

Async In C

Asynchronous Programming with C++

Design and develop high-performance software solutions by using concurrent and asynchronous techniques provided by the most modern features in C++20 and C++23 Key Features Learn how to use modern C++ features, including futures, promises, async, and coroutines to build asynchronous solutions Develop cross-platform network and low-level I/O projects with Boost.Asio Master optimization techniques by understanding how software adapts to machine hardware Purchase of the print or Kindle book includes a free PDF eBook Book Description As hardware advancements continue to accelerate, bringing greater memory capacity and more CPU cores, software must evolve to adapt to efficiently use all available resources and reduce idle CPU cycles. In this book, two seasoned software engineers with about five decades of combined experience will teach you how to implement concurrent and asynchronous solutions in C++. You'll gain a comprehensive understanding of parallel programming paradigms--covering concurrent, asynchronous, parallel, multithreading, reactive, and event-driven programming, as well as dataflows--and see how threads, processes, and services are related. Moving into the heart of concurrency, the authors will guide you in creating and managing threads and exploring C++'s thread-safety mechanisms, including mutual exclusion, atomic operations, semaphores, condition variables, latches, and barriers. With this solid foundation, you'll focus on pure asynchronous programming, discovering futures, promises, the async function, and coroutines. The book takes you step by step through using Boost.Asio and Boost.Cobalt to develop network and low-level I/O solutions, proven performance and optimization techniques, and testing and debugging asynchronous software. By the end of this C++ book, you'll be able to implement high-performance software using modern asynchronous C++ techniques. What you will learn Explore the different parallel paradigms and know when to apply them Acquire deep knowledge of thread management and safety mechanisms Understand asynchronous programming in C++, including coroutines Leverage network asynchronous programming by using Boost.Asio and Boost.Cobalt Add proven performance and optimization techniques to your toolbox Find out how to test and debug asynchronous software Who this book is for This book is for developers who have some experience using C++, regardless of their professional field. If you want to improve your C++ skills and learn how to develop high-performance software using the latest modern C++ features, this book is for you.

API Design for C++

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

Professional C++

Expand your C++ knowledge quickly and efficiently with this advanced resource In the newly revised sixth edition of Professional C++, veteran software engineer and developer Marc Gregoire delivers yet another volume that raises the bar for advanced programming manuals. Covering almost all features of the new C++ standard codenamed C++23, the book offers case studies with working code that's been tested on Windows and Linux. As the leading resource for dedicated and knowledgeable professionals seeking to advance their C++ skills, this book provides resources that help readers: Master new features of the latest standard, C++23 Maximize C++ capabilities with effective design solutions Discover little-known elements and learn about pitfalls and what practices to avoid Grasp testing and debugging best practices Learn about tips and tricks for efficiency and performance C++ is a complex language. Professional C++, 6th Edition, allows dedicated practitioners to remain current and abreast of the latest developments and advances.

Effective Modern C++

Coming to grips with C++11 and C++14 is more than a matter of familiarizing yourself with the features they introduce (e.g., auto type declarations, move semantics, lambda expressions, and concurrency support). The challenge is learning to use those features effectively—so that your software is correct, efficient, maintainable, and portable. That's where this practical book comes in. It describes how to write truly great software using C++11 and C++14—i.e. using modern C++. Topics include: The pros and cons of braced initialization, noexcept specifications, perfect forwarding, and smart pointer make functions The relationships among std::move, std::forward, rvalue references, and universal references Techniques for writing clear, correct, effective lambda expressions How std::atomic differs from volatile, how each should be used, and how they relate to C++'s concurrency API How best practices in "old" C++ programming (i.e., C++98) require revision for software development in modern C++ Effective Modern C++ follows the proven guideline-based, example-driven format of Scott Meyers' earlier books, but covers entirely new material. "After I learned the C++ basics, I then learned how to use C++ in production code from Meyer's series of Effective C++ books. Effective Modern C++ is the most important how-to book for advice on key guidelines, styles, and idioms to use modern C++ effectively and well. Don't own it yet? Buy this one. Now!". -- Herb Sutter, Chair of ISO C++ Standards Committee and C++ Software Architect at Microsoft

A Process Algebraic Approach to Software Architecture Design

In the field of formal methods in computer science, concurrency theory is receiving a constantly increasing interest. This is especially true for process algebra. Although it had been originally conceived as a means for reasoning about the semantics of current programs, process algebraic formalisms like CCS, CSP, ACP, π -calculus, and their extensions (see, e.g., [154, 119, 112, 22, 155, 181, 30]) were soon used also for comprehending functional and nonfunctional aspects of the behavior of communicating concurrent systems. The scientific impact of process calculi and behavioral equivalences at the base of process algebra is witnessed not only by a very rich literature. It is in fact worth mentioning the standardization procedure that led to the development of the process algebraic language LOTOS [49], as well as the implementation of several modeling and analysis tools based on process algebra, like CWB [70] and CADP [93], some of which have been used in industrial case studies. Furthermore, process calculi and behavioral equivalences are by now adopted in university-level courses to teach the foundations of concurrent programming as well as the model-driven design of concurrent, distributed, and mobile systems. Nevertheless, after 30 years since its introduction, process algebra is rarely adopted in the practice of software development. On the one hand, its technicalities often obfuscate the way in which systems are modeled. As an example, if a process term comprises numerous occurrences of the parallel composition operator, it is hard to understand the

communicationscheme among the varioussubterms. On the other hand, process algebra is perceived as being difficult to learn and use by practitioners, as it is not close enough to the way they think of software systems.

Programming in C#: Exam 70-483 (MCSD) Guide

Acquire necessary skills in preparing for Microsoft certification and enhance your software development career by learning the concepts of C# programming Key FeaturesPrepare for the certification using step-by-step examples, and mock tests with standard solutionsUnderstand the concepts of data security for secure programming with C#Learn to scale and optimize your application codebase using best practices and patternsBook Description Programming in C# is a certification from Microsoft that measures the ability of developers to use the power of C# in decision making and creating business logic. This book is a certification guide that equips you with the skills that you need to crack this exam and promote your problem-solving acumen with C#. The book has been designed as preparation material for the Microsoft specialization exam in C#. It contains examples spanning the main focus areas of the certification exam, such as debugging and securing applications, and managing an application's code base, among others. This book will be full of scenarios that demand decision-making skills and require a thorough knowledge of C# concepts. You will learn how to develop business logic for your application types in C#. This book is exam-oriented, considering all the patterns for Microsoft certifications and practical solutions to challenges from Microsoft-certified authors. By the time you've finished this book, you will have had sufficient practice solving real-world application development problems with C# and will be able to carry your newly-learned skills to crack the Microsoft certification exam to level up your career. What you will learnExplore multi-threading and asynchronous programming in C#Create event handlers for effective exception handlingUse LINQ queries for data serialization and deserializationManage filesystems and understand I/O operationsTest, troubleshoot, and debug your C# programsUnderstand the objectives of Exam 70-483 and apply common solutionsWho this book is for The book is intended to the aspirants of Microsoft certifications and C# developers wanting to become a Microsoft specialist. The book does not require the knowledge of C#, basic knowledge of software development concepts will be beneficial

Hands-On Functional Programming with C++

Learn functional programming and build robust applications using the latest functional features in C++ Key FeaturesLearn programming concepts such as loops, expressive code, and simple parallelizationUnderstand the working of Lambdas and Currying and write Pure functionsExplore event sourcing and other functional patterns to improve the efficiency of your applicationsBook Description Functional programming enables you to divide your software into smaller, reusable components that are easy to write, debug, and maintain. Combined with the power of C++, you can develop scalable and functional applications for modern software requirements. This book will help you discover the functional features in C++ 17 and C++ 20 to build enterprise-level applications. Starting with the fundamental building blocks of functional programming and how to use them in C++, you'll explore functions, currying, and lambdas. As you advance, you'll learn how to improve cohesion and delve into test-driven development, which will enable you in designing better software. In addition to this, the book covers architectural patterns such as event sourcing to help you get to grips with the importance of immutability for data storage. You'll even understand how to "think in functions" and implement design patterns in a functional way. By the end of this book, you'll be able to write faster and cleaner production code in C++ with the help of functional programming. What you will learnUnderstand the fundamentals of functional programmingStructure your code by understanding the building blocks of functional programmingCompare design styles in functional programming and object-oriented programming (OOP)Use the concept of currying to create new functions in C++Become skilled at implementing design patterns in a functional wayGet to grips with multithreading by means of functional programmingLearn how to improve memory consumption when using functional constructsWho this book is for This book is for C++ developers who want to learn functional programming but have little to no knowledge of the paradigm. Although no prior knowledge of functional programming is necessary, basic C++ programming experience will help you understand key concepts covered in the book.

The C++ Standard Library

The C++ Standard Library provides a set of common classes and interfaces that greatly extend the core C++ language. Josuttis' book not only provides comprehensive documentation of each library component, it also offers clearly written explanations of complex concepts, describes the practical programming details needed for effective use, and gives example after example of working code. This thoroughly up-to-date book reflects the newest elements of the C++ standard library incorporated into the full ANSI/ISO C++ language standard. In particular, the text focuses on the Standard Template Library (STL), examining containers, iterators, function objects, and STL algorithms.

Professional CUDA C Programming

Break into the powerful world of parallel GPU programming with this down-to-earth, practical guide. Designed for professionals across multiple industrial sectors, Professional CUDA C Programming presents CUDA -- a parallel computing platform and programming model designed to ease the development of GPU programming -- fundamentals in an easy-to-follow format, and teaches readers how to think in parallel and implement parallel algorithms on GPUs. Each chapter covers a specific topic, and includes workable examples that demonstrate the development process, allowing readers to explore both the "hard" and "soft" aspects of GPU programming. Computing architectures are experiencing a fundamental shift toward scalable parallel computing motivated by application requirements in industry and science. This book demonstrates the challenges of efficiently utilizing compute resources at peak performance, presents modern techniques for tackling these challenges, while increasing accessibility for professionals who are not necessarily parallel programming experts. The CUDA programming model and tools empower developers to write high-performance applications on a scalable, parallel computing platform: the GPU. However, CUDA itself can be difficult to learn without extensive programming experience. Recognized CUDA authorities John Cheng, Max Grossman, and Ty McKercher guide readers through essential GPU programming skills and best practices in Professional CUDA C Programming, including: CUDA Programming Model GPU Execution Model GPU Memory model Streams, Event and Concurrency Multi-GPU Programming CUDA Domain-Specific Libraries Profiling and Performance Tuning. The book makes complex CUDA concepts easy to understand for anyone with knowledge of basic software development with exercises designed to be both readable and high-performance. For the professional seeking entrance to parallel computing and the high-performance computing community, Professional CUDA C Programming is an invaluable resource, with the most current information available on the market.

Getting Started with C Sharp

This title is one of the "Essentials" IT Books published by TechNet Publications Limited. This Book is a very helpful practical guide for beginners in the topic, which can be used as a learning material for students pursuing their studies in undergraduate and graduate levels in universities and colleges and those who want to learn the topic via a short and complete resource. We hope you find this book useful in shaping your future career. This book will be available soon...

Understanding C#12 Coding Standards, Best Practices, and Standards in the Industry: DEVELOPING ROBUST AND MAINTAINABLE CODE IN TODAY'S DEVELOPMENT ENVIRONMENT

A comprehensive guide to navigating the ever-evolving world of C# programming awaits seasoned developers and newcomers alike in "Understanding C#12 Coding Standards, Best Practices, and Standards in the Industry." This book is more than just a technical manual; it's a roadmap to excellence, ensuring that your code works flawlessly as well as stands the test of time. The journey begins with an insightful introduction, exploring the significance of coding standards, best practices, and the dynamic landscape of the

C# language and industry standards. In addition to selecting the right IDE, configuring tools, and integrating version control systems, readers are also guided through the process of setting up the development environment. A foundational chapter covers everything from naming conventions and formatting guidelines to best practices for coding organization and documentation. Then readers move on to advanced techniques and patterns, including object-oriented design principles, error handling, asynchronous programming, and unit testing. Besides technical proficiency, the book also discusses how to integrate with industry standards, ensure compliance with regulations like GDPR and HIPAA, and embrace accessibility guidelines. We examine tools and automation in detail, including code analysis, continuous integration/continuous delivery pipelines, code reviews, and automated testing frameworks. A focus is placed on collaborative development practices, such as version control, code review, pair programming, and agile development. Case studies and examples provide valuable insights into both exemplary and problematic coding practices while refactoring exercises and performance optimization case studies provide hands-on learning opportunities. With an eye toward the future, the book examines emerging technologies in the C# ecosystem, possible changes in coding standards, and strategies for adapting to emerging trends. Finally, a comprehensive conclusion recaps key takeaways and offers resources for further learning, ensuring that readers leave with the knowledge and tools to achieve unparalleled code quality. "Understanding C#12 Coding Standards, Best Practices, and Standards in the Industry\" is the essential guide to crafting code that's not just functional, but exceptional, whether you're a beginner or a seasoned pro. Take this course, and improve your coding skills.

Parallel C++

This textbook focuses on practical parallel C++ programming at the graduate student level. In particular, it shows the APIs and related language features in the C++ 17 and C++ 20 standards, covering both single node and distributed systems. It shows that with the parallel features in the C++ 17 and C++ 20 standards, learning meta-languages like OpenMP is no longer necessary. Using the C++ standard library for parallelism and concurrency (HPX), the same language features can be extended to distributed codes, providing a higher-level C++ interface to distributed programming than the Message Passing Interface (MPI). The book starts with the single-threaded implementation of the fractal sets, e.g. Julia set, and Mandelbrot set, using the C++ Standard Library (SL)'s container and algorithms. This code base is used for parallel implementation using low-level threads, asynchronous programming, parallel algorithms, and coroutines. The asynchronous programming examples are then extended to distributed programming using the C++ standard library for parallelism and concurrency (HPX). Octo-Tiger, an astrophysics code for stellar merger, is used as a showcase for a portable, efficient, and scalable high-performance application using HPX. The book's core audience is advanced undergraduate and graduate students who want to learn the basics of parallel and distributed C++ programming but are not computer science majors. Basic C++ knowledge, like functions, classes, loops, and conditional statements, is assumed as a requirement, while C++ advanced topics, like generic programming, lambda functions, smart pointers, and move semantics, are briefly summarized in the appendix.

Mastering the C++17 STL

This book breaks down the C++ STL, teaching you how to extract its gems and apply them to your programming. About This Book Boost your productivity as a C++ developer with the latest features of C++17 Develop high-quality, fast, and portable applications with the varied features of the STL Migrate from older versions (C++11, C++14) to C++17 Who This Book Is For This book is for developers who would like to master the C++ STL and make full use of its components. Prior C++ knowledge is assumed. What You Will Learn Make your own iterator types, allocators, and thread pools. Master every standard container and every standard algorithm. Improve your code by replacing new/delete with smart pointers. Understand the difference between monomorphic algorithms, polymorphic algorithms, and generic algorithms. Learn the meaning and applications of vocabulary type, product type and sum type. In Detail Modern C++ has come a long way since 2011. The latest update, C++17, has just been ratified and several implementations are on the way. This book is your guide to the C++ standard library, including the very latest C++17 features. The book

starts by exploring the C++ Standard Template Library in depth. You will learn the key differences between classical polymorphism and generic programming, the foundation of the STL. You will also learn how to use the various algorithms and containers in the STL to suit your programming needs. The next module delves into the tools of modern C++. Here you will learn about algebraic types such as `std::optional`, vocabulary types such as `std::function`, smart pointers, and synchronization primitives such as `std::atomic` and `std::mutex`. In the final module, you will learn about C++'s support for regular expressions and file I/O. By the end of the book you will be proficient in using the C++17 standard library to implement real programs, and you'll have gained a solid understanding of the library's own internals. Style and approach This book takes a concise but comprehensive approach to explaining and applying the C++ STL, one feature at a time.

Mastering Concurrency and Multithreading in C++: Unlock the Secrets of Expert-Level Skills

Unlock the full potential of your C++ programming skills with *"Mastering Concurrency and Multithreading in C++: Unlock the Secrets of Expert-Level Skills."* This indispensable guide delves deep into the world of concurrency, offering seasoned developers advanced techniques to handle complex computing tasks. With a focus on modern C++ standards, you'll explore the intricacies of memory management, synchronization, and performance optimization, all crafted to elevate your proficiency in crafting efficient multithreaded applications. Each chapter provides a comprehensive exploration of essential topics such as thread lifecycle management, parallel algorithms, debugging techniques, and the utilization of the C++ Standard Library for concurrency. Through detailed explanations and practical examples, you'll gain a profound understanding of advanced thread management and sophisticated parallel patterns, ensuring your applications are prepared to meet the demands of modern computing environments. Embark on a journey through real-world applications and insightful case studies, where theory transitions seamlessly into practice. Whether you're designing high-performance web servers or optimizing financial systems, this book imparts invaluable strategies and lessons learned from industry successes. Elevate your C++ expertise to unmatched heights with insights from leading software professionals, and confidently tackle the challenges of concurrency in today's dynamic technological landscape.

Static Analysis

This book constitutes the thoroughly refereed proceedings of the 19th International Symposium on Static Analysis, SAS 2012, held in Deauville, France, in September 2012. The 25 revised full papers presented together with 4 invited talks were selected from 62 submissions. The papers address all aspects of static analysis, including abstract domains, abstract interpretation, abstract testing, bug detection, data flow analysis, model checking, new applications, program transformation, program verification, security analysis, theoretical frameworks, and type checking.

C++17 Standard Library Quick Reference

This quick reference is a condensed guide to the essential data structures, algorithms, and functions provided by the C++17 Standard Library. It does not explain the C++ language or syntax, but is accessible to anyone with basic C++ knowledge or programming experience. Even the most experienced C++ programmer will learn a thing or two from it and find it a useful memory-aid. It is hard to remember all the possibilities, details, and intricacies of the vast and growing Standard Library. This handy reference guide is therefore indispensable to any C++ programmer. It offers a condensed, well-structured summary of all essential aspects of the C++ Standard Library. No page-long, repetitive examples or obscure, rarely used features. Instead, everything you need to know and watch out for in practice is outlined in a compact, to-the-point style, interspersed with practical tips and well-chosen, clarifying examples. This new edition is updated to include all Standard Library changes in C++17, including the new vocabulary types `std::string_view`, `any`, `optional`, and `variant`; parallel algorithms; the file system library; specialized mathematical functions; and more. What You Will Learn Gain the essentials that the C++ Standard Library has to offer Use containers to

efficiently store and retrieve your data Inspect and manipulate your data with algorithms See how lambda expressions allow for elegant use of algorithms Discover what the standard string class provides and how to use it Write localized applications Work with file and stream-based I/O Prevent memory leaks with smart pointers Write safe and efficient multi-threaded code using the threading libraries Who This Book Is For All C++ programmers, irrespective of their proficiency with the language or the Standard Library. A secondary audience is developers who are new to C++, but not new to programming, and who want to learn more about the C++ Standard Library in a quick, condensed manner.

Networking Programming with C++

"Networking Programming with C++: Build Efficient Communication Systems" is a comprehensive guide designed to demystify the intricacies of network programming using the highly efficient C++ language. With an emphasis on foundational knowledge and progressive mastery, this book is crafted for both beginners and seasoned programmers. It meticulously unpacks complex concepts such as socket programming, TCP/IP protocol suite, and asynchronous versus synchronous communication, presenting them in an accessible and engaging manner. Readers will gain an in-depth understanding of crucial networking protocols and the role of multithreading in enhancing application performance. The book also delves into advanced topics like data stream handling, serialization, and network security, equipping readers with the practical skills to develop secure and efficient network applications. Additionally, by integrating performance optimization techniques and real-world application development strategies, this book provides a robust framework for creating cutting-edge networked systems ready to meet contemporary demands.

C++20 for Programmers

The professional programmer's Deitel® guide to C++20 Written for programmers with a background in another high-level language, in this book, you'll learn Modern C++ development hands on using C++20 and its "Big Four" features--Ranges, Concepts, Modules and Coroutines. (For more details, see the Preface, and the table of contents diagram inside the front cover.) In the context of 200+, hands-on, real-world code examples, you'll quickly master Modern C++ coding idioms using popular compilers--Visual C++®, GNU® g++, Apple® Xcode® and LLVM®/Clang. After the C++ fundamentals quick start, you'll move on to C++ standard library containers array and vector; functional-style programming with C++20 Ranges and Views; strings, files and regular expressions; object-oriented programming with classes, inheritance, runtime polymorphism and static polymorphism; operator overloading, copy/move semantics, RAII and smart pointers; exceptions and a look forward to C++23 Contracts; standard library containers, iterators and algorithms; templates, C++20 Concepts and metaprogramming; C++20 Modules and large-scale development; and concurrency, parallelism, the C++17 and C++20 parallel standard library algorithms and C++20 Coroutines. Features Rich coverage of C++20's "Big Four": Ranges, Concepts, Modules and Coroutines Objects-Natural Approach: Use standard libraries and open-source libraries to build significant applications with minimal code Hundreds of real-world, live-code examples Modern C++: C++20, 17, 14, 11 and a look to C++23 Compilers: Visual C++®, GNU® g++, Apple Xcode® Clang, LLVM®/Clang Docker: GNU® GCC, LLVM®/Clang Fundamentals: Control statements, functions, strings, references, pointers, files, exceptions Object-oriented programming: Classes, objects, inheritance, runtime and static polymorphism, operator overloading, copy/move semantics, RAII, smart pointers Functional-style programming: C++20 Ranges and Views, lambda expressions Generic programming: Templates, C++20 Concepts and metaprogramming C++20 Modules: Large-Scale Development Concurrent programming: Concurrency, multithreading, parallel algorithms, C++20 Coroutines, coroutines support libraries, C++23 executors Future: A look forward to Contracts, range-based parallel algorithms, standard library coroutine support and more "C++20 for Programmers builds up an intuition for modern C++ that every programmer should have in the current software engineering ecosystem. The unique and brilliant ordering in which the Deitels present the material jibes much more naturally with the demands of modern, production-grade programming environments. I strongly recommend this book for anyone who needs to get up to speed on C++, particularly in professional programming environments where the idioms and patterns of modern C++

can be indecipherable without the carefully crafted guidance that this book provides.\" --Dr. Daisy Hollman, ISO C++ Standards Committee Member \"This is a fine book that covers a surprising amount of the very large language that is C++20. An in-depth treatment of C++ for a reader familiar with how things work in other programming languages.\" --Arthur O'Dwyer, C++ trainer, Chair of CppCon's Back to Basics track, author of several accepted C++17/20/23 proposals and the book Mastering the C++17 STL \"Forget about callback functions, bare pointers and proprietary multithreading libraries--C++20 is about standard concurrency features, generic lambda expressions, metaprogramming, tighter type-safety and the long-awaited concepts, which are all demonstrated in this book. Functional programming is explained clearly with plenty of illustrative code listings. The excellent chapter, 'Parallel Algorithms and Concurrency: A High-Level View,' is a highlight of this book.\" --Danny Kaley, Ph.D. and Certified System Analyst and Software Engineer, Former ISO C++ Standards Committee Member Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details. Note: eBooks are 4-color and print books are black and white.

Advanced C++

Become an expert at C++ by learning all the key C++ concepts and working through interesting exercises
Key FeaturesExplore C++ concepts through descriptive graphics and interactive exercisesLearn how to keep your development bug-free with testing and debuggingDiscover various techniques to optimize your codeBook Description C++ is one of the most widely used programming languages and is applied in a variety of domains, right from gaming to graphical user interface (GUI) programming and even operating systems. If you're looking to expand your career opportunities, mastering the advanced features of C++ is key. The book begins with advanced C++ concepts by helping you decipher the sophisticated C++ type system and understand how various stages of compilation convert source code to object code. You'll then learn how to recognize the tools that need to be used in order to control the flow of execution, capture data, and pass data around. By creating small models, you'll even discover how to use advanced lambdas and captures and express common API design patterns in C++. As you cover later chapters, you'll explore ways to optimize your code by learning about memory alignment, cache access, and the time a program takes to run. The concluding chapter will help you to maximize performance by understanding modern CPU branch prediction and how to make your code cache-friendly. By the end of this book, you'll have developed programming skills that will set you apart from other C++ programmers. What you will learnDelve into the anatomy and workflow of C++Study the pros and cons of different approaches to coding in C++Test, run, and debug your programsLink object files as a dynamic libraryUse templates, SFINAE, constexpr if expressions and variadic templatesApply best practice to resource managementWho this book is for If you have worked in C++ but want to learn how to make the most of this language, especially for large projects, this book is for you. A general understanding of programming and knowledge of using an editor to produce code files in project directories is a must. Some experience with strongly typed languages, such as C and C++, is also recommended.

Asynchronous Programming in Rust

Get a fundamental understanding of asynchronous programming and Rust's futures by working through examples that show you how everything really works Key Features Master asynchronous Rust through examples focusing on key concepts Build a solid understanding of concepts such as coroutines, fibers, futures, and callbacks Explore Rust's futures, craft your own runtime, and excel in handling stacks, ABIs, syscalls, and inline assembly Purchase of the print or Kindle book includes a free PDF eBook Book Description Step into the world of asynchronous programming with confidence by conquering the challenges of unclear concepts with this hands-on guide. Using functional examples, this book simplifies the trickiest concepts, exploring goroutines, fibers, futures, and callbacks to help you navigate the vast Rust async ecosystem with ease. You'll start by building a solid foundation in asynchronous programming and explore diverse strategies for modeling program flow. The book then guides you through concepts like epoll, coroutines, green threads, and callbacks using practical examples. The final section focuses on Rust,

examining futures, generators, and the reactor-executor pattern. You'll apply your knowledge to create your own runtime, solidifying expertise in this dynamic domain. Throughout the book, you'll not only gain proficiency in Rust's async features but also see how Rust models asynchronous program flow. By the end of the book, you'll possess the knowledge and practical skills needed to actively contribute to the Rust async ecosystem.

What you will learn

- Explore the essence of asynchronous program flow and its significance
- Understand the difference between concurrency and parallelism
- Gain insights into how computers and operating systems handle concurrent tasks
- Uncover the mechanics of `async/await`
- Understand Rust's futures by implementing them yourself
- Implement green threads from scratch to thoroughly understand them

Who this book is for

This book is for programmers who want to enhance their understanding of asynchronous programming, especially those experienced in VM'ed or interpreted languages like C#, Java, Python, JavaScript, and Go. If you work with C or C++ but have had limited exposure to asynchronous programming, this book serves as a resource to broaden your knowledge in this area. Although the examples are predominantly in Rust, the intricacies of Rust's futures are covered in detail. So, anyone with a keen interest in learning Rust or with working knowledge of Rust will be able to get the most out of this book.

Advances in Service-Oriented and Cloud Computing

This volume contains the technical papers presented in the workshops, which took place at the 7th European Conference on Service-Oriented and Cloud Computing, ESOC 2018, held in Como, Italy, in September 2018: Joint Cloudways and OptiMoCS Workshop; 14th International Workshop on Engineering Service-Oriented Applications and Cloud Services. Additionally the papers from ESOC 2018 PhD Symposium and ESOC 2018 EU Projects Track were included in the volume. The 22 full papers were carefully reviewed and selected from 34 submissions. The papers focus on specific topics in service-oriented and cloud computing domains such as limits and/or advantages of existing cloud solutions, future internet technologies, efficient and adaptive deployment and management of service-based applications across multiple clouds, novel cloud service migration practices and solutions, digitization of enterprises in the cloud computing era, federated cloud networking services.

Full-Stack Web Development with TypeScript 5

Unleash the power of modern web development and master both frontend and backend development by building a real-world application

Key Features

- Integrate AI capabilities in an application using the OpenAI API and learn AI-based features
- Build robust web applications with advanced TypeScript features like typing, generics, classes, and interfaces
- Implement user authentication and authorization mechanisms to protect your apps and user data

Purchase of the print or Kindle book includes a free PDF eBook

Book Description

This book takes you on a journey with TypeScript 5, introducing its nuances and advantages over traditional JavaScript, explaining TypeScript basics, and highlighting the syntax, typing, generics, classes, and interfaces. Expert advice will help you build your understanding of TypeScript's role in modern web applications. You'll gain hands-on experience with the tools required to write full-stack web applications end to end, beginning with setting up the Bun environment for backend development. This book also explores server-side functionality such as authentication, routing, and database integration with PostgreSQL. The second part of the book focuses on the integration of the OpenAI API, demonstrating the use of the GPT API for different use cases. The final part covers frontend development using Svelte, guiding you through UI design, state management, and performance optimization. Each chapter has real-world examples and comparisons to other technologies, providing you with a comprehensive understanding of full-stack development. By the end of this book, you'll have learned how to build modern web applications using TypeScript 5 and confidently tackle full-stack development challenges.

What you will learn

- Develop a chat application by implementing frontend and backend features effectively
- Build powerful backends using PostgreSQL
- Write unit tests efficiently for cleaner and more reliable apps
- Understand full-stack application architecture for better scalability and maintainability
- Create dynamic and responsive UIs with Svelte
- Use debugging, testing, and logging tools in web applications to quickly detect and minimize errors

Who this book is for

This book is for junior to mid-level software engineers with foundational knowledge of

JavaScript and web development, who are enthusiastic about the most cutting-edge technologies and want to expand their understanding of building full-stack applications end to end. Familiarity with the fundamentals of frontend and backend development will help you get the most out of this book.

C# for Artists

This volume contains the papers presented at CONCUR 2005, the 16th -ternational Conference on Concurrency Theory. The purpose of the CONCUR series of conferences is to bring together researchers, developers, and students in order to advance the theory of concurrency and to promote its applications. This year's conference was in San Francisco, California, from August 23 to August 26. We received 100 submissions in response to a call for papers. Each subm- sionwasassignedto at leastthreemembers ofthe ProgramCommittee; in many cases, reviews were solicited from outside experts. The ProgramCommittee d- cussed the submissions electronically, judging them on their perceived importance, originality, clarity, and appropriateness to the expected audience. The Program Committee selected 38 papers for presentation. Because of the format of the conference and the high number of submissions, many good papers could not be included. Although submissions werereadand evaluated, the papers that appear in this volume may di?er in form and contents from the corresponding submissions. It is expected that many of the papers will be further revised and submitted to refereed archival journals for publication.

CONCUR 2005 - Concurrency Theory

This workshop brought together top researchers in logic and software engineering in the unique occasion of celebrating the 70th birthday of Professor C S Tang who has devoted much of his long research career to establishing a solid logic foundation for software engineering.

Logic And Software Engineering - Proceedings Of The International Workshop In Honor Of Chih-sung Tang

Concurrent C is a superset of C that provides parallel programming facilities such as those for the declaring and creating processes, for process synchronization and interaction, and for process termination and abortion. Concurrent C was designed for the effective utilization of multiprocessors and multicomputers. Concurrent C, as a compile-time option, also works with C++, an object-oriented superset of C.

The Concurrent C Programming Language

Discover the future of high-performance computing with \"Optimized Computing in C++: Mastering Concurrency, Multithreading, and Parallel Programming,\" a comprehensive guide designed to elevate your C++ programming skills to unparalleled heights. Whether you're an intermediate programmer eager to broaden your understanding or an experienced developer aiming to optimize your applications, this book is an invaluable resource for maximizing efficiency and speed using C++. Delve into the fundamental principles of high-performance computing (HPC) and grasp the pivotal role of C++ in building scalable, robust applications. Master the intricacies of concurrency, threading, and parallel programming through well-organized chapters, rich with code snippets, practical examples, and real-world case studies. Covering essential topics from basic thread management to advanced GPU programming and MPI for distributed computing, this book spans the full spectrum of HPC in C++. Leverage modern C++ standards and the latest features to simplify concurrent programming, ensuring your applications remain fast and future-proof. Confront real-world challenges head-on with confidence as you learn to debug and profile concurrent and parallel C++ programs, optimizing them for both performance and reliability. \"Optimized Computing in C++: Mastering Concurrency, Multithreading, and Parallel Programming\" is an indispensable guide for programmers, researchers, and engineers, offering the tools and knowledge needed to push the boundaries of computational performance. Harness the power of C++ and revolutionize your approach to high-performance

applications.

Optimized Computing in C++: Mastering Concurrency, Multithreading, and Parallel Programming

When you have questions about C# 8.0 or .NET Core, this best-selling guide has the answers you need. C# is a language of unusual flexibility and breadth, but with its continual growth there's so much more to learn. In the tradition of the O'Reilly Nutshell guides, this thoroughly updated edition is simply the best one-volume reference to the C# language available today. Organized around concepts and use cases, C# 8.0 in a Nutshell provides intermediate and advanced programmers with a concise map of C# and .NET knowledge that also plumbs significant depths. Get up to speed on C#, from syntax and variables to advanced topics such as pointers, closures, and patterns Dig deep into LINQ with three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including regular expressions, networking, serialization, spans, reflection, and cryptography Delve into Roslyn, the modular C# compiler as a service

C# 8.0 in a Nutshell

Principles of Asynchronous Circuit Design - A Systems Perspective addresses the need for an introductory text on asynchronous circuit design. Part I is an 8-chapter tutorial which addresses the most important issues for the beginner, including how to think about asynchronous systems. Part II is a 4-chapter introduction to Balsa, a freely-available synthesis system for asynchronous circuits which will enable the reader to get hands-on experience of designing high-level asynchronous systems. Part III offers a number of examples of state-of-the-art asynchronous systems to illustrate what can be built using asynchronous techniques. The examples range from a complete commercial smart card chip to complex microprocessors. The objective in writing this book has been to enable industrial designers with a background in conventional (clocked) design to be able to understand asynchronous design sufficiently to assess what it has to offer and whether it might be advantageous in their next design task.

Principles of Asynchronous Circuit Design

"F# Language and Functional Programming Techniques" Explore the strengths and elegance of modern functional programming with "F# Language and Functional Programming Techniques." This comprehensive book guides readers through the landscape of F# within the powerful .NET ecosystem, starting from its historical roots and unique role in contemporary software development. By addressing practical setup, advanced project management, and in-depth performance profiling, the text equips both newcomers and seasoned developers to harness F#'s full capabilities in building robust and performant applications. Delving into the heart of functional programming, the book offers a deep exploration of F#'s type system, including sophisticated features such as discriminated unions, records, and type providers for seamless data integration. Readers will master foundational and advanced concepts: immutability, higher-order functions, lazy evaluation, pattern matching, and sophisticated error handling. Specialized chapters illuminate advanced techniques in concurrency, computation expressions, and metaprogramming—enabling creation of scalable, composable, and safe solutions. Beyond language features, the narrative expands to architectural design, functional patterns, and integration with .NET and other languages such as Python and R, making it an indispensable resource for analytical, scientific, and distributed applications. Insights into ecosystem tooling, testing, open-source engagement, and the future of F# ensure that readers will not only build expertise in the language, but also contribute effectively to the next generation of functional software engineering.

F# Language and Functional Programming Techniques

In the ever-evolving landscape of programming, C# stands as a beacon of innovation, empowering developers to craft sophisticated applications with elegance and efficiency. Embark on a transformative journey with *"Journey into the World of C#"*, a comprehensive guide meticulously designed to unlock your full potential as a programmer. This book is your trusted mentor, guiding you through the intricacies of C# with clarity and precision. From the fundamentals of syntax and data types to the advanced nuances of object-oriented programming and beyond, you'll gain a deep understanding of the language's core concepts and best practices. With engaging explanations, illustrative examples, and hands-on exercises, *"Journey into the World of C#"* makes learning C# an enjoyable and rewarding experience. You'll delve into the art of creating variables, manipulating operators, and mastering control structures. You'll unravel the power of object-oriented programming, embracing the principles of classes, objects, inheritance, and polymorphism. As you progress through the chapters, you'll discover the versatility of C# in building a wide range of applications. Explore the realm of desktop applications, mobile apps, web services, and cloud-based systems, learning how to leverage C#'s robust features and extensive libraries to transform your ideas into tangible realities. This book is more than just a technical guide; it's an invitation to join a vibrant community of developers who are passionate about creating innovative solutions with C#. You'll learn how to effectively debug your code, collaborate with others using version control systems, and stay updated with the latest advancements in the C# ecosystem. Whether you're a novice programmer eager to make your mark in the world of software development or an experienced developer seeking to expand your skillset, *"Journey into the World of C#"* is your ultimate companion. With this book as your guide, you'll unlock your full potential, transforming your programming aspirations into tangible achievements. If you like this book, write a review!

C# 10 in a Nutshell

This book constitutes the refereed proceedings of the 26th European Conference on Object-Oriented Programming, ECOOP 2012, held in Beijing, China, in June 2012. The 27 revised full papers presented together with two keynote lectures were carefully reviewed and selected from a total of 140 submissions. The papers are organized in topical sections on extensibility, language evaluation, ownership and initialisation, language features, special-purpose analyses, javascript, hardcore theory, modularity, updates and interference, general-purpose analyses.

Journey into the World of C#: A Comprehensive Guide for Aspiring Programmers

This book constitutes the refereed proceedings of the 11th International Conference on Coordination Models and Languages, COORDINATION 2009, held in Lisbon, Portugal, in June 2009, as one of the federated conferences on Distributed Computing Techniques, DisCoTec 2009. The 14 revised full papers presented were carefully reviewed and selected from 61 submissions. The subject-matter is to explore the spectrum of languages, middleware, services, and algorithms that separate behavior from interaction, therefore increasing modularity, simplifying reasoning, and ultimately enhancing software development.

ECOOP 2012 -- Object-Oriented Programming

If you are a Clojure developer who is interested in using Reactive Programming to build asynchronous and concurrent applications, this book is for you. Knowledge of Clojure and Leiningen is required. Basic understanding of ClojureScript will be helpful for the web chapters, although it is not strictly necessary.

Coordination Models and Languages

In today's fast and competitive world, a program's performance is just as important to customers as the features it provides. This practical guide teaches developers performance-tuning principles that enable optimization in C++. You'll learn how to make code that already embodies best practices of C++ design run faster and consume fewer resources on any computer—whether it's a watch, phone, workstation,

supercomputer, or globe-spanning network of servers. Author Kurt Guntheroth provides several running examples that demonstrate how to apply these principles incrementally to improve existing code so it meets customer requirements for responsiveness and throughput. The advice in this book will prove itself the first time you hear a colleague exclaim, “Wow, that was fast. Who fixed something?” Locate performance hot spots using the profiler and software timers Learn to perform repeatable experiments to measure performance of code changes Optimize use of dynamically allocated variables Improve performance of hot loops and functions Speed up string handling functions Recognize efficient algorithms and optimization patterns Learn the strengths—and weaknesses—of C++ container classes View searching and sorting through an optimizer’s eye Make efficient use of C++ streaming I/O functions Use C++ thread-based concurrency features effectively

Clojure Reactive Programming

When you have questions about C# 9.0 or .NET 5, this best-selling guide has the answers you need. C# is a language of unusual flexibility and breadth, but with its continual growth there's so much more to learn. In the tradition of O'Reilly's Nutshell guides, this thoroughly updated edition is simply the best one-volume reference to the C# language available today. Organized around concepts and use cases, C# 9.0 in a Nutshell provides intermediate and advanced programmers with a concise map of C# and .NET that also plumbs significant depths. Get up to speed on C#, from syntax and variables to advanced topics such as pointers, records, closures, and patterns Dig deep into LINQ with three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including regular expressions, networking, spans, reflection, and cryptography

Optimized C++

Learn how to use RxClojure to deal with stateful computations Key FeaturesLeverage the features of Functional Reactive Programming using ClojureCreate dataflow-based systems that are the building blocks of Reactive ProgrammingUse different Functional Reactive Programming frameworks, techniques, and patterns to solve real-world problemsBook Description Reactive Programming is central to many concurrent systems, and can help make the process of developing highly concurrent, event-driven, and asynchronous applications simpler and less error-prone. This book will allow you to explore Reactive Programming in Clojure 1.9 and help you get to grips with some of its new features such as transducers, reader conditionals, additional string functions, direct linking, and socket servers. Hands-On Reactive Programming with Clojure starts by introducing you to Functional Reactive Programming (FRP) and its formulations, as well as showing you how it inspired Compositional Event Systems (CES). It then guides you in understanding Reactive Programming as well as learning how to develop your ability to work with time-varying values thanks to examples of reactive applications implemented in different frameworks. You'll also gain insight into some interesting Reactive design patterns such as the simple component, circuit breaker, request-response, and multiple-master replication. Finally, the book introduces microservices-based architecture in Clojure and closes with examples of unit testing frameworks. By the end of the book, you will have gained all the knowledge you need to create applications using different Reactive Programming approaches. What you will learnUnderstand how to think in terms of time-varying values and event streamsCreate, compose, and transform observable sequences using Reactive extensionsBuild a CES framework from scratch using core.async as its foundationDevelop a simple ClojureScript game using ReagiIntegrate Om and RxJS in a web applicationImplement a reactive API in Amazon Web Services (AWS) Discover helpful approaches to backpressure and error handlingGet to grips with futures and their applicationsWho this book is for If you're interested in using Reactive Programming to build asynchronous and concurrent applications, this is the book for you. Basic knowledge of Clojure programming is necessary to understand the concepts covered in this book.

C# 9.0 in a Nutshell

This book constitutes the refereed proceedings of the 20th International Conference on Concurrency Theory, CONCUR 2009, held in Bologna, Italy, September 1-4, 2009. The 37 revised full papers presented together with four invited papers were carefully reviewed and selected from 129 submissions. The topics include model checking, process calculi, minimization and equivalence checking, types, semantics, probability, bisimulation and simulation, real time, and formal languages.

Hands-On Reactive Programming with Clojure

This book constitutes the refereed proceedings of the Third International Conference on High Performance Computing and Communications, HPCC 2007. The 75 revised full papers address all current issues of parallel and distributed systems and high performance computing and communication, including networking protocols, embedded systems, wireless, mobile and pervasive computing, Web services and internet computing, and programming interfaces for parallel systems.

CONCUR 2009 - Concurrency Theory

High Performance Computing and Communications

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