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Advanced Programming in the UNIX Environment Jul 08 2021 For more than twenty years, serious C programmers have relied on one book for practical, in-depth knowledge of the programming interfaces that drive the UNIX and Linux kernels: W. Richard Stevens' *Advanced Programming in the UNIX® Environment*. Now, once again, Rich's colleague Steve Rago has thoroughly updated this classic work. The new third edition supports today's leading platforms, reflects new technical advances and best practices, and aligns with Version 4 of the Single UNIX Specification. Steve carefully retains the spirit and approach that have made this book so valuable. Building on Rich's pioneering work, he begins with files, directories, and processes, carefully laying the groundwork for more advanced techniques, such as signal handling and terminal I/O. He also thoroughly covers threads and multithreaded programming, and socket-based IPC. This edition covers more than seventy new interfaces, including POSIX asynchronous I/O, spin locks, barriers, and POSIX semaphores. Most obsolete interfaces have been removed, except for a few that are ubiquitous. Nearly all examples have been tested on four modern platforms: Solaris 10, Mac OS X version 10.6.8 (Darwin 10.8.0), FreeBSD 8.0, and Ubuntu version 12.04 (based on Linux 3.2). As in previous editions, you'll learn through examples, including more than ten thousand lines of downloadable, ISO C source code. More than four hundred system calls and functions are demonstrated with concise, complete programs that clearly illustrate their usage, arguments, and return values. To tie together what you've learned, the book presents several chapter-length case studies, each reflecting contemporary environments. *Advanced Programming in the UNIX® Environment* has helped generations of programmers write code with exceptional power, performance, and reliability. Now updated for today's systems, this third edition will be even more valuable.

[UNIX System V Release 3.2. Programmer's Reference Manual](#) Apr 17 2022

Microsoft Win32 Programmer's Reference: Functions, H-Z Jun 26 2020

[Programmer's Manual for CalComp Plotting](#) Jan 26 2023

Intel486 Microprocessor Family Programmer's Reference Manual Oct 23 2022 An all-in-one programmer's guide to the personal computer industry's most powerful chip--with information on the Intel 486 DX2 microprocessor. Also covers the Intel 486 SX microprocessor for affordable and upgradeable entry-level system performance. This book is organized in five parts, including application programming, system programming, numeric processing, compatibility, and the instruction set.

Advanced Programmer's Guide to OS/2 Dec 01 2020

NASCAP Programmer's Reference Manual Oct 31 2020

[Microsoft Operating System/2 Programmer's Reference](#) May 26 2020

UNIX Time-sharing System Feb 21 2020 This new manual attests to the gratifying popularity of the UNIX operating system. Thousands of users today work from faint reproductions of reproductions of the original manual, whose ragged pages dangle and slide out of beat-up ring binders. This new edition remedies the physical difficulties, while preserving the familiar style and content, correcting errors, and incorporated an index keyed to page numbers and a quick reference section. This revised edition is a reference manual. It contains few examples, and in the interest of quick retrieval in continual use is ordered by UNIX terminology.

GCS Programmer's Manual Feb 27 2023

Starbase Radiosity and Ray Tracing Programmer's Manual Feb 03 2021

ISPF Programmer's Guide Dec 13 2021 This book is intended to support ISPF application programmers to become professional in the smart programming of ISPF applications using the REXX language. The contents are presented in a modular manner to suit reading with heterogeneous ISPF programming knowledge. The following topics are covered: Introduction to the programming language REXX as well as to ISPF programming, data processing in ISPF applications, use of messages, panels, skeletons, tables, ISPF variables and an introduction to creating and applying edit macros. Each theme is vividly illustrated by programming examples. The Smart ISPF Utilities contain some very useful programming aids that are often useful when programming ISPF applications. The book serves as a textbook as well as a manual for daily work. Many cross-references are included as well as an extensive index. Moreover, the author gives many helpful hints and tips on smart ISPF programming practices. The Smart ISPF Utilities contain many useful programming aids.

FTMP (Fault Tolerant Multiprocessor) Programmer's Manual Mar 04 2021

386 DX Microprocessor Programmer's Reference Manual May 18 2022

Intel386 SL Microprocessor Superset Sep 22 2022

Programmer's Reference Manual, Operating System API for Intel Processors Mar 16 2022

A Systems Programmer's Guide for Implementing OMNITAB II Sep 10 2021

MULSIM/NL Theoretical and Programmer's Manual Dec 25 2022

Programmer's Guide to NCurses Oct 11 2021 Programming the console in UNIX? Here's just what you need. First, you'll get a no-nonsense tutorial guide to the nCurses version 5.5 library, taking you from basic to advanced functions step by step. Then you'll find an A-to-Z reference of more than 175 nCurses functions, cross-referenced and illustrated with examples. With this all-purpose nCurses reference, you'll: Learn techniques that can be used to program Linux®, FreeBSD®, Mac OS® X, or any other UNIX-based OS. Program, control, and manipulate text on the terminal screen. Control interactive I/O, organize content into windows on the screen, and use color to highlight text and organize information. Use a mouse to further refine input. Create nCurses programs using your choice of editors. Find hundreds of quick, easy-to-understand programming examples. Author Dan Gookin is known for making technology make sense. Buy this book and you'll see why.

IAPX 86, 88, 186, and 188 User's Manual Mar 24 2020

Programmer's Guide Jul 20 2022

Access Database Design & Programming Aug 29 2020 This book provides experienced Access users who are novice programmers with frequently overlooked concepts and techniques

necessary to create effective database applications. It focuses on designing effective tables in a multi-table application; using the Access interface or Access SQL to construct queries; and programming using the Data Access Object (DAO) and Microsoft Access object models.

Essential SNMP Apr 24 2020 A practical introduction to SNMP for system network administrators. Starts with the basics of SNMP, how it works and provides the technical background to use it effectively.

Pentium Pro Family Developer's Manual Jan 22 2020

Contact-impact Problems: Programmer's manual Nov 24 2022

Interplanetary Program to Optimize Simulated Trajectories (IPOST). Volume 3: Programmer's Manual Jan 02 2021

LISP 1.5 Programmer's Manual Feb 15 2022 The manual describes LISP, a formal mathematical language. LISP differs from most programming languages in three important ways. The first way is in the nature of the data. The LISP language is designed primarily for symbolic data processing used for symbolic calculations in differential and integral calculus, electrical circuit theory, mathematical logic, game playing, and other fields of artificial intelligence. The manual describes LISP, a formal mathematical language. LISP differs from most programming languages in three important ways. The first way is in the nature of the data. In the LISP language, all data are in the form of symbolic expressions usually referred to as S-expressions, of indefinite length, and which have a branching tree-type of structure, so that significant subexpressions can be readily isolated. In the LISP system, the bulk of the available memory is used for storing S-expressions in the form of list structures. The second distinction is that the LISP language is the source language itself which specifies in what way the S-expressions are to be processed. Third, LISP can interpret and execute programs written in the form of S-expressions. Thus, like machine language, and unlike most other high level languages, it can be used to generate programs for further executions.

Unix System V Release 4 Programmer's Guide May 06 2021

80960KB Programmer's Reference Manual Aug 21 2022

UNIX Programmer's Manual Nov 19 2019

Programmer's Manual for CalComp Plotting Oct 19 2019

Programmer's Guide to Apache Thrift Nov 12 2021 Summary Programmer's Guide to Apache Thrift provides comprehensive coverage of the Apache Thrift framework along with a developer's-eye view of modern distributed application architecture. Foreword by Jens Geyer. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Thrift-based distributed software systems are built out of communicating components that use different languages, protocols, and message types. Sitting between them is Thrift, which handles data serialization, transport, and service implementation. Thrift supports many client and server environments and a host of languages ranging from PHP to JavaScript, and from C++ to Go. About the Book Programmer's Guide to Apache Thrift provides comprehensive coverage of distributed application communication using the Thrift framework. Packed with code examples and useful insight, this book presents best practices for multi-language distributed development. You'll take a guided tour through transports, protocols, IDL, and servers as you explore programs in C++, Java, and Python. You'll

also learn how to work with platforms ranging from browser-based clients to enterprise servers. What's inside Complete coverage of Thrift's IDL Building and serializing complex user-defined types Plug-in protocols, transports, and data compression Creating cross-language services with RPC and messaging systems About the Reader Readers should be comfortable with a language like Python, Java, or C++ and the basics of service-oriented or microservice architectures. About the Author Randy Abernethy is an Apache Thrift Project Management Committee member and a partner at RX-M. Table of Contents PART 1 - APACHE THRIFT OVERVIEW Introduction to Apache Thrift Apache Thrift architecture Building, testing, and debugging PART 2 - PROGRAMMING APACHE THRIFT Moving bytes with transports Serializing data with protocols Apache Thrift IDL User-defined types Implementing services Handling exceptions Servers PART 3 - APACHE THRIFT LANGUAGES Building clients and servers with C++ Building clients and servers with Java Building C# clients and servers with .NET Core and Windows Building Node.js clients and servers Apache Thrift and JavaScript Scripting Apache Thrift Thrift in the enterprise

[UNIX Programmer's Manual: System administration facilities](#) Aug 09 2021

386 Programmer's Reference Manual Jun 19 2022

[SIMD Programming Manual for Linux and Windows](#) Jan 14 2022 A number of widely used contemporary processors have instruction-set extensions for improved performance in multi-media applications. The aim is to allow operations to proceed on multiple pixels each clock cycle. Such instruction-sets have been incorporated both in specialist DSPchips such as the Texas C62xx (Texas Instruments, 1998) and in general purpose CPU chips like the Intel IA32 (Intel, 2000) or the AMD K6 (Advanced Micro Devices, 1999). These instruction-set extensions are typically based on the Single Instruction-stream Multiple Data-stream (SIMD) model in which a single instruction causes the same mathematical operation to be carried out on several operands, or pairs of operands, at the same time. The level of parallelism supported ranges from two floating point operations, at a time on the AMD K6 architecture to 16 byte operations at a time on the Intel P4 architecture. Whereas processor architectures are moving towards greater levels of parallelism, the most widely used programming languages such as C, Java and Delphi are structured around a model of computation in which operations takeplace on a single value at a time. This was appropriate when processors worked this way, but has become an impediment to programmers seeking to make use of the performance offered by multi-media instruction-sets. The introduction of SIMD instruction sets (Peleg et al.