



Quick answers to common problems

Multithreading in C# 5.0 Cookbook

Over 70 recipes to help you learn asynchronous and parallel programming with C# 5.0 quickly and efficiently

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[PACKT]
PUBLISHING

Multithreading In C 5 0 Cookbook

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Multithreading In C 5 0 Cookbook:

Qt 5 Blueprints Symeon Huang,2015-03-30 If you are a programmer looking for a truly cross platform GUI framework to help you save your time by side stepping the incompatibility between different platforms and building applications using Qt 5 for multiple targets then this book is most certainly intended for you It is assumed that you have a basic programming experience of C and fundamental knowledge about Qt C# Programming Cookbook Dirk Strauss,2016-07-27 Quick fixes to your common C programming problems with a focus on C 6 0 About This Book Unique recipes for C that places it in its real world context You will be able to get yourself out of any coding corner youve backed yourself into All code samples available through GitHub to bring C In line with modern development workflows written to the latest specification of C 6 0 Who This Book Is For The book is aimed at developers who have basic familiarity with C programming and will know the VS 2015 environment What You Will Learn Write better and less code to achieve the same result as in previous versions of C Generate tests from the Code Contracts for mission critical methods Integrate code in Visual Studio with GitHub Create a web application in Azure Design and build a microservice architecture Demystify the Rx library using Reactive extensions Write high performing codes in C and understanding multi threading Security and Debugging Implement Code Contracts on code in Visual Studio In Detail During your application development workflow there is always a moment when you need to get out of a tight spot Through a recipe based approach this book will help you overcome common programming problems and get your applications ready to face the modern world We start with C 6 giving you hands on experience with the new language features Next we work through the tasks that you perform on a daily basis such as working with strings generics and lots more Gradually we move on to more advanced topics such as the concept of object oriented programming asynchronous programming reactive extensions and code contracts You will learn responsive high performance programming in C and how to create applications with Azure Next we will review the choices available when choosing a source control solution At the end of the book we will show you how to create secure and robust code and will help you ramp up your skills when using the new version of C 6 and Visual Studio Style and Approach Unique recipe based guide that will help you gain a solid understanding of the new concepts in C 6 and Visual Studio Enterprise 2015 in a concise and technically correct manner

Boost C++ Application Development Cookbook Antony Polukhin,2017-08-30 Learn to build applications faster and better by leveraging the real power of Boost and C About This Book Learn to use the Boost libraries to simplify your application development Learn to develop high quality fast and portable applications Learn the relations between Boost and C 11 C 4 C 17 Who This Book Is For This book is for developers looking to improve their knowledge of Boost and who would like to simplify their application development processes Prior C knowledge and basic knowledge of the standard library is assumed What You Will Learn Get familiar with new data types for everyday use Use smart pointers to manage resources Get to grips with compile time computations and assertions Use Boost libraries for multithreading Learn about parallel execution

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Ruby Cookbook Lucas Carlson,Leonard Richardson,2015-03-24 Why spend time on coding problems that others have already solved when you could be making real progress on your Ruby project This updated cookbook provides more than 350 recipes for solving common problems on topics ranging from basic data structures classes and objects to web development distributed programming and multithreading Revised for Ruby 2.1 each recipe includes a discussion on why and how the solution works You ll find recipes suitable for all skill levels from Ruby newbies to experts who need an occasional reference With Ruby Cookbook you ll not only save time but keep your brain percolating with new ideas as well Recipes cover Data structures including strings numbers date and time arrays hashes files and directories Using Ruby s code blocks also known as closures OOP features such as classes methods objects and modules XML and HTML databases and persistence and graphics and other formats Web development with Rails and Sinatra Internet services web services and distributed programming Software testing debugging packaging and distributing Multitasking multithreading and extending Ruby with other languages

Embedded Programming with Modern C++ Cookbook Igor Viarheichyk,2020-04-17 Explore various constraints and challenges that embedded developers encounter in their daily tasks and learn how to build effective programs using the latest standards of C Key FeaturesGet hands on experience in developing a sample application for an embedded Linux based systemExplore advanced topics such as concurrency real time operating system RTOS and C utilitiesLearn how to test and debug your embedded applications using logs and profiling toolsBook Description Developing applications for embedded systems may seem like a daunting task as developers face challenges related to limited memory high power consumption and maintaining real time responses This book is a collection of practical examples to explain how to develop applications for embedded boards and overcome the challenges that you may encounter while developing The book will start with an introduction to embedded systems and how to set up the development environment By teaching you to build your first embedded application

the book will help you progress from the basics to more complex concepts such as debugging logging and profiling Moving ahead you will learn how to use specialized memory and custom allocators From here you will delve into recipes that will teach you how to work with the C memory model atomic variables and synchronization The book will then take you through recipes on inter process communication data serialization and timers Finally you will cover topics such as error handling and guidelines for real time systems and safety critical systems By the end of this book you will have become proficient in building robust and secure embedded applications with C What you will learnGet to grips with the fundamentals of an embedded systemUnderstand how to optimize code for the targeted hardware platformsExplore cross compilation build types and remote debuggingDiscover the importance of logging for debugging and root cause analysis of failuresUncover concepts such as interrupt service routine memory model and ring bufferRecognize the need for custom memory management in embedded systemsDelve into static code analyzers and tools to improve code qualityWho this book is for This book is for developers electronic hardware professionals and software and system on chip engineers who want to build effective embedded programs in C Familiarity with the C programming language is expected but no previous knowledge of embedded systems is required Perl Cookbook Tom Christiansen,Nathan Torkington,2003 Software Programming Languages

Forthcoming Books Rose Army,1997 *Library Journal* ,2002 **Computer Science & Perl Programming** Jon Orwant,2002-11-04 These are the best and most timeless articles printed in The Perl Journal Topics include networking software development coding style internals and others Subject Guide to Books in Print ,1975 *Cooperative Design, Visualization, and Engineering* Yuhua Luo,2007-09-06 This book constitutes the refereed proceedings of the 4th International Conference on Cooperative Design Visualization and Engineering CDVE 2007 held in Shanghai China in September 2007 The papers presented were carefully reviewed from numerous submissions The papers cover all current issues in cooperative design visualization and engineering ranging from theoretical and methodological topics to various systems and frameworks to applications in a variety of fields Modular Programming Languages ,1997 *The British National Bibliography* Arthur James Wells,1994 **Operating Systems** Philippe Janson,1985 This text constitutes the material of an elementary course introducing students in computer engineering to the structures and mechanisms of operating systems It aims to provide the reader with a basic understanding of operating systems principles and techniques It explains what an operating system is what kinds of operating systems exist what problems they try to solve and how they go about solving them It is designed both as a guide to assist a lecturer in preparing and organizing classed and as a set of lecture notes offering detailed information to help students **CD-ROMs in Print** ,1998 *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.

Concurrency in C# Cookbook Stephen Cleary (Web developer), 2014 *Java 7 Concurrency Cookbook* Javier Fernández González, Javier Fernandez, 2012. *Java 7 Concurrency Cookbook* is a practical Cookbook packed with real world solutions. Intermediate advanced level Java developers will learn from task based recipes to use Java's concurrent API to program thread safe solutions. If you are a Java developer who wants to take your knowledge of concurrent programming and multithreading further as well as discover the new concurrency features of Java 7 then *Java 7 Concurrency Cookbook* is for you. You should already be comfortable with general Java development practices and a basic grasp of threads would be an advantage.

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.

Mastering Multithreading with C+ Maya Posch, 2017 Multithreaded applications execute multiple threads in a single processor environment allowing developers achieve concurrency This video will teach you the finer points of multithreading and concurrency concepts and how to apply them efficiently in C Divided into three modules we start with a brief introduction to the fundamentals of multithreading and concurrency concepts We then take an in depth look at how these concepts work at the hardware level as well as how both operating systems and frameworks use these low level functions We ll also learn about the native multithreading and concurrency support available in C since the 2011 revision synchronization and communication between threads Resource description page

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