readers through the vertical slice of a computer so they can develop an understanding of the machine at various layers of abstraction. Early chapters begin with the basics of the C programming language often used in systems programming. Other topics explore the architecture of modern computers, the inner workings of operating systems, and the assembly languages that translate human-readable instructions into a binary representation that the computer understands. Later chapters explain how to optimize code for various architectures, how to implement parallel computing with shared memory, and how memory management works in multi-core CPUs. Accessible and easy to follow, the book uses images and hands-on exercise to break down complicated topics, including code examples that can be modified and executed.

Digital Design with Chisel Martin Schoeberl.2019-08-30 This book is an introduction into digital design with the focus on using the hardware

construction language Chisel. Chisel brings advances from software engineering, such as object-oriented and functional languages, into digital design. This book addresses hardware designers and software engineers. Hardware designers, with knowledge of Verilog or VHDL, can upgrade their productivity with a modern language for their next ASIC or FPGA design. Software engineers, with knowledge of object-oriented and functional programming, can leverage their knowledge to program hardware, for example, FPGA accelerators executing in the cloud. The approach of this book is to present small to medium-sized typical hardware components to explore digital design with Chisel.

Handbook of Cloud Computing Borko Furht, Armando Escalante. 2010-09-11 Cloud computing has become a significant technology trend. Experts believe cloud computing is currently reshaping information technology and the IT marketplace. The advantages of using cloud computing include cost savings, speed to market, access to greater computing resources, high availability, and scalability. Handbook of Cloud Computing includes contributions from world experts in the field of cloud computing from academia, research laboratories and private industry. This book presents the systems, tools, and services of the leading providers of cloud computing; including Google, Yahoo, Amazon, IBM, and Microsoft. The basic concepts of cloud computing and cloud computing applications are also introduced. Current and future technologies applied in cloud computing are also discussed. Case studies, examples, and exercises are provided throughout. Handbook of Cloud Computing is intended for advanced-level students and researchers in computer science and electrical engineering as a reference book. This handbook is also beneficial to computer and system infrastructure designers, developers, business managers, entrepreneurs and investors within the cloud computing related industry.

Getting Started with LLVM Core Libraries Bruno Cardoso Lopes, Rafael Auler. 2014-08-26 This book is intended for enthusiasts, computer science students, and compiler engineers interested in learning about the LLVM framework. You need a background in C++ and, although not mandatory, should know at least some compiler theory. Whether you are a newcomer or a compiler expert, this book provides a practical introduction to LLVM and avoids complex scenarios. If you are interested enough and excited about this technology, then this book is definitely for you.

Embedded Memory Design for Multi-Core and Systems on Chip Baker Mohammad. 2013-10-22 This book describes the various tradeoffs systems designers face when designing embedded memory. Readers designing multi-core systems and systems on chip will benefit from the discussion of different topics from memory architecture, array organization, circuit design techniques and design for test. The presentation enables a multi-disciplinary approach to chip design, which bridges the gap between the architecture level and circuit level, in order to address yield, reliability and power-related issues for embedded memory.

Modern Multithreading Richard H. Carver, Kuo-Chung Tai. 2005-11-28 Master the essentials of concurrent programming, including testing and debugging. This textbook examines languages and libraries for multithreaded programming. Readers learn how to create threads in Java and C++, and develop essential concurrent programming and problem-solving skills. Moreover, the textbook sets itself apart from other comparable works by helping readers to become proficient in key testing and debugging techniques. Among the topics covered, readers are introduced to the relevant aspects of Java, the POSIX Pthreads library, and the Windows Win32 Applications Programming Interface. The authors have developed and fine-tuned this book through the concurrent programming courses they have taught for the past twenty years. The material, which emphasizes practical tools and techniques to solve concurrent programming problems, includes original results from the authors' research. Chapters include: * Introduction to concurrent programming * The critical section problem * Semaphores and locks * Monitors * Message-passing * Message-passing in distributed programs * Testing and debugging concurrent programs. As an aid to both students and instructors, class libraries have been implemented to provide working examples of all the material that is covered. These libraries and the testing techniques they support can be used to assess student-written programs. Each chapter includes exercises that build skills in program writing and help ensure that readers have mastered the chapter's key concepts.

The source code for all the listings in the text and for the synchronization libraries is also provided, as well as startup files and test cases for the exercises. This textbook is designed for upper-level undergraduates and graduate students in computer science. With its abundance of practical material and inclusion of working code, coupled with an emphasis on testing and debugging, it is also a highly useful reference for practicing programmers.

Programming Robots with ROS Morgan Quigley, Brian Gerkey, William D. Smart. 2015-11-16 Chapter 3. Topics; Publishing to a Topic; Checking That Everything Works as Expected; Subscribing to a Topic; Checking That Everything Works as Expected; Latched Topics; Defining Your Own Message Types; Defining a New Message; Using Your New Message; When Should You Make a New Message Type?; Mixing Publishers and Subscribers; Summary; Chapter 4. Services; Defining a Service; Implementing a Service; Checking That Everything Works as Expected; Other Ways of Returning Values from a Service; Using a Service; Checking That Everything Works as Expected; Other Ways to Call Services; Summary.

Architecting Modern Data Platforms Jan Kunigk, Ian Buss, Paul Wilkinson, Lars George. 2018-12-05 There's a lot of information about big data technologies, but splicing these technologies into an end-to-end enterprise data platform is a daunting task not widely covered. With this practical book, you'll learn how to build big data infrastructure both on-premises and in the cloud and successfully architect a modern data platform. Ideal for enterprise architects, IT managers, application architects, and data engineers, this book shows you how to overcome the many challenges that emerge during Hadoop projects. You'll explore the vast landscape of tools available in the Hadoop and big data realm in a thorough technical primer before diving into: Infrastructure: Look at all component layers in a modern data platform, from the server to the data center, to establish a solid foundation for data in your enterprise Platform: Understand aspects of deployment, operation, security, high availability, and disaster recovery, along with everything you need to know to integrate your platform with the rest of your enterprise IT Taking Hadoop to the cloud: Learn the important architectural aspects of running a big data platform in the cloud while maintaining enterprise security and high availability

Effective Modern C++ Scott Meyers. 2014-11-11 Coming to grips with C++11 and C++14 is more than a matter of familiarizing yourself with the features they introduce (e.g., auto type declarations, move semantics, lambda expressions, and concurrency support). The challenge is learning to use those features effectively—so that your software is correct, efficient, maintainable, and portable. That's where this practical book comes in. It describes how to write truly great software using C++11 and C++14—i.e. using modern C++. Topics include: The pros and cons of braced initialization, noexcept specifications, perfect forwarding, and smart pointer make functions The relationships among std::move, std::forward, rvalue references, and universal references Techniques for writing clear, correct, effective lambda expressions How std::atomic differs from volatile, how each should be used, and how they relate to C++'s concurrency API How best practices in old C++ programming (i.e., C++98) require revision for software development in modern C++ *Effective Modern C++* follows the proven guideline-based, example-driven format of Scott Meyers' earlier books, but covers entirely new material. After I learned the C++ basics, I then learned how to use C++ in production code from Meyer's series of *Effective C++* books. *Effective Modern C++* is the most important how-to book for advice on key guidelines, styles, and idioms to use modern C++ effectively and well. Don't own it yet? Buy this one. Now. -- Herb Sutter, Chair of ISO C++ Standards Committee and C++ Software Architect at Microsoft

Processor and System-on-Chip Simulation Rainer Leupers, Olivier Temam. 2010-09-15 Simulation of computer architectures has made rapid progress recently. The primary application areas are hardware/software performance estimation and optimization as well as functional and timing verification. Recent, innovative technologies such as retargetable simulator generation, dynamic binary translation, or sampling simulation have enabled widespread use of processor and system-on-chip (SoC) simulation tools in the semiconductor and embedded system industries. Simultaneously,

processor and SoC simulation is still a very active research area, e.g. what amounts to higher simulation speed, flexibility, and accuracy/speed trade-offs. This book presents and discusses the principle technologies and state-of-the-art in high-level hardware architecture simulation, both at the processor and the system-on-chip level.

Rapid GUI Programming with Python and Qt Mark Summerfield.2007-10-18 Whether you're building GUI prototypes or full-fledged cross-platform GUI applications with native look-and-feel, PyQt 4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With Rapid GUI Programming with Python and Qt you'll learn how to build efficient GUI applications that run on all major operating systems, including Windows, Mac OS X, Linux, and many versions of Unix, using the same source code for all of them. Summerfield systematically introduces every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more. Through the book's realistic examples you'll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from PyQt 4's rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples—all tested on Windows, Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows and Linux with Qt 4.3 and PyQt 4.3.

Mastering Julia Malcolm Sherrington.2015-07-22 Julia is a well-constructed programming language with fast execution speed, eliminating the classic problem of performing analysis in one language and translating it for performance into a second. This book will help you develop and enhance your programming skills in Julia to solve real-world automation challenges. This book starts off with a refresher on installing and running Julia on different platforms. Next, you will compare the different ways of working with Julia and explore Julia's key features in-depth by looking at design and build. You will see how data works using simple statistics and analytics, and discover Julia's speed, its real strength, which makes it particularly useful in highly intensive computing tasks and observe how Julia can cooperate with external processes in order to enhance graphics and data visualization. Finally, you will look into meta-programming and learn how it adds great power to the language and establish networking and distributed computing with Julia.

Debugging David J. Agans.2002-09-23 When the pressure is on to resolve an elusive software or hardware glitch, what's needed is a cool head courtesy of a set of rules guaranteed to work on any system, in any circumstance. Written in a frank but engaging style, this book provides simple, foolproof principles guaranteed to help find any bug quickly. Recognized tech expert and author David Agans changes the way you think about debugging, making those pesky problems suddenly much easier to find and fix. Agans identifies nine simple, practical rules that are applicable to any software application or hardware system, which can help detect any bug, no matter how tricky or obscure. Illustrating the rules with real-life bug-detection war stories, Debugging shows you how to: Understand the system: how perceiving the roadmap can hasten your journey Quit thinking and look: when hands-on investigation can't be avoided Isolate critical factors: why changing one element at a time can be an essential tool Keep an audit trail: how keeping a record of the debugging process can win the day Whether the system or program you're working on has been designed wrong, built wrong, or used wrong, Debugging helps you think correctly about bugs, so the problems virtually reveal themselves.

Network World .2002-07-15 For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

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