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Michael D. Adams

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Advanced CORBA® Programming with C++ Michi Henning,Steve Vinoski,1999-02-17 Here is the CORBA book that every C software engineer has been waiting for Advanced CORBA Programming with C provides designers and developers with the tools required to understand CORBA technology at the architectural design and source code levels This book offers hands on explanations for building efficient applications as well as lucid examples that provide practical advice on avoiding costly mistakes With this book as a guide programmers will find the support they need to successfully undertake industrial strength CORBA development projects The content is systematically arranged and presented so the book may be used as both a tutorial and a reference The rich example programs in this definitive text show CORBA developers how to write clearer code that is more maintainable portable and efficient The authors detailed coverage of the IDL to C mapping moves beyond the mechanics of the APIs to discuss topics such as potential pitfalls and efficiency An in depth presentation of the new Portable Object Adapter POA explains how to take advantage of its numerous features to create scalable and high performance servers In addition detailed discussion of advanced topics such as garbage collection and multithreading provides developers with the knowledge they need to write commercial applications Other highlights In depth coverage of IDL including common idioms and design trade offs Complete and detailed explanations of the Life Cycle Naming Trading and Event Services Discussion of IIOP and implementation repositories Insight into the dynamic aspects of CORBA such as dynamic typing and the new DynAny interfaces Advice on selecting appropriate application architectures and designs Detailed portable and vendor independent source code **Professional C++** Nicholas A. Solter,Scott J. Kleper,2005-01-07 Geared to experienced C developers who may not be familiar with the more advanced features of the language and therefore are not using it to its full capabilities Teaches programmers how to think in C that is how to design effective solutions that maximize the power of the language The authors drill down into this notoriously complex language explaining poorly understood elements of the C feature set as well as common pitfalls to avoid Contains several in depth case studies with working code that s been tested on Windows Linux and Solaris platforms *More Effective C#* Bill Wagner,2017-08-14 In More Effective C Second Edition world renowned NET expert Bill Wagner identifies and illuminates 50 intermediate to advanced techniques for writing exceptionally robust and well performing C 7 0 code Reflecting the growing sophistication of the C language and its development community Wagner presents powerful new solutions to problems you re likely to encounter every day Through three editions of Effective C Wagner s clear explanations expert tips and realistic code examples have proven invaluable to hundreds of thousands of developers With the publication of this title Effective C Third Edition and More Effective C Second Edition have been completely reorganized to provide clear explanations expert tips and realistic code examples in a cohesive package for modern C More Effective C Second Edition brings the same proven approach to the new features in C 7 0 helping you perform familiar tasks more efficiently and effectively Drawing on his

unsurpassed C experience and key role on global C standards committees Wagner addresses object oriented functional and service oriented approaches to managing data with C better ways to express your intent to users and other programmers and new opportunities to leverage powerful asynchronous and dynamic programming techniques Use properties instead of accessible data members Item 1 Distinguish between value and reference types Item 4 Understand relationships among multiple concepts of equality Item 9 Avoid conversion operators in your APIs Item 11 Understand how interface and virtual methods differ Item 15 Avoid overloading methods defined in base classes Item 19 Create method groups that are clear minimal and complete Item 22 Enable immediate error reporting in iterators and async methods Item 26 Use async methods for async work Item 27 Avoid thread allocations and context switches Item 30 Construct PLINQ parallel algorithms with exceptions in mind Item 36 Use the thread pool instead of creating threads Item 37 Use BackgroundWorker for cross thread communication Item 38 Use the smallest possible scope for lock handles Item 41 Understand the pros and cons of dynamic programming Item 43 Make full use of the expression API Item 46 Minimize dynamic objects in public APIs Item 47 You re already a successful C programmer this book will make you an outstanding one Content Update Program This book is part of the InformIT Content Update Program As updates are made to C sections of this book will be updated or new sections will be added to match updates to the technologies Register your product at informit com register for convenient access to downloads updates and corrections as they become available Effective C# Bill Wagner,2005 A guide to the C programming language provides practical explanations a variety of tips and code examples **Lecture Slides for Programming in C++ (Version 2020-02-29)** Michael D. Adams,2020-02-29 This document which consists of approximately 2500 lecture slides offers a wealth of information on many topics relevant to programming in C including coverage of the C language itself the C standard library and a variety of other libraries numerous software tools and an assortment of other programming related topics The coverage of the C language and standard library is current with the C 17 standard **Object-Oriented Programming in C++** Robert Lafore,1997-12-18 Object Oriented Programming in C begins with the basic principles of the C programming language and systematically introduces increasingly advanced topics while illustrating the OOP methodology While the structure of this book is similar to that of the previous edition each chapter reflects the latest ANSI C standard and the examples have been thoroughly revised to reflect current practices and standards Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions This educational supplement can be found at www prenhall com in the Instructor Resource Center **Learning to Program with Haiku** Jon Yoder,2010-07-22 This beginning programming guide takes the reader from know next to nothing about developing applications for the Haiku operating system to knowing the basics and having the skills to go beyond the fundamentals It begins with a traditional Hello world approach moves through C programming and expands into C and programming graphical applications for Haiku Instead of

attempting to be an exhaustive C C programming book using Haiku it focuses on application development using the C language The Haiku operating system is a great platform for aspiring developers Those who have struggled with learning application development under Linux Microsoft Windows or Macintosh will find writing programs under Haiku to be sensible and easy The free Paladin integrated development environment for Haiku is used for examples in the book **Lecture Slides for the C++ Programming Language (Version: 2016-01-18)** Michael D. Adams,2016-01-18 This document constitutes a detailed set of lecture slides on the C programming language and is current with the C 14 standard Many aspects of the language are covered from introductory to more advanced This material includes language basics objects types values operators expressions control flow constructs functions and namespaces classes templates function class alias and variable templates template specialization and variadic templates lambda expressions inheritance and run time polymorphism exceptions exception safety RAII and smart pointers rvalue references move semantics and perfect forwarding concurrency sequential consistency atomic memory operations data races threads mutexes condition variables promises and futures atomics and fences happens before and synchronizes with relationships and sequentially consistent and other memory models A number of best practices tips and idioms regarding the use of the language are also presented Some aspects of the C standard library are covered including containers iterators and algorithms the std vector and std basic_string classes I O streams and time measurement Various general programming related topics are also presented such as material on good programming practices finite precision arithmetic and software documentation **Lecture Slides for Programming in C++ (Version 2018-02-15)** Michael D. Adams,2018-02-15 This document which consists of over 2000 lecture slides offers a wealth of information on many topics relevant to programming in C including coverage of the C language itself the C standard library and a variety of other libraries numerous software tools and an assortment of other programming related topics The coverage of the C language and standard library is current with the C 17 standard C PROGRAMMING LANGUAGE Many aspects of the C language are covered from introductory to more advanced This material includes the preprocessor language basics objects types values operators expressions control flow constructs functions and namespaces classes templates function class variable and alias templates variadic templates template specialization and SFINAE lambda expressions inheritance run time polymorphism and CRTP exceptions exception safety and RAII smart pointers memory management new and delete operators and expressions placement new and allocators rvalue references move semantics and perfect forwarding concurrency memory models and happens before and synchronizes with relationships C STANDARD LIBRARY AND VARIOUS OTHER LIBRARIES Various aspects of the C standard library are covered including containers iterators algorithms I O streams time measurement and concurrency support threads mutexes condition variables promises and futures atomics and fences A number of Boost libraries are discussed including the Intrusive Iterator and Container libraries The OpenGL library and GLSL are discussed at length along with several related

libraries including GLFW GLUT and GLM The CGAL library is also discussed in some detail SOFTWARE TOOLS A variety of software tools are discussed including static analysis tools e g Clang Tidy code sanitizers e g ASan UBSan and TSan debugging and testing tools e g Catch2 performance analysis tools e g Perf PAPI Gprof and Valgrind Callgrind build tools e g CMake and Make and version control systems e g Git OTHER TOPICS An assortment of other programming related topics are also covered including data structures algorithms computer arithmetic e g floating point arithmetic and interval arithmetic cache efficient algorithms vectorization good programming practices and software documentation C++ Primer Plus Stephen Prata,2002 This volume teaches the fundamentals of programming including principles of structured code and top down design Suitable as a tutorial or as the core text for C Programming courses Includes a handy tear out Quick Reference Card containing typical program forms statements fundamental types storage classes structures and variable declarations **C++** Gregory Satir,Doug Brown,1995 A primer for C programmers transitioning to C and designed to get users up to speed quickly this book tells users just what they need to learn first Covering a subset of the features of C the user can actually use this subset to get familiar with the basics of the language The book includes sidebars that give overviews of advanced features not covered **An Introduction to the C++ Programming Language (Version: 2015-02-03)** Michael D. Adams,2015-02-03 *Exercises for Programming in C++ (Version 2021-04-01)* Michael D. Adams,2021-04-01 This book presents a large collection of exercises for learning to program in C A study plan for learning C based on a collection of video lectures and supplemental reading is also provided Ray Tracing from the Ground Up Kevin Suffern,2016-04-19 With the increase in computing speed and due to the high quality of the optical effects it achieves ray tracing is becoming a popular choice for interactive and animated rendering This book takes readers through the whole process of building a modern ray tracer from scratch in C All concepts and processes are explained in detail with the aid o

Game Engine Architecture Jason Gregory,2018-07-20 In this new and improved third edition of the highly popular Game Engine Architecture Jason Gregory draws on his nearly two decades of experience at Midway Electronic Arts and Naughty Dog to present both the theory and practice of game engine software development In this book the broad range of technologies and techniques used by AAA game studios are each explained in detail and their roles within a real industrial strength game engine are illustrated New to the Third Edition This third edition offers the same comprehensive coverage of game engine architecture provided by previous editions along with updated coverage of computer and CPU hardware and memory caches compiler optimizations C language standardization the IEEE 754 floating point representation 2D user interfaces plus an entirely new chapter on hardware parallelism and concurrent programming This book is intended to serve as an introductory text but it also offers the experienced game programmer a useful perspective on aspects of game development technology with which they may not have deep experience As always copious references and citations are provided in this edition making it an excellent jumping off point for those who wish to dig deeper into any particular aspect of

the game development process Key Features Covers both the theory and practice of game engine software development Examples are grounded in specific technologies but discussion extends beyond any particular engine or API Includes all mathematical background needed Comprehensive text for beginners and also has content for senior engineers *Design Patterns* Erich Gamma,Richard Helm,Ralph Johnson,John Vlissides,1994-10-31 The Gang of Four s seminal catalog of 23 patterns to solve commonly occurring design problems Patterns allow designers to create more flexible elegant and ultimately reusable designs without having to rediscover the design solutions themselves Highly influential Design Patterns is a modern classic that introduces what patterns are and how they can help you design object oriented software and provides a catalog of simple solutions for those already programming in at last one object oriented programming language Each pattern Describes the circumstances in which it is applicable when it can be applied in view of other design constraints and the consequences and trade offs of using the pattern within a larger design Is compiled from real systems and based on real world examples Includes downloadable C source code that demonstrates how patterns can be implemented and Python From the preface Once you the design patterns and have had an Aha and not just a Huh experience with them you won t ever think about object oriented design in the same way You ll have insights that can make your own designs more flexible modular reusable and understandable which is why you re interested in object oriented technology in the first place right

Optimized ASIP Synthesis from Architecture Description Language Models Oliver Schliebusch,Heinrich Meyr,Rainer Leupers,2007-04-27 New software tools and a sophisticated methodology above RTL are required to answer the challenges of designing an optimized application specific processor ASIP This book offers an automated and fully integrated implementation flow and compares it to common implementation practice Case studies emphasise that neither the architectural advantages nor the design space of ASIPs are sacrificed for an automated implementation Realizing a building block which fulfils the requirements on programmability and computational power is now efficiently possible for the first time Optimized ASIP Synthesis from Architecture Description Language Models inspires hardware designers as well as application engineers to design powerful ASIPs that will make their SoC designs unique Software Systems Architecture Nick Rozanski,Eoin Woods,2012 This guide for software architects builds upon legacies of best practice explaining key areas and how to make architectural designs successful **Programming** Bjarne Stroustrup,2014-06-02 An Introduction to Programming by the Inventor of C Preparation for Programming in the Real World The book assumes that you aim eventually to write non trivial programs whether for work in software development or in some other technical field Focus on Fundamental Concepts and Techniques The book explains fundamental concepts and techniques in greater depth than traditional introductions This approach will give you a solid foundation for writing useful correct maintainable and efficient code Programming with Today s C C 11 and C 14 The book is an introduction to programming in general including object oriented programming and generic programming It is also a solid introduction to the C programming language one of the

most widely used languages for real world software The book presents modern C programming techniques from the start introducing the C standard library and C 11 and C 14 features to simplify programming tasks For Beginners And Anyone Who Wants to Learn Something New The book is primarily designed for people who have never programmed before and it has been tested with many thousands of first year university students It has also been extensively used for self study Also practitioners and advanced students have gained new insight and guidance by seeing how a master approaches the elements of his art Provides a Broad View The first half of the book covers a wide range of essential concepts design and programming techniques language features and libraries Those will enable you to write programs involving input output computation and simple graphics The second half explores more specialized topics such as text processing testing and the C programming language and provides abundant reference material Source code and support supplements are available from the author s website **Fundamentals of Computer Graphics** Steve Marschner,Peter Shirley,2021-09-30 Drawing on an impressive roster of experts in the field Fundamentals of Computer Graphics Fifth Edition offers an ideal resource for computer course curricula as well as a user friendly personal or professional reference Focusing on geometric intuition this book gives the necessary information for understanding how images get onto the screen by using the complementary approaches of ray tracing and rasterization It covers topics common to an introductory course such as sampling theory texture mapping spatial data structure and splines It also includes a number of contributed chapters from authors known for their expertise and clear way of explaining concepts HIGHLIGHTS Major updates and improvements to numerous chapters including shading ray tracing physics based rendering math and sampling Updated coverage of existing topics The absorption and reworking of several chapters to create a more natural flow to the book The fifth edition of Fundamentals of Computer Graphics continues to provide an outstanding and comprehensive introduction to basic computer graphic technology and theory It retains an informal and intuitive style while improving precision consistency and completeness of material allowing aspiring and experienced graphics programmers to better understand and apply foundational principles to the development of efficient code in creating film game or web designs

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