

## Keith Haviland Unix System Programming

The administrator's guide to understanding Linux routing systems and techniques, written by authors with vast experience in implementing network solutions in a variety of operating systems and hardware arenas. The book provides comprehensive, coverage of routing solutions readers can set up on a Linux box, not just a look at what Cisco routers can do.

UNIX System Programming Addison Wesley Publishing Company  
UNIX System Programming A Programmer's Guide to Software Development Addison-Wesley  
Longman Limited

The classic guide to UNIX® programming-completely updated! UNIX application programming requires a mastery of system-level services. Making sense of the many functions-more than 1,100 functions in the current UNIX specification-is a daunting task, so for years programmers have turned to Advanced UNIX Programming for its clear, expert advice on how to use the key functions reliably. An enormous number of changes have taken place in the UNIX environment since the landmark first edition. In Advanced UNIX Programming, Second Edition, UNIX pioneer Marc J. Rochkind brings the book fully up to date, with all-new, comprehensive coverage including: POSIX Solaris™ Linux® FreeBSD Darwin, the Mac™ OS X kernel And more than 200 new system calls Rochkind's fully updated classic explains all the UNIX system calls you're

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likely to need, all in a single volume! Interprocess communication, networking (sockets), pseudo terminals, asynchronous I/O, advanced signals, realtime, and threads Covers the system calls you'll actually use-no need to plow through hundreds of improperly implemented, obsolete, and otherwise unnecessary system calls! Thousands of lines of example code include a Web browser and server, a keystroke recorder/player, and a shell complete with pipelines, redirection, and background processes Emphasis on the practical-ensuring portability, avoiding pitfalls, and much more! Since 1985, the one book to have for mastering UNIX application programming has been Rochkind's Advanced UNIX Programming. Now completely updated, the second edition remains the choice for up-to-the-minute, in-depth coverage of the essential system-level services of the UNIX family of operating systems.

Finally, in one book we have a complete and detailed explanation of the Standard C++ Class library. There have been books that discuss some features of the iostreams. There have been a few books that discuss various components of the Standard Template Library. But this book brings together in one place a complete tutorial and reference on the latest ANSI/ISO standard for C++ class library. This book is an easy to understand introduction to the object oriented components that are now part of the C++ language. This book takes a component approach towards explaining the standard C++ objects and how to use them. In this book you will find simple but complete coverage of

- \* Object oriented Input and Output Using the Iostream classes
- \* String class
- \*

Container classes and STL Algorithm Building Blocks \* Exception Classes and Error Handling Objects \* Language Support & Internationalization Classes \* Iterator Classes \* Numerics and Math Classes \* Object Oriented Memory Management Components \* Interfacing C++ objects with Java Objects Mastering The Essential C++ Classes shows the programmer how to use these built in components to speed up and simplify software development efforts of all sizes. The authors demonstrate how these components can be easily added together to build whatever kind of software object that is needed. The authors describe each component from the logical view, architectural view, and protocol view. This invaluable tutorial and reference shows how the standard C++ components fit together and how they can be combined with objects from other languages such as Java. Every example in this book is presented using the ANSI/ISO standards for the C++ classes and can be used in the Unix, Linux, MVS, VM, VMS, OS/2, Windows and Macintosh environments. The complete source code contained in this book can be found on the enclosed CD-ROM. The CD-ROM also contains a complete reference to the standard C++ classes. Cameron Hughes is a software engineer at Ctest Laboratories, and a staff programmer/analyst at Youngstown State University. He spends most of his time developing large scale C++ class libraries, inference engines and information analysis tools. Tracey Hughes is a senior programmer at Ctest laboratories specializing in pattern-recognition class libraries, discrete event simulation and image processing software. Tracey and Cameron are

also the authors of Object-Oriented Multithreading Using C++, Collection and Container Classes in C++ and Object-Oriented I/O Using C++ Iostreams published by Wiley.

This unique and practical text introduces the principles of WLANs based upon the IEEE 802.11 standards, demonstrating how to configure equipment in order to implement various network solutions. The text is supported by examples and detailed instructions.

Describes the features of the NeXT computer, shows how to work with its built-in application programs, and surveys software being developed for the computer

Language documentation is a rapidly emerging new field in linguistics which is concerned with the methods, tools and theoretical underpinnings for compiling a representative and lasting multipurpose record of a natural language. This volume presents in-depth introductions to major aspects of language documentation, including overviews on fieldwork ethics and data processing, guidelines for the basic annotation of digitally-stored multimedia corpora and a discussion on how to build and maintain a language archive. It combines theoretical and practical considerations and makes specific suggestions for the most common problems encountered in language documentation. Key features textbook introduction to Language Documentation considers all common problems

Every 3rd issue is a quarterly cumulation.

Introduction to Parallel Programming focuses on the techniques, processes, methodologies, and approaches involved in parallel programming. The book first

offers information on Fortran, hardware and operating system models, and processes, shared memory, and simple parallel programs. Discussions focus on processes and processors, joining processes, shared memory, time-sharing with multiple processors, hardware, loops, passing arguments in function/subroutine calls, program structure, and arithmetic expressions. The text then elaborates on basic parallel programming techniques, barriers and race conditions, and nested loops. The manuscript takes a look at overcoming data dependencies, scheduling summary, linear recurrence relations, and performance tuning. Topics include parallel programming and the structure of programs, effect of the number of processes on overhead, loop splitting, indirect scheduling, block scheduling and forward dependency, and induction variable. The publication is a valuable reference for researchers interested in parallel programming.

Over the last few years, Linux has grown both as an operating system and a tool for personal and business use. Simultaneously becoming more user friendly and more powerful as a back-end system, Linux has achieved new plateaus: the newer filesystems have solidified, new commands and tools have appeared and become standard, and the desktop--including new desktop environments--have proved to be viable, stable, and readily accessible to even those who don't consider themselves computer gurus. Whether you're using Linux for personal

software projects, for a small office or home office (often termed the SOHO environment), to provide services to a small group of colleagues, or to administer a site responsible for millions of email and web connections each day, you need quick access to information on a wide range of tools. This book covers all aspects of administering and making effective use of Linux systems. Among its topics are booting, package management, and revision control. But foremost in Linux in a Nutshell are the utilities and commands that make Linux one of the most powerful and flexible systems available. Now in its fifth edition, Linux in a Nutshell brings users up-to-date with the current state of Linux. Considered by many to be the most complete and authoritative command reference for Linux available, the book covers all substantial user, programming, administration, and networking commands for the most common Linux distributions. Comprehensive but concise, the fifth edition has been updated to cover new features of major Linux distributions. Configuration information for the rapidly growing commercial network services and community update services is one of the subjects covered for the first time. But that's just the beginning. The book covers editors, shells, and LILO and GRUB boot options. There's also coverage of Apache, Samba, Postfix, sendmail, CVS, Subversion, Emacs, vi, sed, gawk, and much more. Everything that system administrators, developers, and power users need to

know about Linux is referenced here, and they will turn to this book again and again.

This text concentrates on the programming interface that exists between the UNIX kernel and applications software that runs in the UNIX environment - the UNIX system call interface. The techniques required by systems programmers are developed in depth and illustrated by a wealth of examples.

Das Buch behandelt die Grundlagen der Systemprogrammierung und Systemprogrammiersprachen, so daß es auch für Lehrveranstaltungen eingesetzt werden kann. Am Beispiel von UNIX wird die systemnahe Programmierung in C mit Systemaufrufen und systemspezifischen Bibliotheksfunktionen erläutert. Hinzu kommt die Benutzung der UNIX-Shells, der wesentlichen Programmentwicklungswerkzeuge vom C-Compiler bis zu den Compilerbautools lex und yacc. Zur Vertiefung der Inhalte tragen zahlreiche Programmbeispiele bei. Das Lehrbuch geht auch auf Fragen der Portierbarkeit zu anderen Betriebssystemen ein.

This book provides an easy-to-use description of some of the fundamental terms in e-commerce, and the world of the internet and other areas such as mobile computing. Unlike a simple glossary or dictionary, the book is structured alphabetically with a mixture of short entries and longer articles. It covers not only

concepts, but some important personalities, companies, products and Websites. Covering all the essential components of Unix/Linux, including process management, concurrent programming, timer and time service, file systems and network programming, this textbook emphasizes programming practice in the Unix/Linux environment. Systems Programming in Unix/Linux is intended as a textbook for systems programming courses in technically-oriented Computer Science/Engineering curricula that emphasize both theory and programming practice. The book contains many detailed working example programs with complete source code. It is also suitable for self-study by advanced programmers and computer enthusiasts. Systems programming is an indispensable part of Computer Science/Engineering education. After taking an introductory programming course, this book is meant to further knowledge by detailing how dynamic data structures are used in practice, using programming exercises and programming projects on such topics as C structures, pointers, link lists and trees. This book provides a wide range of knowledge about computer system software and advanced programming skills, allowing readers to interface with operating system kernel, make efficient use of system resources and develop application software. It also prepares readers with the needed background to pursue advanced studies in Computer Science/Engineering, such as operating

systems, embedded systems, databasesystems, data mining, artificial intelligence, computer networks, network security,distributed and parallel computing.

bull; Learn UNIX essentials with a concentration on communication, concurrency, and multithreading techniques bull; Full of ideas on how to design and implement good software along with unique projects throughout bull; Excellent companion to Stevens' Advanced UNIX System Programming

An accessible, yet comprehensive text that clearly explains Unix programming and structuring by addressing the fundamentals of Unix and providing alternative solutions to problems in concrete terms.

A developer's guide to writing thread-safe object-oriented applications. Drawing on years of programming experience, Cameron and Tracey Hughes provide a building-block approach to developing multithreaded applications in C++. This book offers programmers the first comprehensive explanation of multithreading techniques and principles for objects and class libraries. It teaches C++ programmers everything they'll need to build applications that cooperate for system resources instead of competing. This invaluable reference shows you how to avoid common pitfalls of multithreading, whether you're programming in UNIX, Windows NT, or OS/2 environment. All major examples are implemented

in each environment and supported by thorough explanations of object-oriented multithread architecture and incremental multithreading. On the disk you'll find: \*

- \* All the source code contained in the book
- \* Important protocols and information resources
- \* A variety of multithreaded components ready to build into your own applications or class library.

You'll find a wealth of coverage on highly practical but little understood topics like:

- \* Thread-safe container classes
- \* POSIX threads and the new thread standard 1003.1c
- \* STL algorithms and containers in multithread environments
- \* C++ synchronization components
- \* Object-oriented mutexes and semaphores
- \* Avoiding deadlock and data race through encapsulation
- \* Multithreaded application frameworks
- \* Object-oriented pipe streams

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