

Operating Systems H M Deitel P J Deitel D R

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The Linux Programming Interface - Michael Kerrisk 2010-10-01

The Linux Programming Interface (TLPI) is the definitive guide to the Linux and UNIX programming interface—the interface employed by nearly every application that runs on a Linux or UNIX system. In this authoritative work, Linux programming expert Michael Kerrisk provides detailed descriptions of the system calls and library functions that you need in order to master the craft of system programming, and accompanies his explanations with clear, complete example programs. You'll find descriptions of over 500 system calls and library functions, and more than 200 example programs, 88 tables, and 115 diagrams. You'll learn how to: -Read and write files efficiently -Use signals, clocks, and timers -Create processes and execute programs -Write secure programs -Write multithreaded programs using POSIX threads -Build and use shared libraries -Perform interprocess communication using pipes, message queues, shared memory, and semaphores -Write network applications with the sockets API While The Linux Programming Interface covers a wealth of Linux-specific features, including epoll, inotify, and the /proc file system, its emphasis on UNIX standards (POSIX.1-2001/SUSv3 and POSIX.1-2008/SUSv4) makes it equally valuable to programmers working on other UNIX platforms. The Linux Programming Interface is the most comprehensive single-volume work on the Linux and UNIX programming interface, and a book that's destined to become a new classic.

Operating Systems Concepts with Java - Abraham Silberschatz 2004
* New edition of the bestseller provides readers with a clear description of the concepts that underlie operating systems * Uses Java to illustrate many ideas and includes numerous examples that pertain specifically to popular operating systems such as UNIX, Solaris 2, Windows NT and XP, Mach, the Apple Macintosh OS, IBM's OS/2 and Linux * Style is even more hands-on than the previous edition, with extensive programming examples written in Java and C * New coverage includes recent advances in Windows 2000/XP, Linux, Solaris 9, and Mac OS X * Detailed case studies of Windows XP and Linux give readers full coverage of two very popular operating systems * Also available from the same authors, the highly successful Operating System Concepts, Sixth Edition (0-471-25060-0)

Operating Systems - Harvey M. Deitel 2004

The third edition of Operating Systems has been entirely updated to reflect current core operating system concepts and design considerations. To complement the discussion of operating system concepts, the book features two in-depth case studies on Linux and Windows XP. The case studies follow the outline of the book, so readers working through the chapter material can refer to each case study to see how a particular topic is handled in either Linux or Windows XP. Using Java code to illustrate key points, Operating Systems introduces processes, concurrent programming, deadlock and indefinite postponement, mutual exclusion, physical and virtual memory, file systems, disk performance, distributed systems, security and more. New to this edition are a chapter on multithreading and extensive treatments of distributed computing, multiprocessing, performance, and computer security. An ideal up-to-date book for beginner operating systems readers.

Operating Systems - Raymond W. Turner 1986

Information Security for Managers - Michael Workman 2012-02

Utilizing an incremental development method called knowledge scaffolding—a proven educational technique for learning subject matter thoroughly by reinforced learning through an elaborative rehearsal process—this new resource includes coverage on threats to confidentiality, integrity, and availability, as well as countermeasures to preserve these.

Operating System Concepts - Abraham Silberschatz 1991

Software Engineer's Reference Book - John A McDermid 2013-10-22

Software Engineer's Reference Book provides the fundamental principles and general approaches, contemporary information, and applications for developing the software of computer systems. The book is comprised of three main parts, an epilogue, and a comprehensive index. The first part covers the theory of computer science and relevant mathematics. Topics under this section include logic, set theory, Turing machines, theory of computation, and computational complexity. Part II is a discussion of software development methods, techniques and technology primarily based around a conventional view of the software life cycle. Topics discussed include methods such as CORE, SSADM, and SREM, and formal methods including VDM and Z. Attention is also given to other technical activities in the life cycle including testing and prototyping. The final part describes the techniques and standards which are relevant in producing particular classes of application. The text will be of great use to software engineers, software project managers, and students of computer science.

Operating Systems (Self Edition 1.1.Abridged) - Sibsankar Haldar 2016-05-29

Some previous editions of this book were published from Pearson Education (ISBN 9788131730225). This book, designed for those who are taking introductory courses on operating systems, presents both theoretical and practical aspects of modern operating systems. Although the emphasis is on theory, while exposing you (the reader) the subject matter, this book maintains a balance between theory and practice. The theories and technologies that have fueled the evolution of operating systems are primarily geared towards two goals: user convenience in maneuvering computers and efficient utilization of hardware resources. This book also discusses many fundamental concepts that have been formulated over the past several decades and that continue to be used in many modern operating systems. In addition, this book also discusses those technologies that prevail in many modern operating systems such as UNIX, Solaris, Linux, and Windows. While the former two have been used to present many in-text examples, the latter two are dealt with as separate technological case studies. They highlight the various issues in the design and development of operating systems and help you correlate theories to technologies. This book also discusses Android exposing you a modern software platform for embedded devices. This book supersedes ISBN 9788131730225 and its other derivatives, from Pearson Education India. (They have been used as textbooks in many schools worldwide.) You will definitely love this self edition, and you can use this as a textbook in undergraduate-level operating systems courses.

Introduction to Programming with Fortran - Ian Chivers 2006-07-08

A comprehensive introduction which will be essential to the complete beginner who wants to learn the fundamentals of programming using a modern, powerful and expressive language; as well as those wanting to update their programming skills by making the move from earlier versions of Fortran.

C++ how to Program - Harvey M. Deitel 2003

With nearly 250,000 sold, Harvey and Paul Deitel's C++ How to Program is the world's best-selling introduction to C++ programming. Now, this classic has been thoroughly updated! The authors have given this edition a general tune-up of object-oriented programming presentation. The new Fourth Edition has a new code-highlighting style that uses an alternate background color to focus the reader on new code elements in a program. The Deitels' C++ How to Program is the most comprehensive, practical introduction to C++ ever published -- with hundreds of hands-on exercises, roughly 250 complete programs written and documented for easy learning, and exceptional insight into good programming practices, maximizing performance, avoiding errors, debugging, and testing. This new Fourth Edition has an upgraded OOD/UML case to latest UML standard, as well as significant improvements to exception handling and operator overloading chapters.

Features enhanced treatment of strings and arrays as objects earlier in the book using standard C++ classes, string and vector. The Fourth Edition retains every key concept and technique ANSI C++ developers need to master: control structures, functions, arrays, pointers and strings, classes and data abstraction, operator overloading, inheritance, virtual functions, polymorphism, I/O, templates, exception handling, file processing, data structures, and more. It also includes a detailed introduction to Standard Template Library (STL) containers, container adapters, algorithms, and iterators. The accompanying CD-ROM includes all the code from the book as well as essential software for learning C++. For anyone who wants to learn C++, improve their existing C++ skills, and master object-oriented development with C++.

Professional Multicore Programming - Cameron Hughes 2011-03-23
Professional Multicore Programming: Design and Implementation for C++ Developers presents the basics of multicore programming in a simple, easy-to-understand manner so that you can easily apply the concepts to your everyday projects. Learn the fundamentals of programming for multiprocessor and multithreaded architecture, progress to multi-core programming and eventually become comfortable with programming techniques that otherwise can be difficult to understand. Anticipate the pitfalls and traps of concurrency programming and synchronization before you encounter them yourself by finding them outlined in this indispensable guide to multicore programming.

Software Engineer's Pocket Book - Michael Tooley 2013-10-22
Software Engineer's Pocket Book provides a concise discussion on various aspects of software engineering. The book is comprised of six chapters that tackle various areas of concerns in software engineering. Chapter 1 discusses software development, and Chapter 2 covers programming languages. Chapter 3 deals with operating systems. The book also tackles discrete mathematics and numerical computation. Data structures and algorithms are also explained. The text will be of great use to individuals involved in the specification, design, development, implementation, testing, maintenance, and quality assurance of software.

Proceedings of the Fourth Annual ACM-SIAM Symposium on Discrete Algorithms - 1993-01-01

Annotation Proceedings of a conference that took place in Austin, Texas in January 1993. Contributors are impressive names from the field of computer science, including Donald Knuth, author of several computer books of "biblical" importance. The diverse selection of paper topics includes dynamic point location, ray shooting, and the shortest paths in planar maps; optimistic sorting and information theoretic complexity; and an optimal randomized algorithm for the cow-path problem. No index. Annotation copyright by Book News, Inc., Portland, OR.

Execution Support Environment - Teodor Rus 1994

SYSTEM SOFTWARE AND SOFTWARE SYSTEMS: Concepts and Methodology is intended to offer a systematic treatment of the theory and practice of designing and implementing system software. The two volumes systematically develop and apply the systems methodology for software development. For that the concept of a system is analysed and various types of systems used in computer science are systematized into a concept of an ad hoc system that is suitable as a mechanism for software development. The kernel of this methodology consists of a systematic approach for ad hoc systems development (specification, implementation, validation). The hardware and the software of a computer system are specified as ad hoc systems. Examples from various architectures, languages, and operating systems are provided as illustrations. Problems and their suggested solutions are provided at the end of each chapter. Further readings and a list of references conclude each chapter. These volumes are self-contained and may be used as textbooks for an introductory course on system software and for a course on operating system. However, a broad spectrum of professionals in computer science will benefit from it.

An Operating Systems Vade Mecum - Raphael A. Finkel 1988

Encyclopedia of Microcomputers - Allen Kent 1994-10-27

"The Encyclopedia of Microcomputers serves as the ideal companion reference to the popular Encyclopedia of Computer Science and Technology. Now in its 10th year of publication, this timely reference work details the broad spectrum of microcomputer technology, including microcomputer history; explains and illustrates the use of microcomputers throughout academe, business, government, and society in general; and assesses the future impact of this rapidly changing technology."

Handbook of E-Tourism - Zheng Xiang 2022-09

This handbook provides an authoritative and truly comprehensive overview both of the diverse applications of information and communication technologies (ICTs) within the travel and tourism industry and of e-tourism as a field of scientific inquiry that has grown and matured beyond recognition. Leading experts from around the world describe cutting-edge ideas and developments, present key concepts and theories, and discuss the full range of research methods. The coverage accordingly encompasses everything from big data and analytics to psychology, user behavior, online marketing, supply chain and operations management, smart business networks, policy and regulatory issues - and much, much more. The goal is to provide an outstanding reference that summarizes and synthesizes current knowledge and establishes the theoretical and methodological foundations for further study of the role of ICTs in travel and tourism. The handbook will meet the needs of researchers and students in various disciplines as well as industry professionals. As with all volumes in Springer's Major Reference Works program, readers will benefit from access to a continually updated online version.

COMPUTER ORGANIZATION AND DESIGN - P. PAL CHAUDHURI 2008-04-15

The merging of computer and communication technologies with consumer electronics has opened up new vistas for a wide variety of designs of computing systems for diverse application areas. This revised and updated third edition on Computer Organization and Design strives to make the students keep pace with the changes, both in technology and pedagogy in the fast growing discipline of computer science and engineering. The basic principles of how the intended behaviour of complex functions can be realized with the interconnected network of digital blocks are explained in an easy-to-understand style. WHAT IS NEW TO THIS EDITION : Includes a new chapter on Computer Networking, Internet, and Wireless Networks. Introduces topics such as wireless input-output devices, RAID technology built around disk arrays, USB, SCSI, etc. Key Features Provides a large number of design problems and their solutions in each chapter. Presents state-of-the-art memory technology which includes EEPROM and Flash Memory apart from Main Storage, Cache, Virtual Memory, Associative Memory, Magnetic Bubble, and Charged Couple Device. Shows how the basic data types and data structures are supported in hardware. Besides students, practising engineers should find reading this design-oriented text both useful and rewarding.

Fundamentals of Operating Systems - Bob Eager 2016-01-06

A revised and updated edition of this student introductory textbook, it has new diagrams and illustrations, with updated hardware examples. A new concluding chapter on graphical user interfaces is added. There is also more emphasis on client-server systems.

Proceedings of the 4th Brazilian Technology Symposium (BTSym'18) - Yuzo Iano 2019-05-28

This book presents the Proceedings of The 4th Brazilian Technology Symposium (BTSym'18). Part I of the book discusses current technological issues on Systems Engineering, Mathematics and Physical Sciences, such as the Transmission Line, Protein-modified mortars, Electromagnetic Properties, Clock Domains, Chebyshev Polynomials, Satellite Control Systems, Hough Transform, Watershed Transform, Blood Smear Images, Toxoplasma Gondii, Operation System Developments, MIMO Systems, Geothermal-Photovoltaic Energy Systems, Mineral Flotation Application, CMOS Techniques, Frameworks Developments, Physiological Parameters Applications, Brain Computer Interface, Artificial Neural Networks, Computational Vision, Security Applications, FPGA Applications, IoT, Residential Automation, Data Acquisition, Industry 4.0, Cyber-Physical Systems, Digital Image Processing, Patters Recognition, Machine Learning, Photocatalytic Process, Physical-chemical analysis, Smoothing Filters, Frequency Synthesizers, Voltage Controlled Ring Oscillator, Difference Amplifier, Photocatalysis and Photodegradation. Part II of the book discusses current technological issues on Human, Smart and Sustainable Future of Cities, such as the Digital Transformation, Data Science, Hydrothermal Dispatch, Project Knowledge Transfer, Immunization Programs, Efficiency and Predictive Methods, PMBOK Applications, Logistics Process, IoT, Data Acquisition, Industry 4.0, Cyber-Physical Systems, Fingerspelling Recognition, Cognitive Ergonomics, Ecosystem services, Environmental, Ecosystem services valuation, Solid Waste and University Extension. BTSym is the brainchild of Prof. Dr. Yuzo Iano, who is responsible for the Laboratory of Visual Communications (LCV) at the Department of Communications (DECOM) of the Faculty of Electrical and Computing Engineering (FEEC), State University of Campinas

(UNICAMP), Brazil.

Principles of Modern Operating Systems - Jose M Garrido 2011-10-16

This revised and updated Second Edition presents a practical introduction to operating systems and illustrates these principles through a hands-on approach using accompanying simulation models developed in Java and C++. This text is appropriate for upper-level undergraduate courses in computer science. Case studies throughout the text feature the implementation of Java and C++ simulation models, giving students a thorough look at both the theoretical and the practical concepts discussed in modern OS courses. This pedagogical approach is designed to present a clearer, more practical look at OS concepts, techniques, and methods without sacrificing the theoretical rigor that is necessary at this level. It is an ideal choice for those interested in gaining comprehensive, hands-on experience using the modern techniques and methods necessary for working with these complex systems. Every new printed copy is accompanied with a CD-ROM containing simulations (eBook version does not include CD-ROM). New material added to the Second Edition: - Chapter 11 (Security) has been revised to include the most up-to-date information - Chapter 12 (Firewalls and Network Security) has been updated to include material on middleware that allows applications on separate machines to communicate (e.g. RMI, COM+, and Object Broker) - Includes a new chapter dedicated to Virtual Machines - Provides introductions to various types of scams - Updated to include information on Windows 7 and Mac OS X throughout the text - Contains new material on basic hardware architecture that operating systems depend on - Includes new material on handling multi-core CPUs Instructor Resources: -Answers to the end of chapter questions -PowerPoint Lecture Outlines

Computational Science and Its Applications - ICCSA 2006 - Osvaldo Gervasi 2006-05-11

The five-volume set LNCS 3980-3984 constitutes the refereed proceedings of the International Conference on Computational Science and Its Applications, ICCSA 2006. The volumes present a total of 664 papers organized according to the five major conference themes: computational methods, algorithms and applications high performance technical computing and networks advanced and emerging applications geometric modelling, graphics and visualization information systems and information technologies. This is Part V.

Operating Systems - Philippe A. Janson 1985

This text constitutes the material of an elementary course introducing students in computer engineering to the structures and mechanisms of operating systems. It aims to provide the reader with a basic understanding of operating systems principles and techniques. It explains what an operating system is, what kinds of operating systems exist, what problems they try to solve, and how they go about solving them. It is designed both as a guide to assist a lecturer in preparing and organizing classed and as a set of lecture notes offering detailed information to help students.

Operating Systems - William Stallings 2009

For a one-semester undergraduate course in operating systems for computer science, computer engineering, and electrical engineering majors. Winner of the 2009 Textbook Excellence Award from the Text and Academic Authors Association (TAA)! **Operating Systems: Internals and Design Principles** is a comprehensive and unified introduction to operating systems. By using several innovative tools, Stallings makes it possible to understand critical core concepts that can be fundamentally challenging. The new edition includes the implementation of web based animations to aid visual learners. At key points in the book, students are directed to view an animation and then are provided with assignments to alter the animation input and analyze the results. The concepts are then enhanced and supported by end-of-chapter case studies of UNIX, Linux and Windows Vista. These provide students with a solid understanding of the key mechanisms of modern operating systems and the types of design tradeoffs and decisions involved in OS design. Because they are embedded into the text as end of chapter material, students are able to apply them right at the point of discussion. This approach is equally useful as a basic reference and as an up-to-date survey of the state of the art.

Operating System Concepts Essentials, 2nd Edition - Abraham Silberschatz 2013-11-06

By staying current, remaining relevant, and adapting to emerging course needs, **Operating System Concepts** by Abraham Silberschatz, Peter Baer Galvin and Greg Gagne has defined the operating systems course through nine editions. This second edition of the Essentials version is based on the recent ninth edition of the original text. **Operating System**

Concepts Essentials comprises a subset of chapters of the ninth edition for professors who want a shorter text and do not cover all the topics in the ninth edition. The new second edition of Essentials will be available as an ebook at a very attractive price for students. The ebook will have live links for the bibliography, cross-references between sections and chapters where appropriate, and new chapter review questions. A two-color printed version is also available.

Development of Employability Skills Through Pragmatic

Assessment of Student Learning Outcomes - Subudhi, Bidyadhar 2022-06-24

The COVID-19 pandemic has shifted the teaching-learning experience dramatically, creating an opportunity for new online and blended learning techniques and tools. This has also added a new dimension to practices and methods already adopted for achieving sustainable development goals (SDGs) within education. This requires a new paradigm shift in the teaching-learning process through the systemic and pragmatic assessment of student learning outcomes so that employability skills and competence can be developed in students for competing at the global level. **Development of Employability Skills Through Pragmatic Assessment of Student Learning Outcomes** discusses the best practices in the assessment of student learning objectives (SLOs), the mapping of SLOs, and the ways of developing employability skills in young minds so that SDGs may be achieved. It elaborates the theory, practice, and importance of developing employability skills through research-based learning. Covering topics such as graduate employability, outcome-based education, and technical undergraduate programs, this premier reference source is an essential resource for employers, libraries, students and educators of higher education, faculty and administration of higher education, pre-service teachers, government organizations, business leaders and managers, human resource managers, researchers, and academicians.

Operating Systems - Charles Patrick Crowley 1996

Publisher Description

Operating Systems - James R. Pinkert 1989

Software -- Operating Systems.

AUUGN - 1990-04

C# - Harvey M. Deitel 2002-01

C# builds on the skills already mastered by C++ and Java programmers, enabling them to create powerful Web applications and components - ranging from XML-based Web services on Microsoft's .NET platform to middle-tier business objects and system-level applications.

Information Infrastructure Systems for Manufacturing II - John J. Mills 1999-05-31

In this global society, manufacturers compete in many ways, and information infrastructures play a critical role in ensuring the right information is available at the right time and the right place to support informed decision making. The traditional approach that assumes all information can be located on a single mainframe and accessed by everybody in the enterprise has fallen by the wayside, and new infrastructures supporting extended or virtual enterprises and globally distributed supply chains are becoming increasingly vital to successful, competitive organizations. Functions, data, and information must be made be available to all without regard to location, accessibility, or the ability to view in a native format. This book is a result of a conference, which brought together a number of leading experts from around the world that work on topics related to the design, implementation, and use of information infrastructures for manufacturing. These experts presented their views on the state of the art, and on a wide variety of topics related to the title. The topics range from the establishment of a generic enterprise framework, which can be used for the design of a supporting information infrastructure to details of how geometric surfaces should be merged together. Although not an exhaustive publication, we believe that the publications in this book represent the state of the art in this research is essential reading for anyone who is attempting the design or development of an information infrastructure for all aspects of Manufacturing.

System Software and Software Systems - Teodor Rus 1994-11-26

SYSTEM SOFTWARE AND SOFTWARE SYSTEMS: Concepts and Methodology is intended to offer a systematic treatment of the theory and practice of designing and implementing system software. The two volumes systematically develop and apply the systems methodology for software development. For that the concept of a system is analysed and various types of systems used in computer science are systematized into a concept of an ad hoc system that is suitable as a mechanism for

software development. The kernel of this methodology consists of a systematic approach for ad hoc systems development (specification, implementation, validation). The hardware and the software of a computer system are specified as ad hoc systems. Examples from various architectures, languages, and operating systems are provided as illustrations. Problems and their suggested solutions are provided at the end of each chapter. Further readings and a list of references conclude each chapter. These volumes are self-contained and may be used as textbooks for an introductory course on system software and for a course on operating system. However, a broad spectrum of professionals in computer science will benefit from it. For information on Volume 1, please see here. Contents: Process Management and Parallel Programming: The Concept of a Process Revisited Parallel Processes Parallel Programming Process Management in Unix Parallel Programming Under Unix Multitasking on the Encore Multimax Encore Parallel Threads Parallel Program Development with Linda Overview and Further Readings Parallel Process Interaction: Introduction Critical Section Designing a Critical Section — Theory Implementing a Critical Section — Practice Semaphores Implementing Wait and Signal Hardware Solutions for Wait and Signal Examples of Process Interaction Overview and Further Readings Process Interaction by Message Passing: Interprocess Communication via Monitors Communication Links Direct Communication Links Indirect Communication Process Communication on RC 4000 The Message System in StarOS Capacity of a Communication Link The iMAX-432 Port Object Overview and Further Readings Language Support for Parallel Programming: Introduction Region Construct Conditional Critical Region Construct Implementing Conditional Critical Regions Using Abstractions for Process Interaction Monitor Construct Languages Supporting Parallel Programming Overview and Further Readings Memory Management System — Micro Level: Memory Hierarchy Objectives of a MMS Mechanisms of a MMS Base-Limit Registers One Level Memory Associative Memory A Combined Solution Segmentation Overview and Further Readings Memory Management System — Macro Level: Memory Allocation Policies Placement Policies for Non-Paged Systems Placement Policies for Paged Systems Replacement Policies Fetch Policies Principle of Locality The Working Set Model Overview and Further Readings Information Management System: Introduction The File Abstraction The File Data Type Efile Type Implementation File Data Structure Ifile Implementation System View of the IMS Overview of the I/O Operations Software Support Input/Output Procedures Overview and Further Readings Readership: Professionals in computer science. keywords: Process; Process Data Representation; Process Execution; Process Environment; Process Interaction; Process Management System; Program; Parallel Program; Parallel Program Development; Parallel Process; Parallel Process Execution; Parallel Process Development; Parallel Programming; Multi-Processing; Multi-Tasking; Interaction; Semaphores; Messaging System; Memory Management; Information Management; File System; Operating System

Operating System - Deitel 2004

Operating Systems: Principles And Design - 2009

The Internet Encyclopedia, Volume 2 (G - O) - Hossein Bidgoli 2004-04-27

The Internet Encyclopedia in a 3-volume reference work on the internet as a business tool, IT platform, and communications and commerce medium.

An Introduction to Operating Systems - Harvey M. Deitel 1990 Software -- Operating Systems.

An Introduction to Information Processing - Harvey M. Dietel 2014-06-28

An Introduction to Information Processing provides an informal introduction to the computer field. This book introduces computer hardware, which is the actual computing equipment. Organized into three parts encompassing 12 chapters, this book begins with an overview of the evolution of personal computing and includes detailed case studies on two of the most essential personal computers for the 1980s, namely, the IBM Personal Computer and Apple's Macintosh. This text then traces the evolution of modern computing systems from the earliest mechanical calculating devices to microchips. Other chapters consider the components and operation of typical data communications systems. This book discusses as well the various types of communications networks and communications via space satellites. The final chapter deals with software or computer programs, the sets of instructions that

programmers write to inform the computer how to solve particular problems. This book is a valuable resource for computer specialists, mathematicians, and computer programmers.

Architecting Secure Software Systems - Asoke K. Talukder 2008-12-17

Traditionally, software engineers have defined security as a non-functional requirement. As such, all too often it is only considered as an afterthought, making software applications and services vulnerable to attacks. With the phenomenal growth in cybercrime, it has become imperative that security be an integral part of software engineering so that all software assets are protected and safe. Architecting Secure Software Systems defines how security should be incorporated into basic software engineering at the requirement analysis phase, continuing this sharp focus into security design, secured programming, security testing, and secured deployment. Outlines Protection Protocols for Numerous Applications Through the use of examples, this volume defines a myriad of security vulnerabilities and their resultant threats. It details how to do a security requirement analysis and outlines the security development lifecycle. The authors examine security architectures and threat countermeasures for UNIX, .NET, Java, mobile, and Web environments. Finally, they explore the security of telecommunications and other distributed services through Service Oriented Architecture (SOA). The book employs a versatile multi-platform approach that allows users to seamlessly integrate the material into their own programming paradigm regardless of their individual programming backgrounds. The text also provides real-world code snippets for experimentation. Define a Security Methodology from the Initial Phase of Development Almost all assets in our lives have a virtual presence and the convergence of computer information and telecommunications makes these assets accessible to everyone in the world. This volume enables developers, engineers, and architects to approach security in a holistic fashion at the beginning of the software development lifecycle. By securing these systems from the project's inception, the monetary and personal privacy catastrophes caused by weak systems can potentially be avoided.

Android How to Program - Paul J. Deitel 2014-04-08

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Android How to Program, Second Edition provides a clear and entertaining App-driven introduction to Android 4.3 and 4.4 development for both introductory- and intermediate-level programming courses. It also serves as a great reference and tutorial to learn Android programming. The Deitels' App-driven Approach is simply the best way to master Android programming! The Deitels teach Android programming through seven complete, working Android Apps in the print book and more online. Each chapter presents new concepts through a single App. The authors first provide an introduction to the app, an app test-drive showing one or more sample executions, and a technologies overview. Next, the authors proceed with a detailed code walkthrough of the app's source code in which they discuss the programming concepts and demonstrate the functionality of the Android APIs used in the app. The book also has an extensive introduction to programming using the Java language, making this book appropriate for Java courses that want to add an App-programming flavor. Teaching and Learning Experience This program will provide a better teaching and learning experience—for you and your students. Add an App Component to your Java Course: The appendices provide a condensed, friendly introduction to Java and the object-oriented programming techniques students will need to develop Android apps. Motivate Students with an App-driven Approach to Android 4.3 and 4.4 Development: Concepts are presented in the context of 7 complete working Android Apps, using the latest mobile computing technologies. Enhance Learning with Outstanding Pedagogical Features: The Deitels present hundreds of Android short-answer questions and app-development exercises complete with syntax coloring, code walkthroughs and sample outputs.

C++ for Programmers - Paul Deitel 2009-01-23

PRACTICAL, EXAMPLE-RICH COVERAGE OF: Classes, Objects, Encapsulation, Inheritance, Polymorphism Integrated OOP Case Studies: Time, GradeBook, Employee Industrial-Strength, 95-Page OOD/UML® 2 ATM Case Study Standard Template Library (STL): Containers, Iterators and Algorithms I/O, Types, Control Statements, Functions Arrays, Vectors, Pointers, References String Class, C-Style Strings Operator Overloading, Templates Exception Handling, Files Bit and Character Manipulation Boost Libraries and the Future of C++ GNU™ and Visual C++® Debuggers And more... VISIT WWW.DEITEL.COM For information on Deitel® Dive-Into® Series corporate training courses offered at customer sites worldwide (or write to deitel@deitel.com)

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C++, .NET, Java™, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS "An excellent 'objects first' coverage of C++. The example-driven presentation is enriched by the optional UML case study that contextualizes the material in an ongoing software engineering project." -Gavin Osborne, Saskatchewan Institute of Applied Science and Technology "Introducing the UML early on is a great idea." -Raymond Stephenson, Microsoft "Good use of diagrams, especially of the activation call stack and recursive functions." -Amar Raheja, California State Polytechnic University, Pomona "Terrific discussion of pointers-probably the best I have seen." -Anne B. Horton, Lockheed Martin "Great coverage of polymorphism and how the compiler implements polymorphism 'under the hood.'" -Ed James-Beckham, Borland "The Boost/C++0x chapter will get you up and running quickly with the memory management and regular expression libraries, plus whet your appetite for new C++ features being standardized." -Ed Brey, Kohler Co. "Excellent introduction to the Standard Template Library (STL). The best book on C++ programming!" -Richard Albright, Goldey-Beacom College "Just when you think you are focused on learning one topic, suddenly you discover you've learned more than you expected." -Chad Willwerth, University of Washington, Tacoma "The most thorough C++ treatment I've seen. Replete with real-world case studies covering the full software development lifecycle. Code examples are extraordinary!" -Terrell Hull, Logicalis Integration Solutions/