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| 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 |
| Note generali | Bibliographic Level Mode of Issuance: Monograph |
| 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.
