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PUT DOWN YOUR CONTROLLER Why just play videogames when you can build your own game? Follow the steps in this book to learn a little about code, build a few graphics, and piece together a real game you can share with your friends. Who knows? What you learn here could help you become the next rock-star video- game designer. So set your controller aside and get ready to create! Decipher the code – build some basic knowledge of how computer code drives videogames Get animated – create simple graphics and learn how to put them in motion Update a classic – put your knowledge together to put your modern twist on a classic game A Clear Outline of Current Methods for Designing and Implementing Automotive Systems Highlighting requirements, technologies, and business models, the Automotive Embedded Systems Handbook provides a comprehensive overview of existing and future automotive electronic systems. It presents state-of-the-art methodological and technical solutions in the areas of in-vehicle architectures, multipartner development processes, software engineering methods, embedded communications, and safety and dependability assessment. Divided into four parts, the book begins with an introduction to the design constraints of automotive-embedded systems. It also examines AUTOSAR as the emerging de facto standard and looks at how key technologies, such as sensors and wireless networks, will facilitate the conception of partially and fully autonomous vehicles. The next section focuses on networks and protocols, including CAN, LIN, FlexRay, and TTCAN. The third part explores the design processes of electronic embedded systems, along with new design methodologies, such as the virtual platform. The final section presents validation and verification techniques relating to safety issues. Providing domain-specific solutions to various technical challenges, this handbook serves as a reliable, complete, and well-documented source of information on automotive embedded systems. Learning a language--any language--involves a process wherein you learn to rely less and less on instruction and more increasingly on the aspects of the language you've mastered. Whether you're learning French, Java, or C, at some point you'll set aside the tutorial and attempt to converse on your own. It's not necessary to know every subtle facet of French in order to speak it well, especially if there's a good dictionary available. Likewise, C programmers don't need to memorize every detail of C in order to write good programs. What they need instead is a reliable, comprehensive reference that they can keep nearby. C in a Nutshell is that reference. This long-awaited book is a complete reference to the C programming language and C runtime library. Its purpose is to serve as a convenient, reliable companion in your day-to-day work as a C programmer. C in a Nutshell covers virtually everything you need to program in C, describing all the elements of the language and illustrating their use with numerous examples. The book is divided into three distinct parts. The first part is a fast-paced description, reminiscent of the classic Kernighan & Ritchie text on which many C programmers cut their teeth. It focuses specifically on the C language and preprocessor directives, including extensions introduced to the ANSI standard in 1999. These topics and others are covered: Numeric constants Implicit and explicit type conversions Expressions and operators Functions Fixed-length and variable-length arrays Pointers Dynamic memory management Input and output The second part of the book is a comprehensive reference to the C runtime library; it includes an overview of the contents of the standard headers and a description of each standard library function. Part III provides the necessary knowledge of the C programmer's basic tools: the compiler, the make utility, and the debugger. The tools described here are those in the GNU software collection. C in a Nutshell is the perfect companion to K&R, and destined to be the most reached-for reference on your desk. What you need to significantly reduce software development failures before they become fatal and how to repair their causes so they don't re-surface Learn from the mistakes of others documented here in this hard-hitting, humorous, and career-enhancing book from the authors of the bestselling "AntiPatterns". Rise above the industry-wide malaise of mass denial and realize that you too can, and definitely must, master Software Configuration Management (SCM) for successful software engineering. In this much-needed book, the authors provide 16 new AntiPatterns covering the most common SCM mistakes and pitfalls. They also supply you with proven solution strategies including 3 Process Patterns and other tested-in-the-trenches approaches. As in AntiPatterns they present each AntiPattern and Pattern using the same entertaining, practical, and pull-no-punches approach. "AntiPatterns and

Patterns in Software Configuration Management" arms you with: \* The knowledge that SCM is neither too hard, nor too complicated, for software engineers, developers, architects, and project managers \* The most valuable (ROI) process you can have-SCM \* 8 SCM AntiPatterns, 4 Management and Process AntiPatterns, 4 Requirements and Testing AntiPatterns, and 3 Process Patterns that address process, people, and tool issues William J. Brown is Product Engineer for Concept Five Technologies leading developments of distributed, object-oriented frameworks. Hays W. "Skip" McCormick III and Scott W. Thomas are lead engineers with the MITRE Corporation. Bill and Skip co-authored the critically acclaimed AntiPatterns, also available from Wiley. The book is an easy-to-follow guide for creating multi-threaded applications using C++. Each topic is thoroughly explained with multiple illustrations. Many algorithms, such as Dining Philosophers Problem give you thorough explanations that will help you to understand and solve concurrent tasks. The book is intended for enterprise developers and programmers who wish to make use of C++ capabilities to learn the multithreaded approach. Knowledge of multithreading along with experience in C++ is an added advantage. However it is not a prerequisite. This text is a clear, concise introduction to problem solving and the C++ programming language. The authors' proven five-step problem solving methodology is presented and then incorporated in every chapter of the text. Outstanding engineering and scientific applications are used throughout; all applications are centered around the theme of engineering challenges in the 21st century. This topical and timely textbook is a collection of problems for students, researchers, and practitioners interested in state-of-the-art material and device applications in quantum mechanics. Most problems are relevant either to a new device or a device concept or to current research topics which could spawn new technology. It deals with the practical aspects of the field, presenting a broad range of essential topics currently at the leading edge of technological innovation. Includes discussion on: Properties of Schrodinger Equation Operators Bound States in Nanostructures Current and Energy Flux Densities in Nanostructures Density of States Transfer and Scattering Matrix Formalisms for Modelling Diffusive Quantum Transport Perturbation Theory, Variational Approach and their Applications to Device Problems Electrons in a Magnetic or Electromagnetic Field and Associated Phenomena Time-dependent Perturbation Theory and its Applications Optical Properties of Nanostructures Problems in Quantum Mechanics: For Material Scientists, Applied Physicists and Device Engineers is an ideal companion to engineering, condensed matter physics or materials science curricula. It appeals to future and present engineers, physicists, and materials scientists, as well as professionals in these fields needing more in-depth understanding of nanotechnology and nanoscience. An Ultimate Solution to Crack Java interview KEY FEATURES ? Start identifying responses for various interviews for Java architecture. ? Solutions to real Java scenarios and applications across the industry. ? Understand the various perspectives of Java concepts from the interviewer's point of view. DESCRIPTION Java Professional Interview Guide aims at helping engineers who want to work in Java. The book covers nearly every aspect of Java, right from the fundamentals of core Java to advanced features such as lambdas and functional programming. Each concept's topics begin with an overview, followed by a discussion of the interview questions. Additionally, the book discusses the frameworks, Hibernate and Spring. The questions included in each topic will undoubtedly help you feel more confident during the technical interview, which will increase your chances of being selected. You will gain an understanding of both the interviewer and the interviewee's psychology. This book will help you build a solid foundation of Java, the Java architecture, and how to answer questions about Java's internal operations. You will begin to experience interview questions that cover all of Java's major concepts, from object orientation to collections. You will be able to investigate how objects are constructed and what the fundamental properties of OOPs are. Additionally, you will learn how to handle exceptions and work with files and collections. We'll cover advanced topics like functional programming and design patterns in the final chapters. The section also covers questions on Java web application development. Finally, you will be able to learn how to answer questions using industry-standard frameworks like Spring and Hibernate. WHAT YOU WILL LEARN ? How to prepare before an actual technical interview? ? You will learn how to understand an interviewer's mindset. ? What kind of questions can be asked and how can they be answered? ? How to deal with cross-examination questions in an interview. ? How can the interviewer reframe the questions and how can you provide solutions? WHO THIS BOOK IS FOR This book is intended for both new and experienced candidates preparing for the Java Developer Interview. Although the book provides an overview of all Java and J2EE concepts, prior knowledge of basic Java is required. TABLE OF CONTENTS 1. The Preparation Beyond Technology 2. Architecture of Java 3. Object Orientation in Java 4. Handling Exception 5. File Handling 6. Concurrency 7. JDBC 8. Collections 9. Miscellaneous 10. Functional Programming 11. Design Patterns 12. Basics of Web 13. Spring and Spring Boot 14. Hibernate Get ready for C++20 with all you need to know for complete mastery! Your comprehensive and updated guide to one of the world's most popular programming languages is here! Whether you're a novice or expert, you'll find what you need to get going with the latest features of C++20. The workhorse of programming languages, C++ gives you the utmost control of data usage and interface and resource allocation. If your job involves data, proficiency in C++ means you're indispensable! This edition gives you 8 books in 1 for total C++ mastery. Inside, internationally renowned expert John Paul Mueller takes you from the fundamentals of working with objects and classes to writing applications that use paradigms not normally associated with C++, such as those used for functional programming strategies. The book also includes online resources such as source code. You discover how to use a C++ GNU compiler to build applications and even how to use your mobile device for coding. Conquer advanced programming and troubleshooting Streamline your code with lambda expressions Use C++ where you need it: for gaming, enterprise applications, and Web services Uncover object secrets including the use of design patterns Discover how to use functional programming techniques to make code concise and easy to read If you want to be your organization's C++ guru, C++ All-In-One for Dummies is where it's at! Develop more dynamic and robust GUI applications using PySide, an open source cross-platform UI framework About This Book Designed for beginners to help you get started with GUI application development Develop your own applications by creating customized widgets and dialogs Written in a simple and elegant structure so you easily understand how to program various GUI components Who This Book Is For This book is written for Python programmers who want to learn about GUI programming. It is also suitable for those who are new to Python but are familiar with object-oriented programming. What You Will Learn Program GUI applications in an easy and efficient way Download and install PySide, a cross-platform GUI development toolkit for Python Create menus, toolbars, status bars, and child windows Develop a text editor application on your own Connect your GUI to a database and manage it Execute SQL queries by handling databases In Detail Elegantly-built GUI applications are always a massive hit among users. PySide is an open source software project that provides Python bindings for the Qt cross-platform UI framework. Combining the power of Qt and Python, PySide provides easy access to the Qt framework for Python developers and also acts as an excellent rapid application development platform. This book will take you through everything you need to know to develop UI applications. You will learn about installing and building PySide in various major operating systems as well as the basics of GUI programming. The book will then move on to discuss event management, signals and slots, and the widgets and dialogs available with PySide. Database interaction and manipulation is also covered. By the end of this book, you will be able to program GUI applications efficiently and master how to develop your own applications and how to run them across platforms. Style and approach This is an accessible and practical guide to developing GUIs for Python applications. Apply business requirements to IT infrastructure and deliver a high-quality product by understanding architectures such as microservices, DevOps, and cloud-native using modern C++ standards and features Key FeaturesDesign scalable large-scale applications with the C++ programming languageArchitect software solutions in a cloud-based environment with continuous integration and continuous delivery (CI/CD)Achieve architectural goals by leveraging design patterns, language features, and useful toolsBook Description Software architecture refers to the high-level design of complex applications. It is evolving just like the languages we use, but there are architectural concepts and patterns that you can learn to write high-performance apps in a high-level language without sacrificing readability and maintainability. If you're working with modern C++, this practical guide will help you put your knowledge to work and design distributed, large-scale apps. You'll start by getting up to speed with architectural concepts, including established patterns and rising trends, then move on to understanding what software architecture actually is and start exploring its components. Next, you'll discover the design concepts involved in application architecture and the patterns in software development, before going on to learn how to build, package, integrate, and deploy your components. In the concluding chapters, you'll explore different architectural qualities, such as maintainability, reusability, testability, performance, scalability, and security. Finally, you will get an overview of distributed systems, such as service-oriented architecture, microservices, and cloud-native, and understand how to apply them in application development. By the end of this book, you'll be able to build distributed services using modern C++ and associated tools to deliver solutions as per your clients' requirements. What you will learnUnderstand how to apply the principles of software architectureApply design patterns and best practices to meet your architectural goalsWrite elegant, safe, and performant code using the latest C++ featuresBuild applications that are easy to maintain and deployExplore the different architectural approaches and learn to apply them as per your requirementSimplify development and operations using application containersDiscover various techniques to solve common problems in software design and developmentWho this book is for This software architecture C++ programming book is for experienced C++ developers looking to become software architects or develop enterprise-grade applications. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase,

you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed. For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The 8th Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives students a chance to run each program as they study it and see how their learning applies to real world programming scenarios. Mastering advanced JavaScript to build modern next-generation web applications. KEY FEATURES ? A simplified explanation of complex concepts to create powerful and flexible web applications. ? Learn testing JavaScript code, regular expressions, fetching data, and many more with ES6. ? A full-fledged section dedicated to developing an application using JavaScript. DESCRIPTION Decoding JavaScript will take the users on an eventful journey of simplifying and understanding advanced concepts of JavaScript. Since JavaScript is the core programming language for almost every interaction on the web, this book will make it easier for readers to develop modern cutting-edge web applications. The book begins with a quick recap of the fundamental JavaScript (JS) concepts like the syntax of JS, data types, operators, conditionals, looping, functions, arrays, objects, and so on. The readers will also explore the handy Chrome Developers' Tools. This book will also help readers learn and implement important concepts like how to connect to the servers, fetching data like images, user information, videos, etc. from the server, and displaying it on the web page. Besides that, users will learn about impactful concepts like testing JavaScript code, regular expressions, and exploring the popular ES6 and the versions beyond. Most importantly, this book will help you with the best JavaScript practices followed by companies like Google, Facebook, Twitter, etc. to develop a live application right from scratch. WHAT YOU WILL LEARN ? Build dynamic web applications interacting with servers using Vanilla. ? Improve code efficiency by learning advanced concepts of JavaScript. ? Get acquainted with best practices adopted by industry leaders, including Google and Facebook. ? Get access to work with popular libraries like ReactJS, jQuery, Angular, Ember, and Vue. WHO THIS BOOK IS FOR This book is for aspiring web developers and fairly experienced JavaScript developers who want to create modern web and server applications. Prior knowledge of HTML and CSS is essential to begin with this book. TABLE OF CONTENTS 1. Introduction to JavaScript 2. The Developer's Tools 3. Functions 4. Arrays 5. Objects 6. ES6 7. Classes 8. Callbacks and Promises 9. AJAX and Interacting with Servers 10. Developing a Live Application! 11. Storing Data in Browsers 12. Debugging and Error Handling 13. Testing and Test Frameworks 14. Regular Expressions 15. Life after ES6 16. Tips and Tricks This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route. This volume of Advances in Intelligent Systems and Computing highlights key scientific achievements and innovations in all areas of automation, informatization, computer science, and artificial intelligence. It gathers papers presented at the IITI 2017, the Second International Conference on Intelligent Information Technologies for Industry, which was held in Varna, Bulgaria on September 14–16, 2017. The conference was jointly co-organized by Technical University of Varna (Bulgaria), Technical University of Sofia (Bulgaria), VSB Technical University of Ostrava (Czech Republic) and Rostov State Transport University (Russia). The IITI 2017 brought together international researchers and industrial practitioners interested in the development and implementation of modern technologies for automation, informatization, computer science, artificial intelligence, transport and power electrical engineering. In addition to advancing both fundamental research and innovative applications, the conference is intended to establish a new dissemination platform and an international network of researchers in these fields. Using FreeRTOS and libopencm3 instead of the Arduino software environment, this book will help you develop multi-tasking applications that go beyond Arduino norms. In addition to the usual peripherals found in the typical Arduino device, the STM32 device includes a USB controller, RTC (Real Time Clock), DMA (Direct Memory Access controller), CAN bus and more. Each chapter contains clear explanations of the STM32 hardware capabilities to help get you started with the device, including GPIO and several other ST Microelectronics peripherals like USB and CAN bus controller. You'll learn how to download and set up the libopencm3 + FreeRTOS development environment, using GCC. With everything set up, you'll leverage FreeRTOS to create tasks, queues, and mutexes. You'll also learn to work with the I2C bus to add GPIO using the PCF8574 chip. And how to create PWM output for RC control using hardware timers. You'll be introduced to new concepts that are necessary to master the STM32, such as how to extend code with GCC overlays using an external Winbond ?W25Q32 flash chip. Your knowledge is tested at the end of each chapter with exercises. Upon completing this book, you'll be ready to work with any of the devices in the STM32 family. Beginning STM32 provides the professional, student, or hobbyist a way to learn about ARM without costing an arm! What You'll Learn Initialize and use the libopencm3 drivers and handle interrupts Use DMA to drive a SPI based OLED displaying an analog meter Read PWM from an RC control using hardware timers Who This Book Is For Experienced embedded engineers, students, hobbyists and makers wishing to explore the ARM architecture, going beyond Arduino limits. More Exceptional C++ continues where Herb Sutter's best-selling Exceptional C++ left off, delivering 40 puzzles that illuminate the most challenging -- and most powerful -- aspects of C++. More Exceptional C++ offers many new puzzles focused on generic programming and the C++ Standard Template Library, including important techniques such as traits and predicates, as well as key considerations in using standard containers and algorithms -- many of them never covered elsewhere. More Exceptional C++ contains a detailed new section (and two appendices) on optimization in single- and multithreaded environments. It also provides important new insights on crucial topics first introduced in Exceptional C++, including exception safety, generic programming, and memory management. For all C++ programmers. Grandmaster Neil McDonald examines one of the most important openings of all, the Ruy Lopez. He shares his experience and knowledge, and continually challenges the reader to answer probing questions, thereby encouraging the learning and practising of vital opening skills. Full coverage of materials and mechanical design inengineering Mechanical Engineers' Handbook, Fourth Edition provides aquick guide to specialized areas you may encounter in your work,giving you access to the basics of each and pointing you towardtrusted resources for further reading, if needed. The accessibleinformation inside offers discussions, examples, and analyses ofthe topics covered. This first volume covers materials and mechanical design, givingyou accessible and in-depth access to the most common topics you'llencounter in the discipline: carbon and alloy steels, stainlesssteels, aluminum alloys, copper and copper alloys, titanium alloysfor design, nickel and its alloys, magnesium and its alloys,superalloys for design, composite materials, smart materials,electronic materials, viscosity measurement, and much more. Presents comprehensive coverage of materials and mechanicaldesign Offers the option of being purchased as a four-book set or assingle books, depending on your needs Comes in a subscription format through the Wiley Online Libraryand in electronic and custom formats Engineers at all levels of industry, government, or privateconsulting practice will find Mechanical Engineers' Handbook,Volume 1 a great resource they'll turn to repeatedly as areference on the basics of materials and mechanical design. A step by step guide that will help you learn the Java programming language KEY FEATURES ?Get familiar with the features in Java 8 And Java 9 ?Understand the working of various Java APIs ?Learn Modular Programming with Java 9 ?Learn to use features such as Lambda, Time API, and Stream API. ?Learn how to access databases from a Java application DESCRIPTION 100+ Solutions in Java is an easy-to-understand step-by-step guide that helps you develop applications using Java 8 and Java 9. It is for everyone, from beginners to professionals, who wish to begin development in Java. The content is designed as per increasing complexity and is explained in detail with appropriate examples. This book follows a practical approach by providing ample examples and assignments for you to test your understanding of each concept. You will also get familiar with the important features introduced in Java 10. This book is a "beginner's guide" that will help you upskill your knowledge in Java. By the end of the book, you will know the different features introduced in Java over the years and will learn to implement these features to develop real-world applications. WHAT YOU WILL LEARN ?Work with the newly introduced features in Java 8 And Java 9 ?Get to know in-depth about the Java Stream API ?Learn how to work with Java regular expressions ?Get an overview of Inheritance and Interfaces in Java ?Get familiar with Design Patterns in Java WHO THIS BOOK IS FOR This book is for Developers and Technical Specialists who are interested in learning Java. Prior knowledge of programming languages such as C, C++, or Python and any DBMS such as SQL Server, MySQL will be an added advantage. TABLE OF CONTENTS 1. Introduction to Java 2. Java Programming Constructs 3. Java Application Components 4. Java Reference Types 5. Subclasses and Interfaces 6. Exceptions and Regular Expressions 7. Collections and Stream API 8. Generics and Time API 9. File Manipulation in Java 10. Threads and JDBC 11. Design Patterns and I18N 12. More about JDK 8, 9 and 10 Create, develop and deploy a Smart Contract with ease KEY FEATURESA\* Familiarize yourself with Blockchain terminology and its conceptsA\* Understand and implement the Cryptography basic principlesA\* Understand the life cycle of an Ethereum Transaction A\* Explore and work with Dapps on Ethereum.A\* A practical guide that will teach you to create and deploy Smart Contracts with Solidity DESCRIPTIONThe book covers the fundamentals of Blockchain in detail and shows how to create a Smart Contract with ease. This book is both for novices and advanced readers who want to revisit the Smart Contract development process. The book starts by introduces Blockchain, its terminology, its workflow, and cryptographic principles. You will get familiar with the basics of Ethereum and some Distributed apps available on Ethereum. Furthermore, you will learn to set-up Ethereum Blockchain on Azure. Then you will learn how to create, develop, and deploy a smart contract

on Ethereum. Towards the end, you will understand what Blockchain uses and advantages in the real-world scenario. WHAT WILL YOU LEARN A\* Get familiar with the basics of Blockchain and BitcoinA\* Setup a development environment for programming Smart ContractsA\* Learn how to set up an Ethereum Blockchain on AzureA\* Understand the basics of Solidity, an object-oriented programming language for writing smart contractsA\* Learn how to test and deploy a smart contract WHO THIS BOOK IS FORThis book is for Developers, Architects, and Software/Technology Enthusiasts who are interested in Blockchain, Ethereum, and Smart Contracts. It is also for Developers who want to build a Blockchain-based DApps on Ethereum Network. It is for everyone who is learning Solidity and is looking to create and integrate Blockchain into their project. TABLE OF CONTENTSSection 1: What is Blockchain and how does it work? 1. Blockchain - The Concept2. Blockchain - Cryptographic PrinciplesSection 2: Ethereum and DAAPS 1. Distributed Applications 2. Setting up Ethereum Blockchain on AzureSection 3: Smart Contracts Development 1. Setting up an Environment for Smart Contracts Development2. Programming Smart ContractsSection 4: Blockchain in Real World 1. Blockchain-Offerings and UsagesAUTHOR BIOAkhil Mittal lives in Noida, India. He is two times Microsoft MVP (Most Valuable Professional) firstly awarded in 2016 continued in 2017 in Visual Studio and Technologies category, C# Corner MVP since 2013, Code Project MVP since 2014, a blogger, author and likes to write/read technical articles, blogs, and books. Akhil actively contributes his technical articles on CodeTeddy ([www.codededdy.com](http://www.codededdy.com))He works as a Sr. Consultant with Magic EdTech ([www.magicedtech.com](http://www.magicedtech.com)) which is recognized as a global leader in delivering end to end learning solutions.He has an experience of more than 12 years in developing, designing, architecting enterprises level applications primarily in Microsoft Technologies. He has diverse experience in working on cutting edge technologies that include Microsoft Stack, AI, Machine Learning, Blockchain and Cloud computing. Akhil is an MCP (Microsoft Certified Professional) in Web Applications and Dot Net Framework.Akhil has written few eBooks books on C#, Entity Framework, Web API development and OOP concepts which are published at Amazon Kindle and Leanpub. He has also written a book on Getting started with Chatbots, which is published with BPB publication. Your LinkedIn Profile<https://www.linkedin.com/in/akhilmittal/> Over 60 recipes to help you create ultra-fast multithreaded applications using C++ with rules, guidelines, and best practices Overview Create multithreaded applications using the power of C++ Upgrade your applications with parallel execution in easy-to-understand steps Stay up to date with new Windows 8 concurrent tasks Avoid classical synchronization problems Understand Windows API and concurrent execution What you will learn from this book Use an object-oriented programming model with inheritance, overloading, and polymorphism Solve common Interprocess Communication problems and avoid deadlocks or starvation problems in your application development Manage threads efficiently using the CThread class Explore .NET CLI/C++ features as well as synchronization objects and techniques Make use of parallel techniques in code design Use machine resources in concurrent execution Enable programs to work with each other using Message Passing Avoid classic synchronization problems In Detail Creating multithreaded applications is a present-day approach towards programming. With the power of C++, you can easily create various types of applications and perform parallelism and optimizations in your existing work. This book is a practical, powerful, and easy-to-understand guide to C++ multithreading. You will learn how to benefit from the multithreaded approach and enhance your development skills to build better applications. This book will not only help you avoid problems when creating parallel code, but also help you to understand synchronization techniques. The end goal of the book will be to impart various multithreading concepts that will enable you to do parallel computing and concurrent programming quickly and efficiently. Approach The book is an easy-to-follow guide for creating multi-threaded applications using C++. Each topic is thoroughly explained with multiple illustrations. Many algorithms, such as Dining Philosophers Problem give you thorough explanations that will help you to understand and solve concurrent tasks. Who this book is for The book is intended for enterprise developers and programmers who wish to make use of C++ capabilities to learn the multithreaded approach. Knowledge of multithreading along with experience in C++ is an added advantage. However it is not a prerequisite. A comprehensive guide to help aspiring and professional C++ developers elevate the performance of their apps by allowing them to run faster and consume fewer resources. Purchase of the print or Kindle book includes a free eBook in PDF format. Key Features Updated to C++20 with completely revised code and more content on error handling, benchmarking, memory allocators, and concurrent programming Explore the latest C++20 features including concepts, ranges, and coroutines Utilize C++ constructs and techniques to carry out effective data structure optimization and memory management Book Description C++ High Performance, Second Edition guides you through optimizing the performance of your C++ apps. This allows them to run faster and consume fewer resources on the device they're running on without compromising the readability of your codebase. The book begins by introducing the C++ language and some of its modern concepts in brief. Once you are familiar with the fundamentals, you will be ready to measure, identify, and eradicate bottlenecks in your C++ codebase. By following this process, you will gradually improve your style of writing code. The book then explores data structure optimization, memory management, and how it can be used efficiently concerning CPU caches. After laying the foundation, the book trains you to leverage algorithms, ranges, and containers from the standard library to achieve faster execution, write readable code, and use customized iterators. It provides hands-on examples of C++ metaprogramming, coroutines, reflection to reduce boilerplate code, proxy objects to perform optimizations under the hood, concurrent programming, and lock-free data structures. The book concludes with an overview of parallel algorithms. By the end of this book, you will have the ability to use every tool as needed to boost the efficiency of your C++ projects. What you will learn Write specialized data structures for performance-critical code Use modern metaprogramming techniques to reduce runtime calculations Achieve efficient memory management using custom memory allocators Reduce boilerplate code using reflection techniques Reap the benefits of lock-free concurrent programming Gain insights into subtle optimizations used by standard library algorithms Compose algorithms using ranges library Develop the ability to apply metaprogramming aspects such as constexpr, constraints, and concepts Implement lazy generators and asynchronous tasks using C++20 coroutines Who this book is for If you're a C++ developer looking to improve the efficiency of your code or just keen to upgrade your skills to the next level, this book is for you. Software -- Programming Languages. This book is aimed at developers, designers, and architects who would like to build big data enterprise search solutions for their customers or organizations. No prior knowledge of Apache Hadoop and Apache Solr/Lucene technologies is required. Consistent, high-quality coding standards improve software quality, reduce time-to-market, promote teamwork, eliminate time wasted on inconsequential matters, and simplify maintenance. Now, two of the world's most respected C++ experts distill the rich collective experience of the global C++ community into a set of coding standards that every developer and development team can understand and use as a basis for their own coding standards. The authors cover virtually every facet of C++ programming: design and coding style, functions, operators, class design, inheritance, construction/destruction, copying, assignment, namespaces, modules, templates, genericity, exceptions, STL containers and algorithms, and more. Each standard is described concisely, with practical examples. From type definition to error handling, this book presents C++ best practices, including some that have only recently been identified and standardized-techniques you may not know even if you've used C++ for years. Along the way, you'll find answers to questions like What's worth standardizing--and what isn't? What are the best ways to code for scalability? What are the elements of a rational error handling policy? How (and why) do you avoid unnecessary initialization, cyclic, and definitional dependencies? When (and how) should you use static and dynamic polymorphism together? How do you practice "safe" overriding? When should you provide a no-fail swap? Why and how should you prevent exceptions from propagating across module boundaries? Why shouldn't you write namespace declarations or directives in a header file? Why should you use STL vector and string instead of arrays? How do you choose the right STL search or sort algorithm? What rules should you follow to ensure type-safe code? Whether you're working alone or with others, C++ Coding Standards will help you write cleaner code--and write it faster, with fewer hassles and less frustration. Push the limits of what C - and you - can do, with this high-intensity guide to the most advanced capabilities of C Key FeaturesMake the most of C's low-level control, flexibility, and high performanceA comprehensive guide to C's most powerful and challenging featuresA thought-provoking guide packed with hands-on exercises and examplesBook Description There's a lot more to C than knowing the language syntax. The industry looks for developers with a rigorous, scientific understanding of the principles and practices. Extreme C will teach you to use C's advanced low-level power to write effective, efficient systems. This intensive, practical guide will help you become an expert C programmer. Building on your existing C knowledge, you will master preprocessor directives, macros, conditional compilation, pointers, and much more. You will gain new insight into algorithm design, functions, and structures. You will discover how C helps you squeeze maximum performance out of critical, resource-constrained applications. C still plays a critical role in 21st-century programming, remaining the core language for precision engineering, aviations, space research, and more. This book shows how C works with Unix, how to implement OO principles in C, and fully covers multi-processing. In Extreme C, Amini encourages you to think, question, apply, and experiment for yourself. The book is essential for anybody who wants to take their C to the next level. What you will learnBuild advanced C knowledge on strong foundations, rooted in first principlesUnderstand memory structures and compilation pipeline and how they work, and how to make most out of themApply object-oriented design principles to your procedural C codeWrite low-level code that's close to the hardware and squeezes maximum performance out of a computer systemMaster concurrency, multithreading, multi-processing, and integration with other languagesUnit Testing and debugging, build systems, and inter-process communication for C programmingWho this book is for Extreme C is for C programmers who want to dig deep into the language and its capabilities. It will help you make the most of the low-level control C gives you. Learn the

techniques and math you need to start making sense of your data About This Book Enhance your knowledge of coding with data science theory for practical insight into data science and analysis More than just a math class, learn how to perform real-world data science tasks with R and Python Create actionable insights and transform raw data into tangible value Who This Book Is For You should be fairly well acquainted with basic algebra and should feel comfortable reading snippets of R/Python as well as pseudo code. You should have the urge to learn and apply the techniques put forth in this book on either your own data sets or those provided to you. If you have the basic math skills but want to apply them in data science or you have good programming skills but lack math, then this book is for you. What You Will Learn Get to know the five most important steps of data science Use your data intelligently and learn how to handle it with care Bridge the gap between mathematics and programming Learn about probability, calculus, and how to use statistical models to control and clean your data and drive actionable results Build and evaluate baseline machine learning models Explore the most effective metrics to determine the success of your machine learning models Create data visualizations that communicate actionable insights Read and apply machine learning concepts to your problems and make actual predictions In Detail Need to turn your skills at programming into effective data science skills? Principles of Data Science is created to help you join the dots between mathematics, programming, and business analysis. With this book, you'll feel confident about asking—and answering—complex and sophisticated questions of your data to move from abstract and raw statistics to actionable ideas. With a unique approach that bridges the gap between mathematics and computer science, this books takes you through the entire data science pipeline. Beginning with cleaning and preparing data, and effective data mining strategies and techniques, you'll move on to build a comprehensive picture of how every piece of the data science puzzle fits together. Learn the fundamentals of computational mathematics and statistics, as well as some pseudocode being used today by data scientists and analysts. You'll get to grips with machine learning, discover the statistical models that help you take control and navigate even the densest datasets, and find out how to create powerful visualizations that communicate what your data means. Style and approach This is an easy-to-understand and accessible tutorial. It is a step-by-step guide with use cases, examples, and illustrations to get you well-versed with the concepts of data science. Along with explaining the fundamentals, the book will also introduce you to slightly advanced concepts later on and will help you implement these techniques in the real world. For introductory courses in C Programming. Also for courses in Programming for Engineers, Programming for Business, and Programming for Technology. The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Using the Deitels' signature Live-Code Approach, this complete, authoritative introduction to C programming offers strong treatment of structured algorithm and program development in ANSI/ISO C with 150 working C programs. Includes rich, 300-page treatment of object-oriented programming in C++ that helps students interpret the code more effectively. This book explains what metaprogramming is and how it is best used. It provides the foundation you'll need to use the template metaprogramming effectively in your own work. This book is aimed at any programmer who is comfortable with idioms of the Standard Template Library (STL). C++ power-users will gain a new insight into their existing work and a new fluency in the domain of metaprogramming. Intermediate-level programmers who have learned a few advanced template techniques will see where these tricks fit in the big picture and will gain the conceptual foundation to use them with discipline. Programmers who have caught the scent of metaprogramming, but for whom it is still mysterious, will finally gain a clear understanding of how, when, and why it works. All readers will leave with a new tool of unprecedented power at their disposal - the Boost Metaprogramming Library. Capitalize on the faster GPU processors in today's computers with the C++ AMP code library—and bring massive parallelism to your project. With this practical book, experienced C++ developers will learn parallel programming fundamentals with C++ AMP through detailed examples, code snippets, and case studies. Learn the advantages of parallelism and get best practices for harnessing this technology in your applications. Discover how to: Gain greater code performance using graphics processing units (GPUs) Choose accelerators that enable you to write code for GPUs Apply thread tiles, tile barriers, and tile static memory Debug C++ AMP code with Microsoft Visual Studio Use profiling tools to track the performance of your code Build safety-critical and memory-safe stand-alone and networked embedded systems Key Features Know how C++ works and compares to other languages used for embedded development Create advanced GUIs for embedded devices to design an attractive and functional UI Integrate proven strategies into your design for optimum hardware performance Book Description C++ is a great choice for embedded development, most notably, because it does not add any bloat, extends maintainability, and offers many advantages over different programming languages. Hands-On Embedded Programming with C++17 will show you how C++ can be used to build robust and concurrent systems that leverage the available hardware resources. Starting with a primer on embedded programming and the latest features of C++17, the book takes you through various facets of good programming. You'll learn how to use the concurrency, memory management, and functional programming features of C++ to build embedded systems. You will understand how to integrate your systems with external peripherals and efficient ways of working with drivers. This book will also guide you in testing and optimizing code for better performance and implementing useful design patterns. As an additional benefit, you will see how to work with Qt, the popular GUI library used for building embedded systems. By the end of the book, you will have gained the confidence to use C++ for embedded programming. What you will learn Choose the correct type of embedded platform to use for a project Develop drivers for OS-based embedded systems Use concurrency and memory management with various microcontroller units (MCUs) Debug and test cross-platform code with Linux Implement an infotainment system using a Linux-based single board computer Extend an existing embedded system with a Qt-based GUI Communicate with the FPGA side of a hybrid FPGA/SoC system Who this book is for If you want to start developing effective embedded programs in C++, then this book is for you. Good knowledge of C++ language constructs is required to understand the topics covered in the book. No knowledge of embedded systems is assumed. Learn to build applications faster and better by leveraging the real power of Boost and C++ About This Book Learn to use the Boost libraries to simplify your application development Learn to develop high quality, fast and portable applications Learn the relations between Boost and C++11/C++4/C++17 Who This Book Is For This book is for developers looking to improve their knowledge of Boost and who would like to simplify their application development processes. Prior C++ knowledge and basic knowledge of the standard library is assumed. What You Will Learn Get familiar with new data types for everyday use Use smart pointers to manage resources Get to grips with compile-time computations and assertions Use Boost libraries for multithreading Learn about parallel execution of different task Perform common string-related tasks using Boost libraries Split all the processes, computations, and interactions to tasks and process them independently Learn the basics of working with graphs, stacktracing, testing and interprocess communications Explore different helper macros used to detect compiler, platform and Boost features In Detail If you want to take advantage of the real power of Boost and C++ and avoid the confusion about which library to use in which situation, then this book is for you. Beginning with the basics of Boost C++, you will move on to learn how the Boost libraries simplify application development. You will learn to convert data such as string to numbers, numbers to string, numbers to numbers and more. Managing resources will become a piece of cake. You'll see what kind of work can be done at compile time and what Boost containers can do. You will learn everything for the development of high quality fast and portable applications. Write a program once and then you can use it on Linux, Windows, MacOS, Android operating systems. From manipulating images to graphs, directories, timers, files, networking – everyone will find an interesting topic. Be sure that knowledge from this book won't get outdated, as more and more Boost libraries become part of the C++ Standard. Innovations in hardware architecture, like hyper-threading or multicore processors, mean that parallel computing resources are available for inexpensive desktop computers. In only a few years, many standard software products will be based on concepts of parallel programming implemented on such hardware, and the range of applications will be much broader than that of scientific computing, up to now the main application area for parallel computing. Rauber and Runger take up these recent developments in processor architecture by giving detailed descriptions of parallel programming techniques that are necessary for developing efficient programs for multicore processors as well as for parallel cluster systems and supercomputers. Their book is structured in three main parts, covering all areas of parallel computing: the architecture of parallel systems, parallel programming models and environments, and the implementation of efficient application algorithms. The emphasis lies on parallel programming techniques needed for different architectures. For this second edition, all chapters have been carefully revised. The chapter on architecture of parallel systems has been updated considerably, with a greater emphasis on the architecture of multicore systems and adding new material on the latest developments in computer architecture. Lastly, a completely new chapter on general-purpose GPUs and the corresponding programming techniques has been added. The main goal of the book is to present parallel programming techniques that can be used in many situations for a broad range of application areas and which enable the reader to develop correct and efficient parallel programs. Many examples and exercises are provided to show how to apply the techniques. The book can be used as both a textbook for students and a reference book for professionals. The material presented has been used for courses in parallel programming at different universities for many years. This title documents a convergence of programming techniques - generic programming, template metaprogramming, object-oriented programming and design patterns. It describes the C++ techniques used in generic programming and implements a number of industrial strength components. Standard C++ provides a foundation for creating new, improved, and more powerful C++ components. IOStreams and locales are two such major components for text internationalization. As critical as these two APIs are, however, there are few resources devoted to explaining them. "Standard C++ IOStreams and

Locales" fills this informational gap. It provides a comprehensive description of, and reference to, the iostreams and locales classes, showing how to put them to use and offering advanced information on customizing and extending their basic operation. Written by two experts involved with the development of the standard, this book reveals the rationale behind the design of the APIs and points out their potential pitfalls. This book serves as both a guide and a reference to C++ components. Part I explains iostreams, what they are, how they are used, their underlying architectural concepts, and the techniques for extending the iostream framework. Part II introduces internationalization and shows you how to adapt your program to local conventions. Readers seeking an initial overview of the problem domain will find an explanation of what internationalization and localization are, how they are related, and how they differ. With examples, the authors show the differences among cultural conventions, how C++ locales can be used to address such differences, and how locale framework can be extended to handle further, nonstandard cultural conventions. "Standard C++ IOStreams and Locales" Explains formatting and error indication features of iostreams in detail Describes underlying concepts of the iostreams framework Demonstrates implementation of i/o operations for user-defined types Shows techniques for implementing extended stream and stream buffer classes Introduces internationalization Explains how to use standard features for internationalization Demonstrates techniques for implementation of user-defined internationalization services IOStreams and locales serve as a foundation library that provides a number of ready-to-use interfaces, as well as frameworks that can be customized and extended. The class reference to C++ IOStreams and locales completes this comprehensive resource, which belongs in the libraries of all intermediate and advanced C++ programmers. 0201183951B04062001 This book covers everything you need to know to write professional-level cryptographic code. This expanded, improved second edition includes about 100 pages of additional material as well as numerous improvements to the original text. The chapter about random number generation has been completely rewritten, and the latest cryptographic techniques are covered in detail. Furthermore, this book covers the recent improvements in primality testing.

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