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read from cover to cover to provide a fundamental understanding of the best practices for constructing concurrent and networked applications and middleware About the Authors This book has been written by the award winning team responsible for the first POSA volume A System of Patterns joined in this volume by Douglas C Schmidt from University of California Irvine UCI USA Visit our Web Page *Pattern-oriented Software Architecture: a Pattern Language for Distributed Computing, Volume 4* Fran Buschmann,Kelvin Henney,Douglas C Schmidt,2007-06-06 Pattern Oriented Software Architecture POSA Volume 4 furnishes significant information about a pattern language for distributed computing The book walks you through the best practices and introduces you to key areas of building distributed software systems POSA 4 connects many stand alone patterns pattern collections and pattern languages from the existing body of literature found in the POSA series The panel of experts provides you with a consistent and coherent holistic view on the craft of building distributed systems On Patterns and Pattern Languages On Distributed Systems On the Pattern Language Warehouse Management Process Control Base line Architecture Communication Middleware Warehouse Topology The Story Behind the Pattern Story From Mud to Structure Distribution Infrastructure Event Demultiplexing and Dispatching Interface Partitioning Component Partitioning Application Control Concurrency Synchronization Object Interaction Adaptation and Extension Modal Behavior Resource Management Database Access A Departing Thought **Pattern-Oriented Software**

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Software Factories Jack Greenfield,Keith Short,2004-09-24 Publisher Description **Foundations of Object-Oriented Programming Using .NET 2.0 Patterns** Christian Gross,2006 Includes coverage on NET Generics NET 2.0 and coverage of both Open Source and Closed Source libraries and applications Based on C code examples that work on multiple platforms e g Linux Windows etc Focuses on solving problems in short and easy to digest segments

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. 1. Wile?
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