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| 1. Record Nr. | UNICAMPANIASUN0124013 |
| Autore | Triandafillopulos, Ioannis |
| Titolo | Lex cicereia : burschaftsfragen 2 / Johann Triantaphyllopoulos |
| Pubbl/distr/stampa | XV, 165 p. ; 25 cm |
| Edizione | [Athen : Kleisiounis, 1959] |
| Descrizione fisica | Biblioteca Lauria. |
| Lingua di pubblicazione | Tedesco
Greco antico |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
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| 2. Record Nr. | UNINA9910829915303321 |
| Autore | Sanden Bo |
| Titolo | Design of multithreaded software : the entity-life modeling approach /
/ by Bo Sanden |
| Pubbl/distr/stampa | Oxford : , : Wiley-Blackwell, , 2011
[Piscataway, New Jersey] : , : IEEE Xplore, , [2011] |
| ISBN | 1-118-10273-8
1-283-30606-9
9786613306067
0-470-90490-9
0-470-90491-7 |
| Descrizione fisica | 1 online resource (320 p.) |
| Disciplina | 005.275 |
| Soggetti | Threads (Computer programs)
Computer software - Development |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Description based upon print version of record. |
| Nota di bibliografia | Includes bibliographical references and index. |

Nota di contenuto

Foundations. Introduction -- Support for Multithreading -- State Modeling -- The ELM Way. Entity-Life Modeling -- Design Patterns Based on Event Threads -- Event-Thread Patterns for Resource Sharing -- Simultaneous Exclusive Access to Multiple Resources -- Background and Discussion. Real-Time Software Architectures and Data-Flow Design Approaches -- The Origins of Entity-Life Modeling.

Sommario/riassunto

This book assumes familiarity with threads (in a language such as Ada, C#, or Java) and introduces the entity-life modeling (ELM) design approach for certain kinds of multithreaded software. ELM focuses on "reactive systems," which continuously interact with the problem environment. These "reactive systems" include embedded systems, as well as such interactive systems as cruise controllers and automated teller machines. Part I covers two fundamentals: program-language thread support and state diagramming. These are necessary for understanding ELM and are provided primarily for reference. P.
