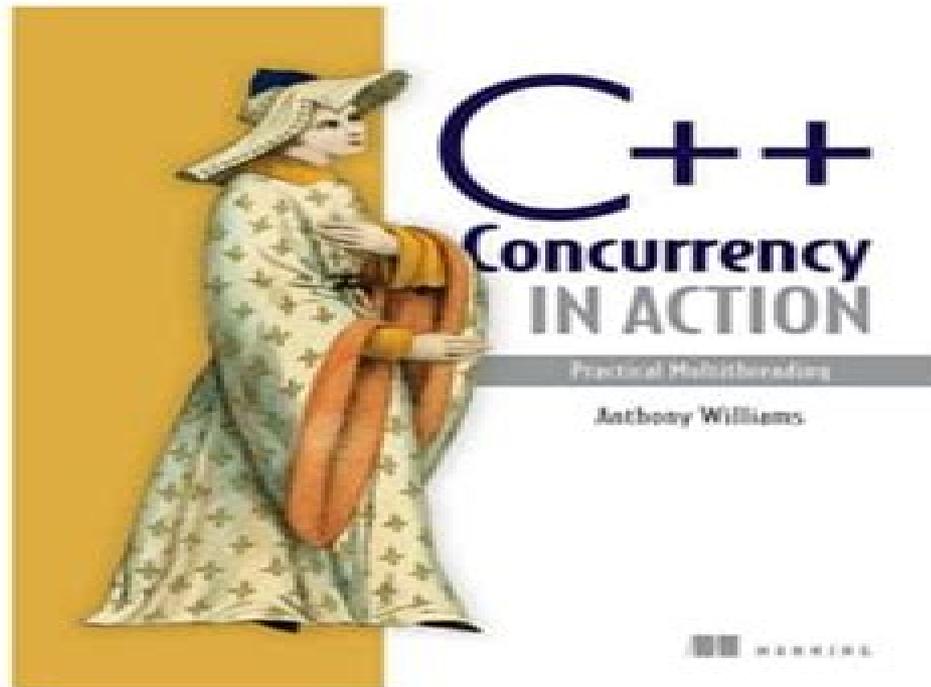


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Marc Gregoire



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C++ Concurrency in Action Anthony Williams,2012 With the new C Standard and Technical Report 2 TR2 multi threading is coming to C in a big way TR2 will provide higher level synchronization facilities that allow for a much greater level of abstraction and make programming multi threaded applications simpler and safer Concurrent programming is required if programmers are to take advantage of the multi core microprocessors increasingly available from Intel and others The new standard for C has extensions to the language that make concurrent programming more accessible to regular developers As a guide and reference to the new concurrency features in the upcoming C Standard and TR2 this book is invaluable for existing programmers familiar with writing multi threaded code in C using platform specific APIs or in other languages as well as C programmers who have never written multithreaded code before

C++ Concurrency in Action Anthony Williams,2019-02-07 This book should be on every C programmer s desk It s clear concise and valuable Rob Green Bowling Green State University This bestseller has been updated and revised to cover all the latest changes to C 14 and 17 C Concurrency in Action Second Edition teaches you everything you need to write robust and elegant multithreaded applications in C 17 Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology You choose C when your applications need to run fast Well designed concurrency makes them go even faster C 17 delivers strong support for the multithreaded multiprocessor programming required for fast graphic processing machine learning and other performance sensitive tasks This exceptional book unpacks the features patterns and best practices of production grade C concurrency About the Book C Concurrency in Action Second Edition is the definitive guide to writing elegant multithreaded applications in C Updated for C 17 it carefully addresses every aspect of concurrent development from starting new threads to designing fully functional multithreaded algorithms and data structures Concurrency master Anthony Williams presents examples and practical tasks in every chapter including insights that will delight even the most experienced developer What s inside Full coverage of new C 17 features Starting and managing threads Synchronizing concurrent operations Designing concurrent code Debugging multithreaded applications About the Reader Written for intermediate C and C developers No prior experience with concurrency required About the Author Anthony Williams has been an active member of the BSI C Panel since 2001 and is the developer of the just thread Pro extensions to the C 11 thread library Table of Contents Hello world of concurrency in C Managing threads Sharing data between threads Synchronizing concurrent operations The C memory model and operations on atomic types Designing lock based concurrent data structures Designing lock free concurrent data structures Designing concurrent code Advanced thread management Parallel algorithms Testing and debugging multithreaded applications

A Tour of C++ Bjarne Stroustrup,2013-09-16 The C 11 standard allows programmers to express ideas more clearly simply and directly and to write faster more efficient code Bjarne Stroustrup the designer and original implementer of C thoroughly covers the details of this

language and its use in his definitive reference *The C Programming Language Fourth Edition* In *A Tour of C* Stroustrup excerpts the overview chapters from that complete reference expanding and enhancing them to give an experienced programmer in just a few hours a clear idea of what constitutes modern C In this concise self contained guide Stroustrup covers most major language features and the major standard library components not of course in great depth but to a level that gives programmers a meaningful overview of the language some key examples and practical help in getting started Stroustrup presents the C features in the context of the programming styles they support such as object oriented and generic programming His tour is remarkably comprehensive Coverage begins with the basics then ranges widely through more advanced topics including many that are new in C 11 such as move semantics uniform initialization lambda expressions improved containers random numbers and concurrency The tour ends with a discussion of the design and evolution of C and the extensions added for C 11 This guide does not aim to teach you how to program see Stroustrup s *Programming Principles and Practice Using C* for that nor will it be the only resource you ll need for C mastery see Stroustrup s *The C Programming Language Fourth Edition* for that If however you are a C or C programmer wanting greater familiarity with the current C language or a programmer versed in another language wishing to gain an accurate picture of the nature and benefits of modern C you can t find a shorter or simpler introduction than this tour provides

Professional C++ Marc Gregoire, 2014-09-09 This book is a practical code intensive guide for designing and building C applications fully updated for the C 14 release The lessons emphasize good programming styles and how to think in C to design effective solutions that maximize the language s capabilities The new C 14 information is highlighted for quick reference Learn by example working with challenging real world program segments available to download study detailed case examples with extensive working code tested on Windows and Linux discover the tips tricks and workarounds that lead to good programming style including best practices for debugging Publisher s description

API Design for C++ Martin Reddy, 2024-05-23 *API Design for C* Second Edition provides a comprehensive discussion of Application Programming Interface API development from initial design through implementation testing documentation release versioning maintenance and deprecation It is the only book that teaches the strategies of C API development including interface design versioning scripting and plug in extensibility Drawing from the author s experience on large scale collaborative software projects the text offers practical techniques of API design that produce robust code for the long term It presents patterns and practices that provide real value to individual developers as well as organizations The Second Edition includes all new material fully updated for the latest versions of C including a new chapter on concurrency and multithreading as well as a new chapter discussing how Objective C and C code can co exist and how a C API can be accessed from Swift programs In addition it explores often overlooked issues both technical and non technical contributing to successful design decisions that produce high quality robust and long lived APIs It focuses on various API styles and patterns that will allow you to produce elegant and durable libraries A discussion on

testing strategies concentrates on automated API testing techniques rather than attempting to include end user application testing techniques such as GUI testing system testing or manual testing Teaches the strategies of C API development including design versioning documentation testing scripting and extensibility Includes extensive code examples that illustrate each concept with fully functional examples and working source code for experimentation available online Covers various API styles and patterns with a focus on practical and efficient designs for large scale long term projects Includes updated URLs and ensures all code examples continue to work with modern compilers and supporting tools *Practical UNIX*

Programming Kay A. Robbins, Steven Robbins, 1996 Well written and comprehensive this book explains complicated topics such as signals and concurrency in a simple easy to understand manner The book offers an abundance of practical examples and exercises Covers the fundamentals asynchronous events concurrency and communications *The Art of C++* Herbert

Schildt, 2004 Learn how to apply C to a wide array of sophisticated applications In his clear prose C expert and the world's leading programming author Herb Schildt shares practical high powered applications of C revealing some of the most interesting features of the language in the process **Practical Object-oriented Development with UML and Java**

Richard C. Lee, William M. Tepfenhart, 2002 This practical book tells readers how to actually build object oriented models using UML notation and how to implement these models using Java The authors introduce all of the basic fundamentals necessary to start applying and understanding the object oriented paradigm without having to be an expert in computer science or advanced mathematics It can help the reader to make the right decisions to meet their individual business needs Using cases recommended approach scenarios and examples this clearly written book covers a multitude of topics managing complexity principles of Object Orientation specification models current techniques behaviors relationships rules design Java background and fundamentals multi tasking JAR files security Swing Applets class and interface internationalization and implementing generalization and specialization For professional software analysts and developers who work on large systems and others in the field of computer science *ACM SIGPLAN Notices*, 2006

Proceedings of the ... ACM SIGPLAN Symposium on Principles & Practice of Parallel Programming, 2007 **Simulation - Past, Present and Future**

Richard Zobel, 1998 *CIO*, 1996-04 **Forthcoming Books** Rose Army, 1996-06 **The Leading Edge**, 1996

Microsoft .NET Distributed Applications Matthew MacDonald, 2003 Make the jump to distributed application programming using the NET Framework and introduce a new level of performance scalability and security to your network and enterprise applications Expert NET developer Matthew MacDonald shares proven techniques for fully exploiting NET Remoting XML Web services and other NET technologies and integrating them into your real world solutions MacDonald digs into key NET building blocks and architectural issues explaining which features and designs will best serve your customized distributed application projects and when to use them Case studies with full code examples illustrate these practical techniques in action as well as demonstrating their benefits and tradeoffs Learn how to Cross application boundaries with

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Concurrency with Modern C++ Rainer Grimm,2019-12-30 Delve deep into learning concurrent programming with C Key Features Explore concurrency and its applications with more than 100 running code samples Gain insight into how to overcome common pitfalls that programmers face in daily work life Discover the easiest way to become an expert in the multithreading environment Book Description C 11 is the first C standard that deals with concurrency The story goes on with C 17 and will continue with C 20 23 Concurrency with Modern C is a practical guide that gets you to grips with concurrent programming in Modern C Starting with the C memory model and using many ready to run code examples the book covers everything you need to improve your C multithreading skills You ll gain insight into different design patterns You ll also uncover the general consideration you have to keep in mind while designing a concurrent data structure The final chapter in the book talks extensively about the common pitfalls of concurrent programming and ways to overcome these hurdles By the end of the book you ll have the skills to build your own concurrent programs and enhance your knowledge base What you will learn Delve into the anatomy and workflow of concurrency using C Study the general considerations while designing a concurrent data structure Discover the new paradigms in C 11 C 14 and C 17 Explore and use best practices to create high performance solutions Learn multithreading and the memory model through case studies Understand patterns and their application in concurrent programming Who this book is for If you are a developer looking to learn concurrent programming with modern paradigms of C this book is for you

Modern Multithreading Richard H. Carver,Kuo-Chung Tai,2005-11-28 Master the essentials of concurrent programming including testingand debugging This textbook examines languages and libraries for multithreadedprogramming Readers learn how to create threads in Java and C and develop essential concurrent programming and problem solvingskills Moreover the textbook sets itself apart from othercomparable works by helping readers to become proficient in keytesting and debugging techniques Among the topics covered readersare introduced to the relevant aspects of Java the POSIX Pthreadslibrary and the Windows Win32 Applications ProgrammingInterface The authors have developed and fine tuned this book through theconcurrent programming courses they have taught for the past twentyyears The material which emphasizes practical tools andtechniques to solve concurrent programming problems includesoriginal results from the authors research Chaptersinclude Introduction to concurrent programming The critical section problem Semaphores and locks Monitors Message passing Message passing in distributed programs Testing and

debugging concurrent programs As an aid to both students and instructors class libraries have been implemented to provide working examples of all the material that is covered These libraries and the testing techniques they support can be used to assess student written programs Each chapter includes exercises that build skills in program writing and help ensure that readers have mastered the chapter's key concepts The source code for all the listings in the text and for the synchronization libraries is also provided as well as startup files and test cases for the exercises This textbook is designed for upper level undergraduates and graduate students in computer science With its abundance of practical material and inclusion of working code coupled with an emphasis on testing and debugging it is also a highly useful reference for practicing programmers

Concurrency in C++ Booker Blunt, 2025-06-24 Unlock the Power of Concurrency Build Fast Scalable Applications with C Concurrency is a critical skill for modern C developers especially when building high performance parallel applications Concurrency in C is your complete guide to mastering threads futures and parallel programming using the full power of the C 11 C 14 C 17 and C 20 standards Whether you're new to concurrency or have some experience this book teaches you how to write safe efficient and scalable multithreaded code that takes advantage of modern C features You'll learn how to optimize performance and minimize race conditions while building applications that handle concurrent tasks and parallel workloads with ease

Concurrency and Multithreading in C: POSIX Threads and Synchronization Larry Jones, 2025-03-14 Unlock the power of advanced computing with Concurrency and Multithreading in C POSIX Threads and Synchronization This expertly crafted guide dives deep into the core concepts of concurrency essential for harnessing the full potential of modern multi-core processors Tailored for experienced programmers who seek to elevate their skills the book offers a comprehensive exploration of POSIX threads and synchronization techniques within the C programming language ensuring readers gain unmatched proficiency in developing efficient scalable applications Throughout the chapters you will unravel the intricacies of thread creation lifecycle management and synchronization primitives like mutexes semaphores and condition variables The book meticulously addresses the complexities of thread safety reentrancy and advanced synchronization techniques equipping you with the knowledge needed to tackle challenging concurrency issues head on Real world case studies and patterns provide practical insights bridging theoretical concepts with concrete applications ultimately empowering you to implement cutting edge concurrency strategies effectively *Concurrency and Multithreading in C POSIX Threads and Synchronization* is not merely a textbook but a valuable asset for professionals looking to excel in software engineering It offers a balanced blend of theory and practice complete with debugging techniques and performance tuning strategies that ensure your projects run smoothly and efficiently Whether you're developing responsive user interfaces high performance computational applications or robust server architectures this authoritative guide will become your go-to companion in mastering concurrent programming with confidence and precision

Scalable Planning David C. Dinucci, 2012-05-01 Concurrency describes any potential time overlap in a set of activities Its most onerous complexities have been tackled

mostly by parallel programmers trying to speed up their applications by harnessing the power of multiple computers processors or cores tied together Other programmers have mostly remained content with the relative simplicity and ever increasing speeds of standard sequential non parallel computers and the rest of us with one step at a time approaches But those days are ending Typical processor speeds have leveled off and now even laptops and phones are picking up the slack by integrating multiple processors and graphics coprocessors In the human realm as communication of all sorts becomes faster and more ubiquitous we have ever more services by computers and people at our disposal their decentralized nature implying concurrency How can we humans plan for and keep track of all this available concurrency with our one track minds Can these concurrent plans scale up to exploit ever larger collections of processors and or services This text uses simple analogies examples and thought experiments to explain basic concepts in concurrency to a broad audience and to devise an intuitive elementary particle of activity A new graphical representation called ScalPL Scalable Planning Language is then introduced for building even complex concurrent activities of all kinds from those elemental activities one mind sized bite at a time For programmers structured and object oriented programming are extended into the concurrent realm and performance techniques are explored For the more serious student axiomatic semantics and proof techniques are covered As the world becomes flatter communication speeds increase organizations become decentralized and processors become ubiquitous Scalable Planning will help you master the trend toward increased concurrency which is here to stay

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