

Java Precisely The Mit Press

Intellectual Property Strategy John Palfrey.2011-10-07 How a flexible and creative approach to intellectual property can help an organization accomplish goals ranging from building market share to expanding an industry. Most managers leave intellectual property issues to the legal department, unaware that an organization's intellectual property can help accomplish a range of management goals, from accessing new markets to improving existing products to generating new revenue streams. In this book, intellectual property expert and Harvard Law School professor John Palfrey offers a short briefing on intellectual property strategy for corporate managers and nonprofit administrators. Palfrey argues for strategies that go beyond the traditional highly restrictive “sword and shield” approach, suggesting that flexibility and creativity are essential to a profitable long-term intellectual property strategy—especially in an era of changing attitudes about media. Intellectual property, writes Palfrey, should be considered a key strategic asset class. Almost every organization has an intellectual property portfolio of some value and therefore the need for an intellectual property strategy. A brand, for example, is an important form of intellectual property, as is any information managed and produced by an organization. Palfrey identifies the essential areas of intellectual property—patent, copyright, trademark, and trade secret—and describes strategic approaches to each in a variety of organizational contexts, based on four basic steps. The most innovative organizations employ multiple intellectual property approaches, depending on the situation, asking hard, context-specific questions. By doing so, they achieve both short- and long-term benefits while positioning themselves for success in the global information economy.

Structure and Interpretation of Computer Programs, second edition Harold Abelson, Gerald Jay Sussman.1996-07-25 *Structure and Interpretation of Computer Programs* has had a dramatic impact on computer science curricula over the past decade. This long-awaited revision contains changes throughout the text. There are new implementations of most of the major programming systems in the book, including the interpreters and compilers, and the authors have incorporated many small changes that reflect their experience teaching the course at MIT since the first edition was published. A new theme has been introduced that emphasizes the central role played by different approaches to dealing with time in computational models: objects with state, concurrent programming, functional programming and lazy evaluation, and nondeterministic programming. There are new example sections on higher-order procedures in graphics and on applications of stream processing in numerical programming, and many new exercises. In addition, all the programs have been reworked to run in any Scheme implementation that adheres to the IEEE standard.

Introduction to Algorithms, third edition Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein.2009-07-31 The latest edition of the essential text and professional reference, with substantial new material on such topics as vEB trees, multithreaded algorithms, dynamic programming, and edge-based flow. Some books on algorithms are rigorous but incomplete; others cover masses of material but lack rigor. *Introduction to Algorithms* uniquely combines rigor and comprehensiveness. The book covers a broad range of algorithms in depth, yet makes their design and analysis accessible to all levels of readers. Each chapter is relatively self-contained and can be used as a unit of study. The algorithms are described in English and in a pseudocode designed to be readable by anyone who has done a little programming. The explanations have been kept elementary without sacrificing depth of coverage or mathematical rigor. The first edition became a widely used text in universities worldwide as well as the standard reference for professionals. The second edition featured new chapters on the role of algorithms, probabilistic analysis and randomized algorithms, and linear programming. The third edition has been revised and updated throughout. It includes two completely new chapters, on van Emde Boas trees and multithreaded algorithms, substantial additions to the chapter on recurrence (now called “Divide-and-Conquer”), and an appendix on matrices. It features improved treatment of dynamic programming and greedy algorithms and a new

notion of edge-based flow in the material on flow networks. Many exercises and problems have been added for this edition. The international paperback edition is no longer available; the hardcover is available worldwide.

Nine Algorithms That Changed the Future John MacCormick.2020-09-15 Nine revolutionary algorithms that power our computers and smartphones Every day, we use our computers to perform remarkable feats. A simple web search picks out a handful of relevant needles from the world's biggest haystack. Uploading a photo to Facebook transmits millions of pieces of information over numerous error-prone network links, yet somehow a perfect copy of the photo arrives intact. Without even knowing it, we use public-key cryptography to transmit secret information like credit card numbers, and we use digital signatures to verify the identity of the websites we visit. How do our computers perform these tasks with such ease? John MacCormick answers this question in language anyone can understand, using vivid examples to explain the fundamental tricks behind nine computer algorithms that power our PCs, tablets, and smartphones.

Java Precisely, third edition Peter Sestoft.2016-03-18 An updated, concise reference for the Java programming language, version 8.0, and essential parts of its class languages, offering more detail than a standard textbook. The third edition of Java Precisely provides a concise description of the Java programming language, version 8.0. It offers a quick reference for the reader who has already learned (or is learning) Java from a standard textbook and who wants to know the language in more detail. The book presents the entire Java programming language and essential parts of the class libraries: the collection classes, the input-output classes, the stream libraries and Java 8's facilities for parallel programming, and the functional interfaces used for that. Though written informally, the book describes the language in detail and offers many examples. For clarity, most of the general rules appear on left-hand pages with the relevant examples directly opposite on the right-hand pages. All examples are fragments of legal Java programs. The complete ready-to-run example programs are available on the book's website. This third edition adds material about functional parallel processing of arrays; default and static methods on interfaces; a brief description of the memory model and visibility across concurrent threads; lambda expressions, method reference expressions, and the related functional interfaces; and stream processing, including parallel programming and collectors.

A Little Java, a Few Patterns Matthias Felleisen, Daniel P. Friedman.1998 foreword by Ralph E. Johnson and drawings by Duane Bibby 'This is a book of 'why' not 'how.' If you are interested in the nature of computation and curious about the very idea behind object orientation, this book is for you. This book will engage your brain (if not your tummy). Through its sparkling interactive style, you will learn about three essential OO concepts: interfaces, visitors, and factories. A refreshing change from the 'yet another Java book' phenomenon. Every serious Java programmer should own a copy.' -- Gary McGraw, Ph.D., Research Scientist at Reliable Software Technologies and coauthor of Java Security Java is a new object-oriented programming language that was developed by Sun Microsystems for programming the Internet and intelligent appliances. In a very short time it has become one of the most widely used programming languages for education as well as commercial applications. Design patterns, which have moved object-oriented programming to a new level, provide programmers with a language to communicate with others about their designs. As a result, programs become more readable, more reusable, and more easily extensible. In this book, Matthias Felleisen and Daniel Friedman use a small subset of Java to introduce pattern-directed program design. With their usual clarity and flair, they gently guide readers through the fundamentals of object-oriented programming and pattern-based design. Readers new to programming, as well as those with some background, will enjoy their learning experience as they work their way through Felleisen and Friedman's dialogue. src='/graphics/yellowball.gif' href='/books/FELTP/Java-fm.html'Foreword and Preface

Programming Language Design and Implementation Torben Ægidius Mogensen.2022-11-22 This textbook is intended as a guide for programming-language designers and users to better help them understand consequences of design decisions. The text aims to provide readers with an

overview of the design space for programming languages and how design choices affect implementation. It is not a classical compilers book, as it assumes the reader is familiar with basic compiler implementation techniques; nor is it a traditional comparative programming languages book, because it does not go into depth about any particular language, instead taking examples from a wide variety of programming languages to illustrate design concepts. Readers are assumed to already have done at least a bit of programming in functional, imperative, and object-oriented languages. Topics and features: Provides topic-by-topic coverage of syntax, types, scopes, memory management and more Includes many technical exercises and discussion exercises Inspires readers to think about language design choices, how these interact, and how they can be implemented Covers advanced topics such as formal semantics and limits of computation Suitable for advanced undergraduates and beginning graduates, this highly practical and useful textbook/guide will also offer programming language professionals a superb reference and learning toolkit.

Types and Programming Languages Benjamin C. Pierce.2002-01-04 A comprehensive introduction to type systems and programming languages. A type system is a syntactic method for automatically checking the absence of certain erroneous behaviors by classifying program phrases according to the kinds of values they compute. The study of type systems—and of programming languages from a type-theoretic perspective—has important applications in software engineering, language design, high-performance compilers, and security. This text provides a comprehensive introduction both to type systems in computer science and to the basic theory of programming languages. The approach is pragmatic and operational; each new concept is motivated by programming examples and the more theoretical sections are driven by the needs of implementations. Each chapter is accompanied by numerous exercises and solutions, as well as a running implementation, available via the Web. Dependencies between chapters are explicitly identified, allowing readers to choose a variety of paths through the material. The core topics include the untyped lambda-calculus, simple type systems, type reconstruction, universal and existential polymorphism, subtyping, bounded quantification, recursive types, kinds, and type operators. Extended case studies develop a variety of approaches to modeling the features of object-oriented languages.

Comprehensive object-oriented learning Annita Fjuk,Amela Karahasanović,Jens Kaasbøll.2006 There is a high demand for understanding the learner's actions, strategies and thoughts while solving object-oriented problems. The book provides new insight into knowledge-acquiring processes and shows how to successfully integrate the empirically based findings into pedagogical design.

Concepts in Programming Languages John C. Mitchell.2003 A comprehensive undergraduate textbook covering both theory and practical design issues, with an emphasis on object-oriented languages.

Think Java Allen B. Downey,Chris Mayfield.2016-05-06 Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards The Little Typer Daniel P. Friedman,David Thrane Christiansen.2018-09-18 An introduction to dependent types, demonstrating the most beautiful aspects, one step at a time. A program's type describes its behavior. Dependent types are a first-class part of a language, and are much more

powerful than other kinds of types; using just one language for types and programs allows program descriptions to be as powerful as the programs they describe. The Little Typer explains dependent types, beginning with a very small language that looks very much like Scheme and extending it to cover both programming with dependent types and using dependent types for mathematical reasoning. Readers should be familiar with the basics of a Lisp-like programming language, as presented in the first four chapters of *The Little Schemer*. The first five chapters of *The Little Typer* provide the needed tools to understand dependent types; the remaining chapters use these tools to build a bridge between mathematics and programming. Readers will learn that tools they know from programming—pairs, lists, functions, and recursion—can also capture patterns of reasoning. The Little Typer does not attempt to teach either practical programming skills or a fully rigorous approach to types. Instead, it demonstrates the most beautiful aspects as simply as possible, one step at a time.

Software Engineering 3 Dines Bjørner.2006-06-29 The final installment in this three-volume set is based on this maxim: Before software can be designed its requirements must be well understood, and before the requirements can be expressed properly the domain of the application must be well understood. The book covers the process from the development of domain descriptions, through the derivation of requirements prescriptions from domain models, to the refinement of requirements into software architectures and component design.

Programming Language Concepts Peter Sestoft.2017-08-31 This book uses a functional programming language (F#) as a metalanguage to present all concepts and examples, and thus has an operational flavour, enabling practical experiments and exercises. It includes basic concepts such as abstract syntax, interpretation, stack machines, compilation, type checking, garbage collection, and real machine code. Also included are more advanced topics on polymorphic types, type inference using unification, co- and contravariant types, continuations, and backwards code generation with on-the-fly peephole optimization. This second edition includes two new chapters. One describes compilation and type checking of a full functional language, tying together the previous chapters. The other describes how to compile a C subset to real (x86) hardware, as a smooth extension of the previously presented compilers. The examples present several interpreters and compilers for toy languages, including compilers for a small but usable subset of C, abstract machines, a garbage collector, and ML-style polymorphic type inference. Each chapter has exercises. *Programming Language Concepts* covers practical construction of lexers and parsers, but not regular expressions, automata and grammars, which are well covered already. It discusses the design and technology of Java and C# to strengthen students' understanding of these widely used languages.

The Little LISPer Daniel P. Friedman, Matthias Felleisen.1989

Spreadsheet Implementation Technology Peter Sestoft.2014-09-05 A guide to innovative spreadsheet implementation technology, accompanied by a free software platform for experimentation. Spreadsheets are used daily by millions of people for tasks that range from organizing a list of addresses to carrying out complex economic simulations. Spreadsheet programs are easy to learn and convenient to use because they have a clear visual model and a simple efficient underlying computational model. Yet although the basic spreadsheet model could be extended, improved, or otherwise experimented with in many ways, there is no coherently designed, reasonably efficient open source spreadsheet implementation that is a suitable platform for such experiments. This book fills the gap, teaching users how to experiment with and implement innovative spreadsheet functionality and introducing two software platforms for doing so. Along the way, it draws on and illustrates software technologies and computer science topics that range from object-oriented programming to compiler technology. *Spreadsheet Implementation Technology* surveys a wide range of information about spreadsheets drawn from user experience, the scientific literature, and patents. After summarizing the spreadsheet computation model and the most important challenges for efficient recalculation, the book describes Corecalc, a core implementation of essential spreadsheet functionality suitable for practical experiments, and Funcalc, an extension

of Corecalc that allows users to define their own functions without extraneous programming languages or loss of efficiency. It also shows the advantages of automatic function specialization and offers a user's manual for Funcalc. The Corecalc and Funcalc software is downloadable free of charge.

Introduction to Computation and Programming Using Python, third edition John V.

Guttag.2021-01-26 The new edition of an introduction to the art of computational problem solving using Python. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including numpy, matplotlib, random, pandas, and sklearn. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data as well as substantial material on machine learning. All of the code in the book and an errata sheet are available on the book's web page on the MIT Press website.

Introduction to Embedded Systems, Second Edition Edward Ashford Lee, Sanjit Arunkumar Seshia.2016-12-30 An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

C# Precisely, second edition Peter Sestoft, Henrik I. Hansen.2011-11-18 A concise reference to the C# programming language, expanded and updated, with a look ahead at C# 5.0. C# is an object-oriented programming language that is similar to Java in many respects but more comprehensive and different in most details. This book offers a quick and accessible reference for anyone who wants to know C# in more detail than that provided by a standard textbook. It will be particularly useful for C# learners who are familiar with Java. This second edition has been updated and expanded, reflecting the evolution and extension of the C# programming language. It covers C# versions 3.0 and 4.0 and takes a look ahead at some of the innovations of version 5.0. In particular, it describes asynchronous programming as found in 5.0. Despite the new material, C# Precisely remains compact and easy to navigate. It describes C# in detail but informally and concisely, presenting lambda expressions, extension methods, anonymous object expressions, object initializers, collection initializers, local variable type inference, type dynamic, type parameter covariance and contravariance, and Linq (language integrated query), among other topics, all in about 250 pages. The book offers more than 250 examples to illustrate both common use and subtle points. Two-page spreads show general rules on the left and relevant examples on the right, maximizing the amount of information accessible at a glance. The complete, ready-to-run example programs are available at the book's Web site, <http://www.itu.dk/people/sestoft/csharpprecisely/>

Algorithms Unlocked Thomas H. Cormen.2013-03-01 For anyone who has ever wondered how computers solve problems, an engagingly written guide for nonexperts to the basics of computer algorithms. Have you ever wondered how your GPS can find the fastest way to your destination,

selecting one route from seemingly countless possibilities in mere seconds? How your credit card account number is protected when you make a purchase over the Internet? The answer is algorithms. And how do these mathematical formulations translate themselves into your GPS, your laptop, or your smart phone? This book offers an engagingly written guide to the basics of computer algorithms. In *Algorithms Unlocked*, Thomas Cormen—coauthor of the leading college textbook on the subject—provides a general explanation, with limited mathematics, of how algorithms enable computers to solve problems. Readers will learn what computer algorithms are, how to describe them, and how to evaluate them. They will discover simple ways to search for information in a computer; methods for rearranging information in a computer into a prescribed order (“sorting”); how to solve basic problems that can be modeled in a computer with a mathematical structure called a “graph” (useful for modeling road networks, dependencies among tasks, and financial relationships); how to solve problems that ask questions about strings of characters such as DNA structures; the basic principles behind cryptography; fundamentals of data compression; and even that there are some problems that no one has figured out how to solve on a computer in a reasonable amount of time.

Art and Science of Java Eric Roberts.2013-07-17 In *The Art and Science of Java*, Stanford professor and well-known leader in Computer Science Education Eric Roberts emphasizes the reader-friendly exposition that led to the success of *The Art and Science of C*. By following the recommendations of the Association of Computing Machinery's Java Task Force, this first edition text adopts a modern objects-first approach that introduces readers to useful hierarchies from the very beginning. Introduction; Programming by Example; Expressions; Statement Forms; Methods; Objects and Classes; Objects and Memory; Strings and Characters; Object-Oriented Graphics; Event-Driven Programs; Arrays and ArrayLists; Searching and Sorting; Collection Classes; Looking Ahead. A modern objects-first approach to the Java programming language that introduces readers to useful class hierarchies from the very beginning.

Mastering Enterprise JavaBeans Ed Roman,Rima Patel Sriganesh,Gerald Brose.2004-12-22 Includes more than 30 percent revised material and five new chapters, covering the new 2.1 features such as EJB Timer Service and JMS as well as the latest open source Java solutions The book was developed as part of TheServerSide.com online EJB community, ensuring a built-in audience Demonstrates how to build an EJB system, program with EJB, adopt best practices, and harness advanced EJB concepts and techniques, including transactions, persistence, clustering, integration, and performance optimization Offers practical guidance on when not to use EJB and how to use simpler, less costly open source technologies in place of or in conjunction with EJB

Software Engineering 1 Dines Bjørner.2007-06-01 The art, craft, discipline, logic, practice, and science of developing large-scale software products needs a believable, professional base. The textbooks in this three-volume set combine informal, engineeringly sound practice with the rigour of formal, mathematics-based approaches. Volume 1 covers the basic principles and techniques of formal methods abstraction and modelling. First this book provides a sound, but simple basis of insight into discrete mathematics: numbers, sets, Cartesians, types, functions, the Lambda Calculus, algebras, and mathematical logic. Then it trains its readers in basic property- and model-oriented specification principles and techniques. The model-oriented concepts that are common to such specification languages as B, VDM-SL, and Z are explained here using the RAISE specification language (RSL). This book then covers the basic principles of applicative (functional), imperative, and concurrent (parallel) specification programming. Finally, the volume contains a comprehensive glossary of software engineering, and extensive indexes and references. These volumes are suitable for self-study by practicing software engineers and for use in university undergraduate and graduate courses on software engineering. Lecturers will be supported with a comprehensive guide to designing modules based on the textbooks, with solutions to many of the exercises presented, and with a complete set of lecture slides.

FM 2014: Formal Methods Cliff Jones,Pekka Pihlajasaari,Jun Sun.2014-04-18 This book constitutes the refereed proceedings of the 19th International Symposium on Formal Methods, FM 2014, held in

Singapore, May 2014. The 45 papers presented together with 3 invited talks were carefully reviewed and selected from 150 submissions. The focus of the papers is on the following topics: Interdisciplinary Formal Methods, Practical Applications of Formal Methods in Industrial and Research Settings, Experimental Validation of Tools and Methods as well as Construction and Evolution of Formal Methods Tools.

Great Ideas in Computer Science with Java Alan W. Biermann, Dietolf Ramm. 2001 A broad yet deep presentation of the most important concepts in computer science, using the Java programming language for exercises.

How to Design Programs, second edition Matthias Felleisen, Robert Bruce Findler, Matthew Flatt, Shriram Krishnamurthi. 2018-05-04 A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This introduction to programming places computer science at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial language but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces different design recipes for interactive programs with graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed programming.

Effective Java Joshua Bloch. 2017-12-18 The Definitive Guide to Java Platform Best Practices—Updated for Java 7, 8, and 9 Java has changed dramatically since the previous edition of *Effective Java* was published shortly after the release of Java 6. This Jolt award-winning classic has now been thoroughly updated to take full advantage of the latest language and library features. The support in modern Java for multiple paradigms increases the need for specific best-practices advice, and this book delivers. As in previous editions, each chapter of *Effective Java, Third Edition*, consists of several “items,” each presented in the form of a short, stand-alone essay that provides specific advice, insight into Java platform subtleties, and updated code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. The third edition covers language and library features added in Java 7, 8, and 9, including the functional programming constructs that were added to its object-oriented roots. Many new items have been added, including a chapter devoted to lambdas and streams. New coverage includes Functional interfaces, lambda expressions, method references, and streams Default and static methods in interfaces Type inference, including the diamond operator for generic types The @SafeVarargs annotation The try-with-resources statement New library features such as the Optional interface, java.time, and the convenience factory methods for collections

Software Abstractions, revised edition Daniel Jackson. 2016-02-12 An approach to software design that introduces a fully automated analysis giving designers immediate feedback, now featuring the latest version of the Alloy language. In *Software Abstractions* Daniel Jackson introduces an approach to software design that draws on traditional formal methods but exploits automated tools to find flaws as early as possible. This approach—which Jackson calls “lightweight formal methods” or “agile modeling”—takes from formal specification the idea of a precise and expressive notation based on a tiny core of simple and robust concepts but replaces conventional analysis based on theorem proving with a fully automated analysis that gives designers immediate feedback. Jackson has developed Alloy, a language that captures the essence of software

abstractions simply and succinctly, using a minimal toolkit of mathematical notions. This revised edition updates the text, examples, and appendixes to be fully compatible with Alloy 4.

Domain Science and Engineering Dines Bjørner.2021-11-08 In this book the author explains domain engineering and the underlying science, and he then shows how we can derive requirements prescriptions for computing systems from domain descriptions. A further motivation is to present domain descriptions, requirements prescriptions, and software design specifications as mathematical quantities. The author's maxim is that before software can be designed we must understand its requirements, and before requirements can be prescribed we must analyse and describe the domain for which the software is intended. He does this by focusing on what it takes to analyse and describe domains. By a domain we understand a rationally describable discrete dynamics segment of human activity, of natural and man-made artefacts, examples include road, rail and air transport, container terminal ports, manufacturing, trade, healthcare, and urban planning. The book addresses issues of seemingly large systems, not small algorithms, and it emphasizes descriptions as formal, mathematical quantities. This is the first thorough monograph treatment of the new software engineering phase of software development, one that precedes requirements engineering. It emphasizes a methodological approach by treating, in depth, analysis and description principles, techniques and tools. It does this by basing its domain modeling on fundamental philosophical principles, a view that is new for a computer science monograph. The book will be of value to computer scientists engaged with formal specifications of software. The author reveals this as a field of interesting problems, most chapters include pointers to further study and exercises drawn from practical engineering and science challenges. The text is supported by a primer to the formal specification language RSL and extensive indexes.

Concepts, Techniques, and Models of Computer Programming Peter Van Roy,Seif Haridi.2004-02-20 Teaching the science and the technology of programming as a unified discipline that shows the deep relationships between programming paradigms. This innovative text presents computer programming as a unified discipline in a way that is both practical and scientifically sound. The book focuses on techniques of lasting value and explains them precisely in terms of a simple abstract machine. The book presents all major programming paradigms in a uniform framework that shows their deep relationships and how and where to use them together. After an introduction to programming concepts, the book presents both well-known and lesser-known computation models (programming paradigms). Each model has its own set of techniques and each is included on the basis of its usefulness in practice. The general models include declarative programming, declarative concurrency, message-passing concurrency, explicit state, object-oriented programming, shared-state concurrency, and relational programming. Specialized models include graphical user interface programming, distributed programming, and constraint programming. Each model is based on its kernel language—a simple core language that consists of a small number of programmer-significant elements. The kernel languages are introduced progressively, adding concepts one by one, thus showing the deep relationships between different models. The kernel languages are defined precisely in terms of a simple abstract machine. Because a wide variety of languages and programming paradigms can be modeled by a small set of closely related kernel languages, this approach allows programmer and student to grasp the underlying unity of programming. The book has many program fragments and exercises, all of which can be run on the Mozart Programming System, an Open Source software package that features an interactive incremental development environment.

Teach Yourself Java for Macintosh in 21 Days Laura Lemay,Charles L. Perkins,Tim Webster.1996-01-01 Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

The Elements of Java(TM) Style Al Vermeulen.2000-01-28 This book, first published in 2000, Illustrates rules of Java code-writing with parallel examples of correct and incorrect usage.

Seriously Good Software Marco Faella.2020-03-24 Summary Serious developers know that code

can always be improved. With each iteration, you make optimizations—small and large—that can have a huge impact on your application’s speed, size, resilience, and maintainability. In *Seriously Good Software: Code that Works, Survives, and Wins*, author, teacher, and Java expert Marco Faella teaches you techniques for writing better code. You’ll start with a simple application and follow it through seven careful refactorings, each designed to explore another dimension of quality. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Great code blends the skill of a programmer with the time-tested techniques and best practices embraced by the entire development community. Although each application has its own context and character, some dimensions of quality are always important. This book concentrates on eight pillars of seriously good software: speed, memory usage, reliability, readability, thread safety, generality, and elegance. The Java-based examples demonstrate techniques that apply to any OO language. About the book *Seriously Good Software* is a handbook for any professional developer serious about improving application quality. It explores fundamental dimensions of code quality by enhancing a simple implementation into a robust, professional-quality application. Questions, exercises, and Java-based examples ensure you’ll get a firm grasp of the concepts as you go. When you finish the last version of the book’s central project, you’ll be able to confidently choose the right optimizations for your code. What's inside Evaluating software qualities Assessing trade-offs and interactions Fulfilling different objectives in a single task Java-based exercises you can apply in any OO language About the reader For web developers comfortable with JavaScript and HTML. About the author Marco Faella teaches advanced programming at a major Italian university. His published work includes peer-reviewed research articles, a Java certification manual, and a video course. Table of Contents *Part 1: Preliminaries * 1 Software qualities and a problem to solve 2 Reference implementation *Part 2: Software Qualities* 3 Need for speed: Time efficiency 4 Precious memory: Space efficiency 5 Self-conscious code: Reliability through monitoring 6 Lie to me: Reliability through testing 7 Coding aloud: Readability 8 Many cooks in the kitchen: Thread safety 9 Please recycle: Reusability

The C# Programming Language (Covering C# 4.0), Portable Documents Anders Hejlsberg, Mads Torgersen, Scott Wiltamuth, Peter Golde. 2010-10-31 The popular C# programming language combines the high productivity of rapid application development languages with the raw power of C and C++. Updated to cover the new features of C# 4.0, including dynamic binding, named and optional parameters, and covariant and contravariant generic types, this release takes the language to the next level by adding the ability to cleanly write programs that don’t rely on static type definitions. This allows dynamic programming languages such as Python, Ruby, and JavaScript to feel native to C#. The *C# Programming Language, Fourth Edition*, continues to be the authoritative and annotated technical reference for C# 4.0. 7nbsp; Written by Anders Hejlsberg, the language’s architect, and his colleagues, Mads Torgersen, Scott Wiltamuth, and Peter Golde, this volume has been completely updated for C# 4.0. The book provides the complete specification of the language, along with descriptions, reference materials, code samples, and annotations from twelve prominent C# gurus. The many annotations bring a depth and breadth of understanding rarely found in any programming book. As the main text of the book introduces the concepts of the C# language, cogent annotations explain why they are important, how they are used, how they relate to other languages, and even how they evolved. This book is the definitive, must-have reference for any developer who wants to understand C#. With annotations from: Brad Abrams, Joseph Albahari, Krzysztof Cwalina, Jesse Liberty, Eric Lippert, Christian Nagel, Vladimir Reshetnikov, Marek Safar, Chris Sells, Peter Sestoft, Jon Skeet, and Bill Wagner.

Java Generics and Collections Maurice Naftalin, Philip Wadler. 2007 This book, written by one of the designers of generics, is a thorough explanation of how to use generics, and particularly, the effect this facility has on the way developers use collections.

Green Communications and Networks Chenguang Yang, Maode Ma. 2012-01-05 The objective of GCN 2011 is to facilitate an exchange of information on best practices for the latest research advances in the area of green communications and networks, which mainly includes the intelligent

control, or efficient management, or optimal design of access network infrastructures, home networks, terminal equipment, and etc. Topics of interests include network design methodology, enabling technologies, network components and devices, applications, others and emerging new topics.

Principles of Model Checking Christel Baier, Joost-Pieter Katoen. 2008-04-25 A comprehensive introduction to the foundations of model checking, a fully automated technique for finding flaws in hardware and software; with extensive examples and both practical and theoretical exercises. Our growing dependence on increasingly complex computer and software systems necessitates the development of formalisms, techniques, and tools for assessing functional properties of these systems. One such technique that has emerged in the last twenty years is model checking, which systematically (and automatically) checks whether a model of a given system satisfies a desired property such as deadlock freedom, invariants, and request-response properties. This automated technique for verification and debugging has developed into a mature and widely used approach with many applications. Principles of Model Checking offers a comprehensive introduction to model checking that is not only a text suitable for classroom use but also a valuable reference for researchers and practitioners in the field. The book begins with the basic principles for modeling concurrent and communicating systems, introduces different classes of properties (including safety and liveness), presents the notion of fairness, and provides automata-based algorithms for these properties. It introduces the temporal logics LTL and CTL, compares them, and covers algorithms for verifying these logics, discussing real-time systems as well as systems subject to random phenomena. Separate chapters treat such efficiency-improving techniques as abstraction and symbolic manipulation. The book includes an extensive set of examples (most of which run through several chapters) and a complete set of basic results accompanied by detailed proofs. Each chapter concludes with a summary, bibliographic notes, and an extensive list of exercises of both practical and theoretical nature.

Software Engineering 2 Dines Bjørner. 2007-08-01 The art, craft, discipline, logic, practice and science of developing large-scale software products needs a professional base. The textbooks in this three-volume set combine informal, engineeringly sound approaches with the rigor of formal, mathematics-based approaches. This volume covers the basic principles and techniques of specifying systems and languages. It deals with modelling the semiotics (pragmatics, semantics and syntax of systems and languages), modelling spatial and simple temporal phenomena, and such specialized topics as modularity (incl. UML class diagrams), Petri nets, live sequence charts, statecharts, and temporal logics, including the duration calculus. Finally, the book presents techniques for interpreter and compiler development of functional, imperative, modular and parallel programming languages. This book is targeted at late undergraduate to early graduate university students, and researchers of programming methodologies. Vol. 1 of this series is a prerequisite text.

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Java Deep Learning Projects Md. Rezaul Karim. 2018-06-29 Build and deploy powerful neural network models using the latest Java deep learning libraries Key Features Understand DL with Java by implementing real-world projects Master implementations of various ANN models and build your own DL systems Develop applications using NLP, image classification, RL, and GPU processing Book Description Java is one of the most widely used programming languages. With the rise of deep learning, it has become a popular choice of tool among data scientists and machine learning experts. *Java Deep Learning Projects* starts with an overview of deep learning concepts and then delves into advanced projects. You will see how to build several projects using different deep neural network architectures such as multilayer perceptrons, Deep Belief Networks, CNN, LSTM, and Factorization Machines. You will get acquainted with popular deep and machine learning libraries for Java such as Deeplearning4j, Spark ML, and RankSys and you'll be able to use their features to build and deploy projects on distributed computing environments. You will then explore advanced domains such as transfer learning and deep reinforcement learning using the Java ecosystem, covering various real-world domains such as healthcare, NLP, image classification, and multimedia analytics with an easy-to-follow approach. Expert reviews and tips will follow every project to give you insights and hacks. By the end of this book, you will have stepped up your expertise when it comes to deep learning in Java, taking it beyond theory and be able to build your own advanced deep learning systems. What you will learn Master deep learning and neural network architectures Build real-life applications covering image classification, object detection, online trading, transfer learning, and multimedia analytics using DL4J and open-source APIs Train ML agents to learn from data using deep reinforcement learning Use factorization machines for advanced movie recommendations Train DL models on distributed GPUs for faster deep learning with Spark and DL4J Ease your learning experience through 69 FAQs Who this book is for If you are a data scientist, machine learning professional, or deep learning practitioner keen to expand your knowledge by delving into the practical aspects of deep learning with Java, then this book is what you need! Get ready to build advanced deep learning models to carry out complex numerical computations. Some basic understanding of machine learning concepts and a working knowledge of Java are required.

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Table of Contents **Java Precisely The Mit Press**

1. Understanding the eBook **Java Precisely The Mit Press**
 - The Rise of Digital Reading **Java Precisely The Mit Press**
 - Advantages of eBooks Over Traditional Books
2. Identifying **Java Precisely The Mit Press**
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an **Java Precisely The Mit Press**
 - User-Friendly Interface
4. Exploring eBook Recommendations from **Java Precisely The Mit Press**
 - Personalized Recommendations
 - **Java Precisely The Mit Press** User Reviews and Ratings
 - **Java Precisely The Mit Press** and Bestseller Lists
5. Accessing **Java Precisely The Mit Press** Free and Paid eBooks
 - **Java Precisely The Mit Press** Public

- Domain eBooks
 - Java Precisely The Mit Press eBook
 - Subscription Services
 - Java Precisely The Mit Press Budget-Friendly Options
- 6. Navigating Java Precisely The Mit Press eBook Formats
 - ePub, PDF, MOBI, and More
 - Java Precisely The Mit Press Compatibility with Devices
 - Java Precisely The Mit Press Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Java Precisely The Mit Press
 - Highlighting and Note-Taking Java Precisely The Mit Press
 - Interactive Elements Java Precisely The Mit Press
- 8. Staying Engaged with Java Precisely The Mit Press
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Java Precisely The Mit Press
- 9. Balancing eBooks and Physical Books Java Precisely The Mit Press
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Java Precisely The Mit Press
- 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
- 11. Cultivating a Reading Routine Java Precisely The Mit Press
 - Setting Reading Goals Java Precisely The Mit Press
 - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Java Precisely The Mit Press
 - Fact-Checking eBook Content of Java Precisely The Mit Press
 - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
- 14. Embracing eBook Trends
 - Integration of Multimedia Elements

- Interactive and Gamified eBooks

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