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Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 2789
Disciplina	005.112
Soggetti	Programming languages (Electronic computers) Computer programming Software engineering Operating systems (Computers) Computer logic Programming Languages, Compilers, Interpreters Programming Techniques Software Engineering Operating Systems Logics and Meanings of Programs
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Livello bibliografico	Monografia
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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Invited Talks -- The Essence of Programming Languages -- Safe Code -- It's Not Just for Applets Anymore -- Computing with Distributed Resources -- The Verifying Compiler: A Grand Challenge for Computing Research -- Evolving a Multi-language Object-Oriented Framework: Lessons from .NET -- Architectural Concepts and Education -- The KITE Application Server Architecture -- Compiler Support for Reference Tracking in a Type-Safe DSM -- Caste: A Step Beyond Object Orientation -- Distributed XML Objects -- Programming Education: A Russian Perspective -- Component Architectures -- Towards an Adaptive Distributed Multimedia Streaming Server Architecture Based on Service-Oriented Components -- A Layered Type

System for Re-entrance Control -- A Practical Approach to Software Portability Based on Strong Typing and Architectural Stratification -- Object Life-Cycle Management in a Highly Flexible Middleware System -- Fighting Class Name Clashes in Java Component Systems -- Language Concepts -- Real-Time Systems Development Using Hierarchical State Machines -- Classboxes: A Minimal Module Model Supporting Local Rebinding -- Zonnon for .NET – A Language and Compiler Experiment -- Safely Extending Procedure Types to Allow Nested Procedures as Values -- Frameworks and Design Principles -- Leveraging Managed Frameworks from Modular Languages -- Systems – Components + Languages: Building a Flexible Real-Time Simulation and Test Environment -- Event Library: An Object-Oriented Library for Event-Driven Design -- Controlling Access to Distributed Object Frameworks -- Architectural Aspects of a Thread-Safe Graphical Component System Based on Aos -- Compilers and Tools -- LL(1) Conflict Resolution in a Recursive Descent Compiler Generator -- Graph Coloring vs. Optimal Register Allocation for Optimizing Compilers -- A Source-To-Source Architecture for User-Defined Optimizations -- An Oberon Linker for an Imperfect World – More Notes on Building Your Own Tools -- Formal Aspects and Reflective Programming -- Language Definition in the Schütz Semantic Editor -- Demand-Driven Specification Partitioning -- Source-to-Source Transformation in the Large -- Metaprogramming Library for the C# Programming Language.
