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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 lnklst 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

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applications and tools computer networks mobility and pervasive systems radar technologies human computer interaction health informatics and information technologies in education get up to speed on scala the jvm language that offers all the benefits of a modern object model functional programming and an advanced type system packed with code examples this comprehensive book shows you how to be productive with the language and ecosystem right away and explains why scala is ideal for today s highly scalable data centric applications that support concurrency and distribution this second edition covers recent language features with new chapters on pattern matching comprehensions and advanced functional programming you ll also learn about scala s command line tools third party tools libraries and language aware plugins for editors and ide s this book is ideal for beginning and advanced scala developers alike program faster with scala s succinct and flexible syntax dive into basic and advanced functional programming fp techniques build killer big data apps using scala s functional combinators use traits for mixin composition and pattern matching for data extraction learn the sophisticated type system that combines fp and object oriented programming concepts explore scala specific concurrency tools including akka understand how to develop rich domain specific languages learn good design techniques for building

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various advanced topics you've learned the basics are you ready for what comes next the official book on the rust programming language written by the rust development team at the mozilla foundation fully updated for rust 2018 the rust programming language is the official book on rust an open source systems programming language that helps you write faster more reliable software rust offers control over low level details such as memory usage in combination with high level ergonomics eliminating the hassle traditionally associated with low level languages the authors of the rust programming language members of the rust core team share their knowledge and experience to show you how to take full advantage of rust's features from installation to creating robust and scalable programs you'll begin with basics like creating functions choosing data types and binding variables and then move on to more advanced concepts such as ownership and borrowing lifetimes and traits using rust's memory safety guarantees to build fast safe programs testing error handling and effective refactoring generics smart pointers multithreading trait objects and advanced pattern matching using cargo rust's built in package manager to build test and document your code and manage dependencies how best to use rust's advanced compiler with compiler led programming techniques you'll find plenty of code examples throughout the book as well as three chapters

dedicated to building complete projects to test your learning a number guessing game a rust implementation of a command line tool and a multithreaded server new to this edition an extended section on rust macros an expanded chapter on modules and appendixes on rust development tools and editions writing high quality networked applications is difficult its expensive complicated and error prone in order to be successful software for networked applications must be affordable extensible flexible portable predictable efficient reliable and scalable this book guides c programmers through using the adaptive communication environment ace the most complete toolkit available for networked programming well implemented interprocess communications ipc are key to the performance of virtually every non trivial unix program in unix network programming volume 2 second edition legendary unix expert w richard stevens presents a comprehensive guide to every form of ipc including message passing synchronization shared memory and remote procedure calls rpc stevens begins with a basic introduction to ipc and the problems it is intended to solve step by step you'll learn how to maximize both system v ipc and the new posix standards which offer dramatic improvements in convenience and performance volume 2 of donald knuth's classic series the art of computer programming covers seminumerical algorithms with topics ranging from random

number generators to floating point operations and other optimized arithmetic algorithms truly comprehensive and meticulously written this book and series is that rarest of all creatures a work of authoritative scholarship in classical computer science but one that can be read and used profitably by virtually all working programmers the bible of all fundamental algorithms and the work that taught many of today's software developers most of what they know about computer programming byte september 1995 i can't begin to tell you how many pleasurable hours of study and recreation they have afforded me i have pored over them in cars restaurants at work at home and even at a little league game when my son wasn't in the line up charles long if you think you're a really good programmer read knuth's art of computer programming you should definitely send me a resume if you can read the whole thing bill gates it's always a pleasure when a problem is hard enough that you have to get the knuths off the shelf i find that merely opening one has a very useful terrorizing effect on computers jonathan laventhol the second volume offers a complete introduction to the field of seminumerical algorithms with separate chapters on random numbers and arithmetic the book summarizes the major paradigms and basic theory of such algorithms thereby providing a comprehensive interface between computer programming and numerical analysis particularly

noteworthy in this third edition is knuth s new treatment of random number generators and his discussion of calculations with formal power series ebook pdf version produced by mathematical sciences publishers msp msp org even bad code can function but if code isn t clean it can bring a development organization to its knees every year countless hours and significant resources are lost because of poorly written code but it doesn t have to be that way noted software expert robert c martin presents a revolutionary paradigm with clean code a handbook of agile software craftsmanship martin has teamed up with his colleagues from object mentor to distill their best agile practice of cleaning code on the fly into a book that will instill within you the values of a software craftsman and make you a better programmer but only if you work at it what kind of work will you be doing you ll be reading code lots of code and you will be challenged to think about what s right about that code and what s wrong with it more importantly you will be challenged to reassess your professional values and your commitment to your craft clean code is divided into three parts the first describes the principles patterns and practices of writing clean code the second part consists of several case studies of increasing complexity each case study is an exercise in cleaning up code of transforming a code base that has some problems into one that is sound and efficient the third part is the payoff a single

chapter containing a list of heuristics and smells gathered while creating the case studies the result is a knowledge base that describes the way we think when we write read and clean code readers will come away from this book understanding how to tell the difference between good and bad code how to write good code and how to transform bad code into good code how to create good names good functions good objects and good classes how to format code for maximum readability how to implement complete error handling without obscuring code logic how to unit test and practice test driven development this book is a must for any developer software engineer project manager team lead or systems analyst with an interest in producing better code when programmers list their favorite books jon bentley s collection of programming pearls is commonly included among the classics just as natural pearls grow from grains of sand that irritate oysters programming pearls have grown from real problems that have irritated real programmers with origins beyond solid engineering in the realm of insight and creativity bentley s pearls offer unique and clever solutions to those nagging problems illustrated by programs designed as much for fun as for instruction the book is filled with lucid and witty descriptions of practical programming techniques and fundamental design principles it is not at all surprising that programming pearls has been so highly valued by

programmers at every level of experience in this revision the first in 14 years bentley has substantially updated his essays to reflect current programming methods and environments in addition there are three new essays on testing debugging and timing set representations string problems all the original programs have been rewritten and an equal amount of new code has been generated implementations of all the programs in c or c are now available on the what remains the same in this new edition is bentley s focus on the hard core of programming problems and his delivery of workable solutions to those problems whether you are new to bentley s classic or are revisiting his work for some fresh insight the book is sure to make your own list of favorites master the concise and expressive power of a pragmatic multi paradigm language for jvm android and beyond descriptionÉ the purpose of this book is to guide a reader through the capabilities of the kotlin language and give examples of using it for development of various applications be it desktop mobile or although our primary focus is on the jvm and android the knowledge weÕre sharing here to various extents applies to other kotlin supported platforms such as javascript native and even multi platform applications the book starts with an introduction to language and its ecosystem that will give you an understanding of the key ideas behind kotlin design introduce you to the kotlin

tooling and present you the basic language syntax and constructs in the next chapters we'll get to know the multi-paradigm nature of kotlin which allows you to create powerful abstractions by combining various aspects of functional and object oriented programming we'll talk about using common kotlin apis such as the standard library reflection and coroutine based concurrency as well as the means for creating your own flexible apis based on domain specific languages in the concluding chapters we'll give examples of using kotlin for more specialized tasks such as testing building android applications development and creating microservices key features language fundamentals object oriented and functional programming with kotlin kotlin standard library building domain specific languages using kotlin for development kotlin for android platform coroutine based concurrency what will you learn by the end of the book you'll obtain a thorough knowledge of all basic aspects of kotlin programming you'll be able to create a flexible and reusable code by taking advantage of object oriented and functional features use kotlin standard library compose your own domain specific languages write asynchronous code using kotlin coroutines library as well you'll also have a basic understanding of using kotlin for writing test code web applications and android development this knowledge will also give you a solid foundation for deeper learning

of related development platforms tools and frameworks who this book is for the book is primarily aimed at developers familiar with java and jvm and willing to get a firm understanding of kotlin while having little to no experience in that language discussion of various language features will be accompanied if deemed necessary by comparisons with their java analogs which should simplify java to kotlin transition most of the material however is rather java agnostic and should be beneficial even without prior java knowledge in general experience in object oriented or functional paradigm is a plus but not required table of contents 10 annotations and reflection 11 domain specific languages 12 java interoperability 13 concurrency 14 testing with kotlin 15 android applications 16 building microservices this book covers c programming focussing on its practical side volume 2 deals mainly with composite data structures and their composition an extensive use of figures and examples help to give a clear description of concepts and help the reader to gain a systematic understanding of the programming language in this volume the authors look at more advanced features with an eye towards developing techniques and ideas that produce robust c programs the authors goals in this book are to present the material a simple step at a time so the reader can easily digest each concept before moving on

teach practical programming techniques that you can use on a day to day basis introducing low level writing high level the second volume in the landmark write great code series by randall hyde covers high level programming languages such as swift and java as well as code generation on 64 bit cpus arm the java virtual machine and the microsoft common runtime today's programming languages offer productivity and portability but also make it easy to write sloppy code that isn't optimized for a compiler thinking low level writing high level will teach you to craft source code that results in good machine code once it's run through a compiler you'll learn how to analyze the output of a compiler to verify that your code generates good machine code the types of machine code statements that compilers generate for common control structures so you can choose the best statements when writing hll code enough assembly language to read compiler output how compilers convert various constant and variable objects into machine data with an understanding of how compilers work you'll be able to write source code that they can translate into elegant machine code new to this edition coverage of programming languages like swift and java code generation on modern 64 bit cpus arm processors on mobile phones and tablets stack based architectures like the java virtual machine modern language systems like the microsoft common language

runtime best selling author
bruce eckel has joined forces
with chuck allison to write
thinking in c volume 2 the
sequel to the highly received
and best selling thinking in c
volume 1 eckel is the master of
teaching professional
programmers how to quickly
learn cutting edge topics in c
that are glossed over in other c
books in thinking in c volume 2
the authors cover the finer
points of exception handling
defensive programming and
string and stream processing
that every c programmer needs
to know special attention is
given to generic programming
where the authors reveal little
known techniques for
effectively using the standard
template library in addition
eckel and allison demonstrate
how to apply rtti design
patterns and concurrent
programming techniques to
improve the quality of
industrial strength c
applications this book is
targeted at programmers of all
levels of experience who want
to master c this book is the
second in a series of books i
designed to help beginners get
started with information
technology in the first book i
covered some of the entry level
concepts that computer science
students must master in this
volume you will learn your first
programming language c do
you want to learn c but don't
know where to start are other
beginner s c books not really
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assumes nothing and will teach
you from absolute scratch the c
programming language from
microsoft is one of the most
popular programming

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get started with this powerful
programming language no
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with an elementary sample
program once the code in the
sample program is explained
and reviewed it will then
proceed to add elements that
illustrate basic language
constructs step by step this
process will continue until the
demonstration program is fully
developed this book will review
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case statements c data types
methods object oriented
programming and much more
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generation middleware ace s
power and flexibility arise from
object oriented frameworks
used to achieve the systematic
reuse of networked application
software ace frameworks
handle common network
programming tasks and can be
customized using c language
features to produce complete
distributed applications c
network programming volume
2 focuses on ace frameworks
providing thorough coverage of
the concepts patterns and
usage rules that form their
structure this book is a
practical guide to designing
object oriented frameworks
and shows developers how to
apply frameworks to
concurrent networked
applications c networking
volume 1 introduced ace and
the wrapper facades which are
basic network computing
ingredients volume 2 explains
how frameworks build on
wrapper facades to provide
higher level communication
services written by two experts
in the ace community this book
contains an overview of ace
frameworks design dimensions
for networked services
descriptions of the key
capabilities of the most
important ace frameworks
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many uses of trees arose in the
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solving concise with just
enough detail it is well worth
reading he frequently uses
algorithms expressed in
stepwise notation to make his
points however the real value
of this book is in the exercises
at the end of the sections an
enormous amount of
fundamental computer science
is expressed in those 156
questions and detailed answers
to all of the exercises are
included in this book do you
want to take your python to the
next level python is easy to
learn you can learn the basics
in a day and be productive with
it but there are more advanced
constructs that you will
eventually run across if you
spend enough time with it don't
be confused by these learn
them embrace them and
improve your code and others
core java has long been
recognised as the leading no
nonsense tutorial and
reference for experienced
programmers who want to
write robust java code for real
world applications now core
java volume ii advanced
features 11th edition has been
updated to reflect java se 9
core java vol ii covers advanced
user interface programming
and the enterprise features of
the java se 9 platform it

carefully explains the most
important language and library
features and shows how to
build real world applications
with thoroughly tested
examples the example
programs have been carefully
crafted to be easy to
understand as well as useful in
practice so you can rely on
them as the starting point for
your own code all of the code
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to reflect modern java best
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the depth and completeness
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tremendously and it's
becoming more and more
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technologically it definitely
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advanced programming

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mainly with composite data
structures and their
composition an extensive use of
figures and examples help to
give a clear description of
concepts and help the reader to
gain a systematic
understanding of the
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intelligence volume ii focuses
on the improvements in
artificial intelligence ai and its
increasing applications
including programming
languages intelligent cai
systems and the employment of
ai in medicine science and
education the book first
elaborates on programming
languages for ai research and
applications oriented ai
research discussions cover
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explores automatic programming as well as the methods of program specification basic approaches and automatic programming systems the book is a valuable source of data for computer science experts and researchers interested in conducting further research in artificial intelligence an authoritative guide to today's revolution in commodity supercomputing this book brings together more than 100 of the field's leading practitioners providing a single source for up to the minute information on virtually every key system issue associated with high performance cluster computing if you liked his first c book beginner's guide to embedded c programming then you will love this one in this volume 2 chuck takes the reader to the next level by introducing how to drive displays how to use interrupts how to use serial communication how to use the internal hardware peripherals of the pic16f690 microcontroller such as spi pwm and timers he even introduces how to drive a stepper motor for those looking for electromechanical design help he tackles these topics with his typical down to earth style of writing that makes the reader comfortable as they learn what some consider very difficult topics for the beginner in addition he continues to use the very powerful hi tech c compiler in its free lite mode so the reader can program along with little or no expense this is a great companion to the beginner's guide to embedded

c programming but also stands well on its own widely considered one of the best practical guides to programming steve mcconnell's original code complete has been helping developers write better software for more than a decade now this classic book has been fully updated and revised with leading edge practices and hundreds of new code samples illustrating the art and science of software construction capturing the body of knowledge available from research academia and everyday commercial practice mcconnell synthesizes the most effective techniques and must know principles into clear pragmatic guidance no matter what your experience level development environment or project size this book will inform and stimulate your thinking and help you build the highest quality code discover the timeless techniques and strategies that help you design for minimum complexity and maximum creativity reap the benefits of collaborative development apply defensive programming techniques to reduce and flush out errors exploit opportunities to refactor or evolve code and do it safely use construction practices that are right weight for your project debug problems quickly and effectively resolve critical construction issues early and correctly build quality into the beginning middle and end of your project

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