Distributed Systems in Java

Distributed Programming With Java

IEEE Computer Society

Distributed Programming With Java:

Java in Distributed Systems Marko Boger,2001-05-25 Large and complex software systems such as Internet applications depend on distributed applications Although Java has helped reduce the complexity of distributed systems developers still have to contend with diverse hardware platforms remote communication over networks and system failures Java in Distributed Systems provides a comprehensive guide for anyone wishing to deepen their knowledge of Java in distributed applications Beginning with a tutorial guide to distributed programming in the Java environment it shows you how building blocks from threads to Jini can help you to fulfil Sun s vision that the Network is the Computer It then goes on to focus on aspects that are still challenging researchers such as concurrency distribution and persistence Key Features One of the few books to focus specifically on Java for building distributed applications Coverage includes threads sockets RMI CORBA Voyager Mobile agents JDBC object oriented databases Java spaces and Jini Includes advanced chapters on the cutting edge of Java language development including the author s own proposed Dejay Distributed Java an open source project that offers a unified approach to concurrency distribution and persistence Concurrent and Distributed Computing in Java Vijay K. Garg,2005-01-14 Concurrent and Distributed Computing in Java addresses fundamental concepts in concurrent computing with Java examples The book consists of two parts The first part deals with techniques for programming in shared memory based systems The book covers concepts in Java such as threads synchronized methods waits and notify to expose students to basic concepts for multi threaded programming It also includes algorithms for mutual exclusion consensus atomic objects and wait free data structures The second part of the book deals with programming in a message passing system This part covers resource allocation problems logical clocks global property detection leader election message ordering agreement algorithms checkpointing and message logging Primarily a textbook for upper level undergraduates and graduate students this thorough treatment will also be of interest to professional programmers Distributed Programming with Java Qusay H. Mahmoud,2000 For programmers already familiar with Java this book offers new techniques on how to develop distributed applications Although it discusses four paradigms low level Sockets Remote Method Invocation CORBA and Mobile Agents this book does not favor any one of these technologies It also allows the reader to judge the easiest approach for a particular domain of applications Distributed Computing in Java 9 Raja Malleswara Rao Pattamsetti,2017-06-30 Explore the power of distributed computing to write concurrent scalable applications in Java About This Book Make the best of Java 9 features to write succinct code Handle large amounts of data using HPC Make use of AWS and Google App Engine along with Java to establish a powerful remote computation system Who This Book Is For This book is for basic to intermediate level Java developers who is aware of object oriented programming and Java basic concepts What You Will Learn Understand the basic concepts of parallel and distributed computing programming Achieve performance improvement using parallel processing multithreading concurrency memory sharing and hpc cluster computing Get an in depth understanding of Enterprise

Messaging concepts with Java Messaging Service and Web Services in the context of Enterprise Integration Patterns Work with Distributed Database technologies Understand how to develop and deploy a distributed application on different cloud platforms including Amazon Web Service and Docker CaaS Concepts Explore big data technologies Effectively test and debug distributed systems Gain thorough knowledge of security standards for distributed applications including two way Secure Socket Layer In Detail Distributed computing is the concept with which a bigger computation process is accomplished by splitting it into multiple smaller logical activities and performed by diverse systems resulting in maximized performance in lower infrastructure investment This book will teach you how to improve the performance of traditional applications through the usage of parallelism and optimized resource utilization in Java 9 After a brief introduction to the fundamentals of distributed and parallel computing the book moves on to explain different ways of communicating with remote systems objects in a distributed architecture You will learn about asynchronous messaging with enterprise integration and related patterns and how to handle large amount of data using HPC and implement distributed computing for databases Moving on it explains how to deploy distributed applications on different cloud platforms and self contained application development You will also learn about big data technologies and understand how they contribute to distributed computing The book concludes with the detailed coverage of testing debugging troubleshooting and security aspects of distributed applications so the programs you build are robust efficient and secure Style and approach This is a step by step practical guide with real world examples **Concurrent, Real-Time and Distributed Programming in Java** Badr Benmammar,2017-12-27 This book provides an introduction to concurrent real time distributed programming with Java object oriented language support as an algorithm description tool It describes in particular the mechanisms of synchronization cooperative and competitive and sharing of data internal class static variables between threads in Java He then discusses the use of Java for real time applications Consequently a presentation of the RTSJ Real Time Specification for Java specification dedicated to the development of real time applications in Java is also introduced in this book Finally a presentation of programming distributed in Java is presented in this book We are particularly interested in communication using the TCP Sockets and high level communication using Java Remote Method Invocation RMI The book also contains an annex which contains a practical set of application exercises in relation to the theme of the book Knowledge of the Java language is a prerequisite for understanding the book **Concurrent and Distributed Computing in Java** Vijay K. Garg,2004-02-04 Concurrent and Distributed Computing in Java addresses fundamental concepts in concurrent computing with Java examples The book consists of two parts The first part deals with techniques for programming in shared memory based systems The book covers concepts in Java such as threads synchronized methods waits and notify to expose students to basic concepts for multi threaded programming It also includes algorithms for mutual exclusion consensus atomic objects and wait free data structures The second part of the book deals with programming in a message passing system This part

covers resource allocation problems logical clocks global property detection leader election message ordering agreement algorithms checkpointing and message logging Primarily a textbook for upper level undergraduates and graduate students this thorough treatment will also be of interest to professional programmers **Java Distributed Computing** Jim Farley,1998 This book shows how to build software in which two or more computers cooperate to produce results It covers Java s RMI Remote Method Invocation facility in addition to CORBA and strategies for developing a distributed framework It pays attention to often neglected issues such as protocol design security and bandwidth requirements **Introduction to Reliable Distributed Programming** Rachid Guerraoui,Luís Rodrigues,2006-05-01 In modern computing a program is usually distributed among several processes The fundamental challenge when developing reliable distributed programs is to support the cooperation of processes required to execute a common task even when some of these processes fail Guerraoui and Rodrigues present an introductory description of fundamental reliable distributed programming abstractions as well as algorithms to implement these abstractions The authors follow an incremental approach by first introducing basic abstractions in simple distributed environments before moving to more sophisticated abstractions and more challenging environments Each core chapter is devoted to one specific class of abstractions covering reliable delivery shared memory consensus and various forms of agreement This textbook comes with a companion set of running examples implemented in Java These can be used by students to get a better understanding of how reliable distributed programming abstractions can be implemented and used in practice Combined the chapters deliver a full course on reliable distributed programming The book can also be used as a complete reference on the basic elements required to build reliable distributed applications

Distributed Computing M. L. Liu,Mei-Ling L. Liu,2004 Distributed Computing provides an introduction to the core concepts and principles of distributed programming techniques It takes a how to approach where students learn by doing Designed for students familiar with Java the book covers programming paradigms protocols and application program interfaces API s including RMI COBRA IDL WWW and SOAP Each chapter introduces a paradigm and or protocol and then presents the use of a DPI that illustrates the concept The presentation uses narrative code examples and diagrams designed to explain the topics in a manner that is clear and concise End of chapter exercises provide analytical as well as hands on exercises to prompt the reader to practice the concepts and the use of API s covered throughout the text Using this text students will understand and be able to execute basic distributed programming techniques used to create network services and network applications including Internet applications *Implementing Distributed Systems with Java and CORBA* Markus Aleksy,Axel Korthaus,Martin Schader,2005-06-22 This book provides graduate students and practitioners with knowledge of the CORBA standard and practical experience of implementing distributed systems with CORBA s Java mapping With tested code examples that will run immediately **Analysis of distributed programming in C# and Java** Niranjan Maturi,2003 *Advances in Systems, Computing Sciences and Software Engineering* Tarek Sobh,Khaled

Elleithy,2007-09-27 Advances in Systems Computing Sciences and Software Engineering This book includes the proceedings of the International Conference on Systems Computing Sciences and Software Engineering SCSS 05 The proceedings are a set of rigorously reviewed world class manuscripts addressing and detailing state of the art research projects in the areas of computer science software engineering computer engineering systems sciences and engineering information technology parallel and distributed computing and web based programming SCSS 05 was part of the International Joint Conferences on Computer Information and Systems Sciences and Engineering CISSE 05 www cisse2005 org the World s first Engineering Computing and Systems Research E Conference CISSE 05 was the first high caliber Research Conference in the world to be completely conducted online in real time via the internet CISSE 05 received 255 research paper submissions and the final program included 140 accepted papers from more than 45 countries The concept and format of CISSE 05 were very exciting and ground breaking The PowerPoint presentations final paper manuscripts and time schedule for live presentations over the web had been available for 3 weeks prior to the start of the conference for all registrants so they could choose the presentations they want to attend and think about questions that they might want to ask The live audio presentations were also recorded and were part of the permanent CISSE archive which also included all power point presentations and papers SCSS 05 provided a virtual forum for presentation and discussion of the state of the art research on Systems Computing Sciences and Software Engineering **Architecture and Design of Distributed Embedded Systems** Bernd Kleinjohann,2013-04-18 Due to the decreasing production costs of IT systems applications that had to be realised as expensive PCBs formerly can now be realised as a system on chip Furthermore low cost broadband communication media for wide area communication as well as for the realisation of local distributed systems are available Typically the market requires IT systems that realise a set of specific features for the end user in a given environment so called embedded systems Some examples for such embedded systems are control systems in cars airplanes houses or plants information and communication devices like digital TV mobile phones or autonomous systems like service or edutainment robots For the design of embedded systems the designer has to tackle three major aspects The application itself including the man machine interface The target architecture of the system including all functional and non functional constraints and the design methodology including modelling specification synthesis test and validation The last two points are a major focus of this book This book documents the high quality approaches and results that were presented at the International Workshop on Distributed and Parallel Embedded Systems DIPES 2000 which was sponsored by the International Federation for Information Processing IFIP and organised by IFIP working groups WG10 3 WG10 4 and WG10 5 The workshop took place on October 18 19 2000 in Schlo Eringerfeld near Paderborn Germany Architecture and Design of Distributed Embedded Systems is organised similar to the workshop Chapters 1 and 4 Methodology I and II deal with different modelling and specification paradigms and the corresponding design methodologies Generic system architectures for different classes of

embedded systems are presented in Chapter 2 In Chapter 3 several design environments for the support ofspecific design methodologies are presented Problems concerning test and validation are discussed in Chapter 5 The last two chapters include distribution and communication aspects Chapter 6 and synthesis techniques for embedded systems Chapter 7 This book is essential reading for computer science researchers and application developers *Formal Techniques for Networked and Distributed Systems - FORTE 2004* David de Frutos-Escrig,Manuel Nunez,2004-09-21 This book constitutes the refereed proceedings of the 24th IFIP WG 6 1 International Conference on Formal Techniques for Networked and Distributed Systems FORTE 2004 held in Madrid Spain in September 2004 The 20 revised full papers presented together with 3 invited papers were carefully reviewed and selected from 54 submissions Among the topics addressed are state based specification distributed Java objects UML and SDL algorithm verification communicating automata design recovery formal protocol testing testing and model checking distributed real time systems formal composition distributed testing automata for ACTL symbolic state space representation pi calculus concurrency Petri nets routing protocol verification and intrusion detection

Software Engineering for Parallel and Distributed Systems IEEE Computer Society,2000 Proceedings of a June 2000 symposium addressing issues that face software developers working with parallel and distributed systems Papers come from 10 different countries representing worldwide interest in the topic This year s meeting focuses on distributed systems development reflecting the growth in the deployment and importance of large scale distributed applications Subjects include scalability issues in CORBA formalization and verification of coherence protocols with the gamma framework a formalism for hierarchical mobile agents and a case study of exploratory visualization of distributed computations Lacks a subject index Annotation copyrighted by Book News Inc Portland OR Distributed Programming in Java and C++ Marie Nilsson,1999

RELATIONAL DATABASES AND DISTRIBUTED SYSTEMS Andreas Sofroniou,2018-03-13 A database is a logically organised collection of related data generally accessed by a set of programs known as a Database Management System DBMS which oversees the creation and use of the database and controls access to the data The organisation of a database obviates the need to duplicate information to meet the various requirements of different groups of users and ensures that the data always remains consistent A large database requires extensive storage facilities In some organisations and services databases can be accessed over networks from microcomputers or as videotex Relational databases and hypertext techniques include extensive and complex cross reference facilities so that information on related items may be retrieved Many database programs have been designed to run on micro computers Some of these contain computer languages that enable users to change the operation of the database to suit their requirements **The ... International Conference on Distributed Computing Systems** ,2000 **E-Business and Distributed Systems Handbook** Amjad Umar,2003-05 This module explains the growing number of Application Servers and their variants Mobile Application Servers Commerce Servers B2B Servers Multimedia and Collaboration Servers This is one module of an extensive handbook that systematically discusses how

to translate e business strategies to working solutions by using the latest distributed computing technologies The focus of this module of the handbook is on application servers that package several middleware and infrastructure services into a platform for development deployment and management of modern applications Chapters of this module explain the principles of application servers and systematically discuss a Mobile Application Servers based on WAP I Mode J2ME and others b Commerce Servers based on e payment systems electronic catalogs XML secure C2B trade c B2B Servers based on ebXML Web Services workflows EDI EAI d Multimedia and Collaboration Servers based on groupware SMIL and RTP and e Super Application Servers that combine numerous services needed for Web mobile applications and EC EB applications on a single platform IBM s WebSphere is an example Chapters of the module also include several real life examples and case studies to highlight practical applications Additional information and instructor material available from author website www amjadumar com Principles of Concurrent and Distributed Programming M. Ben-Ari,2006 Principles of Concurrent and Distributed Programming provides an introduction to concurrent programming focusing on general principles and not on specific systems Software today is inherently concurrent or distributed from event based GUI designs to operating and real time systems to Internet applications This edition is an introduction to concurrency and examines the growing importance of concurrency constructs embedded in programming languages and of formal methods such as model checking

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