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WATTS FIELDS

Object-Oriented Design And Patterns No Starch Press

With this book, Christopher Kormanyos delivers a highly practical guide to programming real-time embedded microcontroller systems in C++. It is divided into three parts plus several appendices. Part I provides a foundation for real-time C++ by covering language technologies, including object-oriented methods, template programming and optimization. Next, part II presents detailed descriptions of a variety of C++ components that are widely used in microcontroller programming. It details some of C++'s most powerful language elements, such as class types, templates and the STL, to develop components for microcontroller register access, low-level drivers, custom memory management, embedded containers, multitasking, etc. Finally, part III describes mathematical methods and generic utilities that can be employed to solve recurring problems in real-time C++. The appendices include a brief C++ language tutorial, information on the real-time C++

development environment and instructions for building GNU GCC cross-compilers and a microcontroller circuit. For this fourth edition, the most recent specification of C++20 is used throughout the text. Several sections on new C++20 functionality have been added, and various others reworked to reflect changes in the standard. Also several new example projects ranging from introductory to advanced level are included and existing ones extended, and various reader suggestions have been incorporated. Efficiency is always in focus and numerous examples are backed up with runtime measurements and size analyses that quantify the true costs of the code down to the very last byte and microsecond. The target audience of this book mainly consists of students and professionals interested in real-time C++. Readers should be familiar with C or another programming language and will benefit most if they have had some previous experience with microcontroller electronics and the performance and size issues prevalent in embedded systems programming.

Advanced R Springer

The control-flow issues presented in this textbook are extremely relevant in modern computer

languages and programming styles. In addition to the basic control-flow mechanisms, virtually all new computer languages provide some form of exceptional control flow to support robust programming introduced in this textbook. Also, concurrency capabilities are appearing with increasing frequency in both new and old programming languages, and are covered in this book. Understanding Control Flow: With Concurrent Programming Using μ C++ starts with looping, and works through each of the basic control-flow concepts, examining why each is fundamental and where it is useful. Time is spent on each concept according to its level of difficulty. Examples and exercises are also provided in this textbook. New programming methodologies are requiring new forms of control flow, and new programming languages are supporting these methodologies with new control structures, such as the concurrency constructs discussed in this textbook. Most computers now contain multi-threading and multi-cores, while multiple processors and distributed systems are ubiquitous — all of which require advanced programming methodologies to take full advantage of the available parallelism summarized in this textbook. Advance forms of control flow are becoming basic programming skills needed by all programmers, not just graduate students

working in the operating systems or database disciplines. This textbook is designed for advanced-level students studying computer science and engineering. Professionals and researchers working in this field, specifically programming and software engineering, will find this book useful as a reference.

The Art of Readable Code BRILL

This book constitutes the refereed proceedings of the 31st Symposium of the German Association for Pattern Recognition, DAGM 2009, held in Jena, Germany, in September 2009. The 56 revised full papers were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on motion and tracking; pedestrian recognition and automotive applications; features; single-view and 3D reconstruction; learning and classification; pattern recognition and estimation; stereo and multi-view reconstruction; image analysis and applications; and segmentation.

Mastering Enterprise JavaBeans McGraw-Hill Companies

An emerging topic in software engineering and data mining, specification mining tackles software maintenance and reliability issues that cost economies billions of dollars each year. The first unified reference on the subject, *Mining Software Specifications: Methodologies and Applications* describes recent approaches for mining specifications of software.

Expert F# Springer Science & Business Media

This new, expanded textbook describes all phases of a modern compiler: lexical analysis, parsing, abstract syntax, semantic actions, intermediate representations, instruction selection via tree matching, dataflow analysis, graph-coloring register allocation, and runtime systems. It includes good coverage of current techniques in code generation and register allocation, as well as functional and object-oriented languages, that are missing from most books. In addition, more advanced chapters are now included so that it can be used as the basis for a two-semester or graduate course. The most accepted and successful techniques are described in a concise way, rather than as an exhaustive catalog of every possible variant. Detailed descriptions of the interfaces between modules of a compiler are illustrated with actual C header files. The first part of the book, *Fundamentals of Compilation*, is suitable for a one-semester first course in compiler design. The second part, *Advanced Topics*, which includes the advanced chapters, covers the compilation of object-oriented and functional languages, garbage collection, loop optimizations, SSA form, loop scheduling, and optimization for cache-memory hierarchies.

Effective Java CRC Press

This book is for students and professionals who are intrigued by the prospect of learning and using a powerful language that provides a rich infrastructure for creating programs. No programming knowledge is necessary to benefit from this book except for the section on Lua bindings, which requires some familiarity with the C programming language. A certain comfort level with command-line operations, text editing, and directory structures is assumed. You need surprisingly little in the way of computer resources to learn and use Lua. This book focuses on Windows and Unix-like (including Linux) systems, but any operating system that supports a command shell should be suitable. You'll need a text editor to prepare and save Lua scripts. If you choose to extend Lua with libraries written in a programming language like C, you'll need a suitable software development kit. Many of these kits are freely available on the Internet but, unlike Lua, they can consume prodigious amounts of disk space and memory.

Principles of Artificial Neural Networks John Wiley & Sons

Authored by Roberto Ierusalimsky, the chief architect of the language, this volume covers all aspects of Lua 5---from the basics to its API with C---explaining how to make good use of its features and giving numerous code examples. (Computer Books)

You Don't Know JS: Async & Performance Network Theory Limited

In the course of their 20+-year engineering careers, authors Brian Fitzpatrick and Ben Collins-Sussman have picked up a treasure trove of wisdom and anecdotes about how successful teams work together. Their conclusion? Even among people who have spent decades learning the technical side of their jobs, most haven't really focused on the human component. Learning to collaborate is just as important to success. If you invest in the "soft skills" of your job, you can have a much greater impact for the same amount of effort. The authors share their insights on how to lead a team effectively, navigate an organization, and build a healthy relationship with the users of your software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of thousands of followers.

Beyond the Basic Stuff with Python Addison-Wesley Professional

Contains the best articles from OOP, Object Magazine, C++ Report, ROAD, and The Smalltalk Report, making it a comprehensive source for advanced information on OT.

Thinking In C++ (2Nd Edition) "O'Reilly Media, Inc."

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! *Effective Java™, Second Edition*, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, *Effective Java™, Second Edition*, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

Java Concurrency in Practice "O'Reilly Media, Inc."

This textbook is intended for a first-year graduate course on Artificial Neural Networks. It assumes no prior background in the subject and is directed to MS students in electrical engineering, computer science and related fields, with background in at least one programming language or in a programming tool such as Matlab, and who have taken the basic undergraduate classes in systems or in signal processing.

Holub on Patterns Pearson Deutschland GmbH

Powerful, flexible, and easy to use, Python is an ideal language for building software tools and applications for life science research and development. This unique book shows you how to program with Python, using code examples taken directly from bioinformatics. In a short time, you'll be using sophisticated techniques and Python modules that are particularly effective for bioinformatics programming. *Bioinformatics Programming Using Python* is perfect for anyone involved with bioinformatics -- researchers, support staff, students, and software developers interested in writing bioinformatics applications. You'll find it useful whether you already use Python, write code in another language, or have no programming experience at all. It's an excellent self-instruction tool, as well as a handy reference when facing the challenges of real-life programming tasks. Become familiar with Python's fundamentals, including ways to develop simple applications Learn how to use Python modules for pattern matching, structured text processing, online data retrieval, and database access Discover generalized patterns that cover a large proportion of how Python code is used in bioinformatics Learn how to apply the principles and techniques of object-oriented programming Benefit from the "tips and traps" section in each chapter

Pattern Recognition "O'Reilly Media, Inc."

In this book, the world's foremost experts in F# show you how to program in F# the way they do. Written by F#'s inventor and two major contributors to its development, *Expert F#* is the authoritative, comprehensive, and in-depth guide to the language and its use. Designed to help others become experts, the first part of the book quickly yet carefully describes the F# language. The second part then carefully shows how to elegantly use F# for a wide variety of practical programming tasks. This comprehensive reference of F# concepts, syntax, and features offers a treasury of expert techniques.

Bioinformatics Programming Using Python John Wiley & Sons

Pattern-oriented software architecture is a new approach to software development. This book represents the progression and evolution of the pattern approach into a system of patterns capable of describing and documenting large-scale applications. A pattern system provides, on one level, a pool of proven solutions to many recurring design problems. On another it shows how to combine individual patterns into heterogeneous structures and as such it can be used to facilitate

a constructive development of software systems. Uniquely, the patterns that are presented in this book span several levels of abstraction, from high-level architectural patterns and medium-level design patterns to low-level idioms. The intention of, and motivation for, this book is to support both novices and experts in software development. Novices will gain from the experience inherent in pattern descriptions and experts will hopefully make use of, add to, extend and modify patterns to tailor them to their own needs. None of the pattern descriptions are cast in stone and, just as they are borne from experience, it is expected that further use will feed in and refine individual patterns and produce an evolving system of patterns. Visit our Web Page

<http://www.wiley.com/compbooks/>

Beginning Lua Programming Apress

An Essential Reference for Intermediate and Advanced R Programmers *Advanced R* presents useful tools and techniques for attacking many types of R programming problems, helping you avoid mistakes and dead ends. With more than ten years of experience programming in R, the author illustrates the elegance, beauty, and flexibility at the heart of R. The book develops the necessary skills to produce quality code that can be used in a variety of circumstances. You will learn: The fundamentals of R, including standard data types and functions Functional programming as a useful framework for solving wide classes of problems The positives and negatives of metaprogramming How to write fast, memory-efficient code This book not only helps current R users become R programmers but also shows existing programmers what's special about R. Intermediate R programmers can dive deeper into R and learn new strategies for solving diverse problems while programmers from other languages can learn the details of R and understand why R works the way it does.

Pattern Recognition Addison-Wesley Professional

Until now, design patterns for the MapReduce framework have been scattered among various research papers, blogs, and books. This handy guide brings together a unique collection of valuable MapReduce patterns that will save you time and effort regardless of the domain, language, or development framework you're using. Each pattern is explained in context, with pitfalls and caveats clearly identified to help you avoid common design mistakes when modeling your big data architecture. This book also provides a complete overview of MapReduce that explains its origins and implementations, and why design patterns are so important. All code examples are written for Hadoop. Summarization patterns: get a top-level view by summarizing and grouping data Filtering patterns: view data subsets such as records generated from one user Data organization patterns: reorganize data to work with other systems, or to make MapReduce analysis easier Join patterns: analyze different datasets together to discover interesting relationships Metapatterns: piece together several patterns to solve multi-stage problems, or to perform several analytics in the same job Input and output patterns: customize the way you use Hadoop to load or store data "A clear exposition of MapReduce programs for common data processing patterns—this book is indispensable for anyone using Hadoop." --Tom White, author of *Hadoop: The Definitive Guide*

Mining Software Specifications Cambridge University Press

Python was recently ranked as today's most popular programming language on the TIOBE index, thanks to its broad applicability to design and prototyping to testing, deployment, and maintenance. With this updated fourth edition, you'll learn how to get the most out of Python, whether you're a professional programmer or someone who needs this language to solve problems in a particular field. Carefully curated by recognized experts in Python, this new edition focuses on version 3.10, bringing this seminal work on the Python language fully up to date on five version releases, including preview coverage of upcoming 3.11 features. This handy guide will help you: Learn how Python represents data and program as objects Understand the value and uses of type annotations Examine which language features appeared in which recent versions Discover how to use modern Python idiomatically Learn ways to structure Python projects appropriately Understand how to debug Python code

Peirce's Pragmatism "O'Reilly Media, Inc."

Make Rust a key tool in your arsenal, and access one of the industry's fastest-growing areas of opportunity. Rust's exciting innovations have made it the most loved programming language in Stack Overflow's influential survey for five straight years--but its steep learning curve has made many other developers reluctant to dive in. Now, with a growing commitment to Rust from many of the world's leading development organizations, it's the perfect time to start--especially now that there's an up-to-date, accessible, example-rich book to guide you. In *Programming with Rust*, long-

time enterprise developer Donis Marshall has made Rust easier to understand than ever, with a guide expertly organized into short, bite-sized chapters that bring you up-to-speed fast. Written for developers at all levels, Marshall starts with the absolute basics, and thoroughly demystifies the Rust technical advances that make it so attractive for next-generation development. Everything's here, from types and assignments to ownership, lifetimes, traits, and crates. Marshall even offers indispensable expert advice for unit testing, handling unsafe code, interoperating with legacy code bases, and using Rust's increasingly robust tools. Contains short, easy-to-consume chapters Clearly illustrates innovative features such as lifetimes, ownerships, and patterns Practical, focused, complete, and up-to-date Written for newcomers and professional developers alike More than just a new language, Rust represents a philosophical shift in how you code. In Programming with Rust, you'll master both the techniques and the mindset.

Understanding Control Flow Springer

Most programmers' fear of user interface (UI) programming comes from their fear of doing UI

design. They think that UI design is like graphic design—the mysterious process by which creative, latte-drinking, all-black-wearing people produce cool-looking, artistic pieces. Most programmers see themselves as analytic, logical thinkers instead—strong at reasoning, weak on artistic judgment, and incapable of doing UI design. In this brilliantly readable book, author Joel Spolsky proposes simple, logical rules that can be applied without any artistic talent to improve any user interface, from traditional GUI applications to websites to consumer electronics. Spolsky's primary axiom, the importance of bringing the program model in line with the user model, is both rational and simple. In a fun and entertaining way, Spolsky makes user interface design easy for programmers to grasp. After reading *User Interface Design for Programmers*, you'll know how to design interfaces with the user in mind. You'll learn the important principles that underlie all good UI design, and you'll learn how to perform usability testing that works.

Bash Reference Manual "O'Reilly Media, Inc."

Object-oriented analysis and design (OOAD) has over the years, become a vast field,

encompassing such diverse topics as design process and principles, documentation tools, refactoring, and design and architectural patterns. For most students the learning experience is incomplete without implementation. This new textbook provides a comprehensive introduction to OOAD. The salient points of its coverage are: • A sound footing on object-oriented concepts such as classes, objects, interfaces, inheritance, polymorphism, dynamic linking, etc. • A good introduction to the stage of requirements analysis. • Use of UML to document user requirements and design. • An extensive treatment of the design process. • Coverage of implementation issues. • Appropriate use of design and architectural patterns. • Introduction to the art and craft of refactoring. • Pointers to resources that further the reader's knowledge. All the main case-studies used for this book have been implemented by the authors using Java. The text is liberally peppered with snippets of code, which are short and fairly self-explanatory and easy to read. Familiarity with a Java-like syntax and a broad understanding of the structure of Java would be helpful in using the book to its full potential.

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