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Computer Science Logo Style Addison-Wesley
This book contains the papers presented at the 9th International Workshop on Field ProgrammableLogic and Applications (FPL’99), hosted by the University of Strathclyde in Glasgow, Scotland, August 30 – September 1, 1999. FPL’99 is the ninth in the series of annual FPL workshops. The FPL’99 programme committee has been fortunate to have received a large number of high-quality papers addressing a wide range of topics. From these, 33 papers have been selected for presentation at the workshop and a further 32 papers have been accepted for the poster sessions. A total of 65 papers from 20 countries are included in this volume. FPL is a subject area that attracts researchers from both electronic engine- ing and computer science. Whether we are engaged in research into soft ha- ware or hard software seems to be primarily a question of perspective. What is unquestionable is that the interaction of groups of researchers from di?erent backgrounds results in stimulating and productive research. As we prepare for the new millennium, the premier European forum for - searchers in ?eld programmable logic remains the FPL workshop. Next year the FPL series of workshopswill celebrate its tenth anniversary.The contribution of so many overseas researchers has been a particularly attractive feature of these events, giving them a truly international perspective, while the informal and convivial atmosphere that pervades the workshops have been their hallmark. We look forward to preserving these features in the future while continuing to expand the size and quality of the events.
Field Programmable Logic and Applications "O'Reilly Media, Inc."
Small, special-purpose computing devices and high-end core Internet servers need fast, reliable database management. Berkeley DB is an embedded database that provides high-performance, scalable, transaction-protected and recoverable data management services to applications. Extremely portable, this library runs under almost all UNIX and Windows variants, as well as a number of embedded, real-time operating systems. Berkeley DB is the ultimate resource for the world's most widely deployed embedded database engine. This book will aid software architects and engineers, product managers, and systems and network administrators without the overhead imposed by other database products. Designed by programmers for programmers, this classic library style toolkit provides a broad base of functionality to application writers. This book will help you to make intelligent choices about when and how to use Berkeley DB to meet your needs. You can visit the Sleepycat website to get the latest errata for this book. NOTE: The first printing of this book contained an error in the table of contents that caused the page numbers to be off. This will be corrected in the second printing. If you have an earlier edition, you can download a pdf of the correct table of contents that you can print out and use with your book. If you have any questions, please feel free to contact the editor of this book at stephanie.wall@newriders.com.

For Students of Literature Academic Press
This is a book to help you quickly find the math and science information you ’ re looking for at the library, on websites, through publishers who sell books and magazines, organizations, etc. Think of it as my attempt to organize a framework for the worlds of math and science.

Structure and Interpretation of Signals and Systems Springer Nature
Based on the online version that has become one of the world's most visited programmer documentation sites, this is a remarkably clear, practical, hands-on introduction to the Java 2 Platform. The bonus CD-ROM contains all major versions of the Java Platform.

Distributed Object-Oriented Architectures Addison-Wesley
An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

The Java Tutorial River Publishers
Started by small group of well known scientists with the aim of sharing knowledge, experiences, and results on all aspects of cluster computing, the initiative of a workshop on cluster computing received more attention after IFIP WG 10.3 and IEEE Romania Section accepted our request for sponsorship. Moreover, the application for a NATO ARW grant was successful, leading to a greater interest in the workshop. In this respect, we have to say that we chose Romania in order to attract scientists from Central and Eastern European countries and improve the cooperation in the region, in the field of cluster computing. We had an extremely short time to organize the event, but many people joined us and enthusiastically contributed to the process. The success of the workshop is wholly due to the hard work of the organizing committee, members of the program committee, key speakers, speakers from industry, and authors of accepted papers. The workshop consisted of invited and regular paper presentations, followed by discussions, on many important current and emerging topics ranging from sheduling and load balancing to grids. The key speakers devoted their time and efforts to presenting the most interesting results of their research groups, and we all thank them for this . All papers were peer reviewed by two or three reviewers.

Messaging for the J2EE Platform "O'Reilly Media, Inc."
UNIX for OpenVMS Users, Second Edition, is for users who are making the transition from OpenVMS to UNIX and provides a comprehensive comparison of commands and utilities. Starting from a working knowledge of OpenVMS, it takes an average user to a comparable knowledge of UNIX. It bridges the gap between OpenVMS and UNIX by explaining things in OpenVMS terms. The book begins with a

tutorial discussing the concepts needed when working with UNIX and the common shell programs. Working into practical examples, the book shows simple daily tasks that map one-for-one from OpenVMS to UNIX. These include system access, file manipulation, text editing and mail. The examples provide commands that are as equivalent as possible, and point out subtle differences. Recent releases of OpenVMS and UNIX have added interfaces that are exactly the same between the operating systems, particularly POSIX and CDE. UNIX for OpenVMS Users, describes these interfaces briefly, mainly to reassure users how easy it can be to switch between the operating systems. Maps OpenVMS concepts onto UNIX Pertinent to all major versions of UNIX Covers latest version of OpenVMS and new features of UNIX, such as CDE
The Java EE 6 Tutorial Apress
The book illustrates how this applies to the future of application system development, especially how it informs and affects Web services and business rule-based approaches, and how semantics will play out with XML and the semantic Web. The book also contains a quick reference guide to related terms and technologies.
Berkeley DB Addison-Wesley Professional
The Java® Tutorial, Sixth Edition, is based on the Java Platform, Standard Edition (Java SE) 8. This revised and updated edition introduces the new features added to the platform, including lambda expressions, default methods, aggregate operations, and more. An accessible and practical guide for programmers of any level, this book focuses on how to use the rich environment provided by Java to build applications, applets, and components. Expanded coverage includes a chapter on the Date-Time API and a new chapter on annotations, with sections on type annotations and pluggable type systems as well as repeating annotations. In addition, the updated sections “ Security in Rich Internet Applications ” and “ Guidelines for Securing Rich Internet Applications ” address key security topics. The latest deployment best practices are described in the chapter “ Deployment in Depth. ” If you plan to take one of the Java SE 8 certification exams, this book can help. A special appendix, “ Preparing for Java Programming Language Certification, ” details the items covered on the available exams. Check online for updates. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date. This book is based on the online tutorial hosted on Oracle Corporation ’ s website at <http://docs.oracle.com/javase/tutorial>.

Introduction to Embedded Systems Addison-Wesley Professional
This book offers a new approach to introductory scientific computing. It aims to make students comfortable using computers to do science, to provide them with the computational tools and knowledge they need throughout their college careers and into their professional careers, and to show how all the pieces can work together. Rubin Landau introduces the requisite mathematics and computer science in the course of realistic problems, from energy use to the building of skyscrapers to projectile motion with drag. He is attentive to how each discipline uses its own language to describe the same concepts and how computations are concrete instances of the abstract. Landau covers the basics of computation, numerical analysis, and programming from a computational science perspective. The first part of the printed book uses the problem-solving environment Maple as its context, with the same material covered on the accompanying CD as both Maple and Mathematica programs; the second part uses the compiled language Java, with equivalent materials in Fortran90 on the CD; and the final part presents an introduction to LaTeX replete with sample files. Providing the essentials of computing, with practical examples, A First Course in Scientific Computing adheres to the principle that science and engineering students learn computation best while sitting in front of a computer, book in hand, in trial-and-error mode. Not only is it an invaluable learning text and an essential reference for students of mathematics, engineering, physics, and other sciences, but it is also a consummate model for future textbooks in computational science and engineering courses. A broad spectrum of computing tools and examples that can be used throughout an academic career Practical computing aimed at solving realistic problems Both symbolic and numerical computations A multidisciplinary approach: science + math + computer science Maple and Java in the book itself; Mathematica, Fortran90, Maple and Java on the accompanying CD in an interactive workbook format
Visual QuickStart Guide "O'Reilly Media, Inc."

Software has often been marginalized in accounts of digital cultures and network societies. Although software is everywhere, it is hard to say what it actually is. Cutting Code: Software and Sociality is one of the first books to treat software seriously as a full-blown cultural process and as a subtly powerful material in contemporary communication. From deCSS to Java, from Linux to Extreme Programming, this book analyses software artworks, operating systems, commercial products, infrastructures, and programming practices. It explores social forms, identities, materialities, and power relations associated with software, and it asks how software provokes the re-thinking of production, consumption and distribution as entwined cultural processes. Cutting Code argues that analysis of code as a mosaic of algorithms, protocols, infrastructures, and programming conventions offers valuable insights into how contemporary social formations invent new kinds of personhood and new ways of acting.
9th International Workshops, FPL'99, Glasgow, UK, August 30 - September 1, 1999, Proceedings Addison-Wesley Professional
The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.
Secure Programming with Static Analysis The Java TutorialA Short Course on the Basics
The Java EE 6 Tutorial: Advanced Topics, Fourth Edition, is a task-oriented, example-driven guide to developing enterprise applications for the Java Platform, Enterprise Edition 6 (Java EE 6). Written by members of the Java EE 6 documentation team at Oracle, this book provides new and intermediate Java programmers with a deep understanding of the platform. This guide – which builds on the concepts introduced in The Java EE 6 Tutorial: Basic Concepts, Fourth Edition – contains advanced material, including detailed introductions to more complex platform features and instructions for using the latest version of the NetBeans IDE and the GlassFish Server, Open Source Edition. This book introduces the Java Message Service (JMS) API and Java EE Interceptors. It also describes advanced features of JavaServer Faces, Servlets, JAX-RS, Enterprise JavaBeans

components, the Java Persistence API, Contexts and Dependency Injection for the Java EE Platform, web and enterprise application security, and Bean Validation. The book culminates with three new case studies that illustrate the use of multiple Java EE 6 APIs.

An Introduction to Hadoop, Its Ecosystem, and Aligned Technologies Pearson Education

This book is a definitive introduction to models of computation for the design of complex, heterogeneous systems. It has a particular focus on cyber-physical systems, which integrate computing, networking, and physical dynamics. The book captures more than twenty years of experience in the Ptolemy Project at UC Berkeley, which pioneered many design, modeling, and simulation techniques that are now in widespread use. All of the methods covered in the book are realized in the open source Ptolemy II modeling framework and are available for experimentation through links provided in the book. The book is suitable for engineers, scientists, researchers, and managers who wish to understand the rich possibilities offered by modern modeling techniques. The goal of the book is to equip the reader with a breadth of experience that will help in understanding the role that such techniques can play in design.

An Introduction to MATLAB® Programming and Numerical Methods for Engineers Createspace Independent Publishing Platform

Artificial Intelligence: A Modern Approach offers the most comprehensive, up-to-date introduction to the theory and practice of artificial intelligence. Number one in its field, this textbook is ideal for one or two-semester, undergraduate or graduate-level courses in Artificial Intelligence.

Java Message Service API Tutorial and Reference John Wiley & Sons

This book teaches the basics of XML with an original approach, using real-world examples from an interesting (and operating) environment with broad applicability. It covers the full spectrum of Berkeley DB XML tools, including the command-line shell, transactions, rollbacks, replication, archiving and monitoring. Techniques and concepts that have broad applicability outside of the subject matter are skillfully explained: XML, XPath, XQuery, XML schemas, all industry-standard technologies that find one of their best tutorial treatments, and all in the context of a simple database solution. The book also presents a remarkable example of query power.

The Berkeley DB Book Franklin Beedle & Associates

The Java EE 7 Tutorial: Volume 2, Fifth Edition, is a task-oriented, example-driven guide to developing enterprise applications for the Java Platform, Enterprise Edition 7 (Java EE 7). Written by members of the Java EE documentation team at Oracle, this book provides new and intermediate Java programmers with a deep understanding of the platform. This guide includes descriptions of platform features and provides instructions for using the latest versions of NetBeans IDE and GlassFish Server Open Source Edition. The book introduces Enterprise JavaBeans components, the Java Persistence API, the Java Message Service (JMS) API, Java EE security, transactions, resource adapters, Java EE Interceptors, Batch Applications for the Java Platform, and Concurrency Utilities for Java EE. The book culminates with three case studies that illustrate the use of multiple Java EE 7 APIs.

The Java Tutorial Diplomica Verlag

Offers techniques and tips for designing Web pages based on their subject matter, including travel, entertainment, research, sales, children, food, fashion, and science

UNIX for OpenVMS Users Lulu Press, Inc

Learning a complex new language is no easy task especially when it s an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new. second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Semantics in Business Systems Addison-Wesley Professional

The Internet has enabled the convergence of all things information-related. This book provides essential, foundational knowledge of the application of Internet and web technologies in the information and library professions. • Covers a broad spectrum of Internet technologies within the context of knowledge and skills needed by LIS students and professionals in related fields • Identifies key issues related to the use of Internet technologies in libraries and other information organizations • Helps students understand and apply the basic vocabulary and principles of computer software, hardware, and networks • Identifies the various roles that the web, social media, and mobile 2.0 play in the context of libraries and the LIS profession