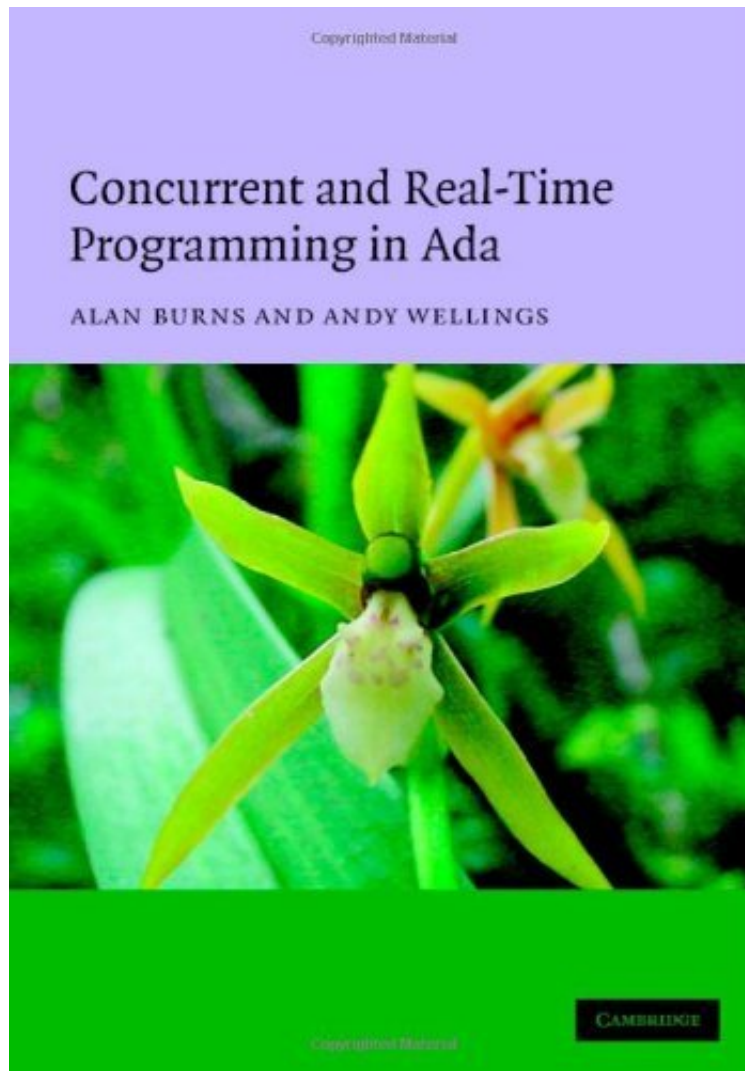


(Free and download) Concurrent and Real-Time Programming in Ada

Concurrent and Real-Time Programming in Ada

Von Alan Burns, Andy Wellings
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Von Alan Burns, Andy Wellings : Concurrent and Real-Time Programming in Ada before purchasing it in order to gauge whether or not it would be worth my time, and all praised Concurrent and Real-Time Programming in Ada:

Kundenrezensionen Hilfreichste Kundenrezensionen 2 von 2 Kunden fanden die folgende Rezension hilfreich. The definitive work on concurrency in Ada Von Ein Kunde By far the best on the subject. Offers complete coverage of any aspect of concurrency with Ada, including real-time and distributed programming issues. Burns and Wellings are the acknowledged experts on this topic. The best aspect of the book is the analysis of features and their interactions, providing a depth not available in other texts covering the entire language. Assumes you know some Ada, but includes an introduction to the sequential part of the language. I own quite a few books on Ada; this is the one to get if you want

the details of Ada concurrency.0 von 0 Kunden fanden die folgende Rezension hilfreich. Very good work, practically useable for RT and embeddedVon Vinzent HflerThis book is definitely a must if you are interested in the aspects of concurrency problems. Despite the obvious advantage of Ada in this area, most of the topics are also useable for other languages, because they describe standard problems you encounter mostly in real time and embedded applications and an efficient solution to the problem. If you are an experienced programmer who has done some work in low-level programming the text is quite readable for you although I miss the little sense of humour found in other books, but maybe the target systems are not good for funny programmer errors.

KurzbeschreibungAda is the only ISO-standard, object-oriented, concurrent, real-time programming language. It is intended for use in large, long-lived applications where reliability and efficiency are essential, particularly real-time and embedded systems. In this book, Alan Burns and Andy Wellings give a thorough, self-contained account of how the Ada tasking model can be used to construct a wide range of concurrent and real-time systems. This is the only book that focuses on an in-depth discussion of the Ada tasking model. Following on from the authors' earlier title Concurrency in Ada, this book brings the discussion up to date to include the new Ada 2005 language and the recent advances in real-time programming techniques. It will be of value to software professionals and advanced students of programming alike: indeed every Ada programmer will find it essential reading and a primary reference work that will sit alongside the language reference manual.Pressestimmen'Everyone should read this excellent book, and every real-time Ada developer should own it I highly recommend it.' Computing sber das ProduktHere is a thorough and self-contained account of concurrent programming in Ada, which shows users, even beginners, how to harness the full power of the whole language. This is the first book which deals with concurrent features in the new Ada standard. Every Ada programmer, whether novice or expert, will find it essential reading as a primary reference work and text. For the paperback edition the authors have made revisions throughout the text, updating and correcting where appropriate.