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**Shell Programming in Unix, Linux and OS X The Fourth Edition of Unix Shell Programming Addison-Wesley Professional** *Shell Programming in Unix, Linux and OS X is a thoroughly updated revision of Kochan and Wood's classic Unix Shell Programming tutorial. Following the methodology of the original text, the book focuses on the POSIX standard shell, and teaches you how to develop programs in this useful programming environment, taking full advantage of the underlying power of Unix and Unix-like operating systems. After a quick review of Unix utilities, the book's authors take you step-by-step through the process of building shell scripts, debugging them, and understanding how they work within the shell's environment. All major features of the shell are covered, and the large number of practical examples make it easy for you to build shell scripts for your particular applications. The book also describes the major features of the Korn and Bash shells. Learn how to... Take advantage of the many utilities provided in the Unix system Write powerful shell scripts Use the shell's built-in decision-making and looping constructs Use the shell's powerful quoting mechanisms Make the most of the shell's built-in history and command editing capabilities Use regular expressions with Unix commands Take advantage of the special features of the Korn and Bash shells Identify the major differences between versions of the shell language Customize the way your Unix system responds to you Set up your shell environment Make use of functions Debug scripts Contents at a Glance 1 A Quick Review of the Basics 2 What Is the Shell? 3 Tools of the Trade 4 And Away We Go 5 Can I Quote You on That? 6 Passing Arguments 7 Decisions, Decisions 8 'Round and 'Round She Goes 9 Reading and Printing Data 10 Your Environment 11 More on Parameters 12 Loose Ends 13 Rolo Revisited 14 Interactive and Nonstandard Shell Features A Shell Summary B For More Information* **UNIX® Shells by Example Fourth Edition** *The world's #1 shell programming book-now fully updated for Linux and more! UNIX Shells by Example is the world's #1 shell programming book, from the world's #1 shell programming instructor: Ellie Quigley. In UNIX Shells by Example, Fourth Edition, Quigley has thoroughly updated her classic and delivers the information today's shell programmers need most-including comprehensive coverage of Linux shell programming with bash! Drawing on 20 years' experience as a shell programming instructor, Quigley guides you through every facet of programming all leading UNIX/Linux shells: bourne, bash, korn, C, and tcsh. Quigley illuminates each concept with up-to-date, classroom-tested code examples designed to help you jump-start your own projects. She also systematically introduces awk, sed, and grep for both UNIX and GNU/Linux . . . making this the only shell programming book you'll ever need! New in this edition: Comprehensive coverage of Linux shell programming with bash Shell Programming QuickStart: makes first-time shell programmers productive in just 15 pages Complete, practical debugging chapter Updated coverage of the latest UNIX and GNU/Linux versions of awk, sed, and grep Shell programming for sysadmins: walks you through key UNIX and Linux system shell scripts Completely updated: Shell programming fundamentals: what shells are, what they do, how they work Choosing the right shell for any application Nearly 50,000 UNIX/Linux sysadmins, developers, and power users have used previous editions of UNIX Shells by Example to become expert shell programmers. With UNIX Shells by Example, Fourth Edition, you can, too-even if you're completely new to shell programming. Then, once you're an expert, you'll turn to this book constantly as the best source for reliable answers, solutions, and code. About the CD-ROM Comprehensive shell programming code library: all source code and data files for this book's hundreds of example programs.* **Programming in Objective-C Addison-Wesley Professional** *Presents an introduction to Objective-C, covering such topics as classes and objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.* **Learning the bash Shell Unix Shell Programming "O'Reilly Media, Inc."** *O'Reilly's bestselling book on Linux's bash shell is at it again. Now that Linux is an established player both as a server and on the desktop Learning the bash Shell has been updated and refreshed to account for all the latest changes. Indeed, this third edition serves as the most valuable guide yet to the bash shell.As any good programmer knows, the first thing users of the Linux operating system come face to face with is the shell the UNIX term for a user interface to the system. In other words, it's what lets you communicate with the computer via the keyboard and display. Mastering the bash shell might sound fairly simple but it isn't. In truth, there are many complexities that need careful explanation, which is just what Learning the bash Shell provides.If you are new to shell programming, the book provides an excellent introduction, covering everything from the most basic to the most advanced features. And if you've been writing shell scripts for years, it offers a great way to find out what the new shell offers. Learning the bash Shell is also full of practical examples of shell commands and programs that will make everyday use of Linux that much easier. With this book, programmers will learn: How to install bash as your login shell The basics of interactive shell use, including UNIX file and directory structures, standard I/O, and background jobs Command line editing, history substitution, and key bindings How to customize your shell environment without programming The nuts and bolts of basic shell programming, flow control structures, command-line options and typed variables Process handling, from job control to processes, coroutines and subshells Debugging techniques, such as trace and verbose modes Techniques for implementing system-wide shell customization and features related to system security* **Linux System Programming Talking Directly to the Kernel and C Library "O'Reilly Media, Inc."** *UNIX, UNIX LINUX & UNIX TCL/TK. Write software that makes the most effective use of the Linux system, including the kernel and core system libraries. The majority of both Unix and Linux code is still written at the system level, and this book helps you focus on everything above the kernel, where applications such as Apache, bash, cp, vim, Emacs, gcc, gdb, glibc, ls, mv, and X exist. Written primarily for engineers looking to program at the low level, this updated edition of Linux System Programming gives you an understanding of core internals that makes for better code, no matter where it appears in the stack. -- Provided by publisher.* **Programming in C Sams Publishing** *Learn the C programming language from one of the best. Stephen Kochan's Programming in C is thorough with easy-to-follow instructions that are sure to benefit beginning programmers. This book provides readers with practical examples of how the C programming language can be used with small, fast programs, similar to the programming used by large game developers such as Nintendo. If you want a one-stop-source for C programming, this book is it.The book is appropriate for all introductory-to-intermediate courses on programming in the C language, including courses covering C programming for games and small-device platforms. Programming in C, Third Edition is a thoroughly revised and updated edition of Steven Kochan's classic C programming tutorial: a book that has helped thousands of students master C over the past twenty years. This edition fully reflects the latest C standard and contains current source code. It has been crafted to help students master C regardless of the platform they intend to use or the applications they intend to create -- including small-device and gaming applications, where C's elegance and speed make it especially valuable. Kochan begins with the fundamentals, then covers every facet of C language programming: variables, data types, arithmetic expressions, program looping, making decisions, arrays, functions, structures, character strings, pointers, operations on bits, the preprocessors, I/O, and more. Coverage also includes chapters on working with larger programs; debugging programs; and the fundamentals of object-oriented programming. Appendices include a complete language summary, an introduction to the Standard C Library, coverage of compiling and running programs using gcc, common programming mistakes, and more.* **Programming in Objective-C Addison-Wesley Professional** *Updated for OS X 10.9 Mavericks, iOS 7, and Xcode 5 Programming in Objective-C is a concise, carefully written tutorial on the basics of Objective-C and object-oriented programming for Apple's iOS and OS X platforms. The book makes no assumptions about prior experience with object-oriented programming languages or with the C language (which Objective-C is based upon). Because of this, both beginners and experienced programmers alike can use this book to quickly and effectively learn the fundamentals of Objective-C. Readers can also learn the concepts of object-oriented programming without having to first learn all of the intricacies of the underlying C programming language. This unique approach to learning, combined with many small program examples and exercises at the end of each chapter, makes Programming in Objective-C ideally suited for either classroom use or self-study. This edition has been fully updated to incorporate new Objective-C features and technologies introduced with Xcode 5, iOS 7, and Mac OS X Mavericks. "The best book on any programming language that I've ever read. If you want to learn Objective-C, buy it."—Calvin Wolcott "An excellent resource for a new programmer who wants to learn Objective-C as their first programming language—a woefully underserved market."—Pat Hughes* **UNIX Operating System The Development Tutorial via UNIX Kernel Services Springer Science & Business Media** *"UNIX Operating System: The Development Tutorial via UNIX Kernel Services" introduces the hierarchical structure, principles, applications, kernel, shells, development, and management of the UNIX operation systems multi-dimensionally and systematically. It clarifies the natural bond between physical UNIX implementation and general operating system and software engineering theories, and presents self-explanatory illustrations for readers to visualize and understand the obscure relationships and intangible processes in UNIX operating system. This book is intended for engineers and researchers in the field of applicable computing and engineering modeling. Yukun Liu is an Associate Professor at the Department of Computer Science and Technology, Hebei University of Science and Technology, China; Professor Yong Yue is Director of the Institute for Research of Applicable Computing and Head of the Department of Computer Science and Technology, University of Bedfordshire, UK; Professor Liwei Guo is Dean of the College of Information Science and Engineering, Hebei University of Science and Technology, China.* **UNIX Shell Programming Sams Publishing** *Explains how to develop programs in the UNIX operating system, discussing how to perform tasks including building, debugging, and understanding how shell scripts work.* **Python Programming with the Java Class Libraries A Tutorial for Building Web and Enterprise Applications with Jython Addison-Wesley Professional** *"Whether you are sophisticated computer user new to programming or a serious application developer, Python Programming with the Java Class Libraries will give you insight into the power of Python and the know-how to put it to work."--Jacket.* **Sams Teach Yourself Shell Programming in 24 Hours Sams Publishing** *Learn how to develop powerful and robust shell scripts in order to get the most out of your Unix/Linux system.* **UNIX Shells by Example Prentice Hall Ptr** *'Approximately 50,000 Canadians move to the U.S. every year. Already, there are hundreds of thousands of ex-Canadians living south of the border. The similarity in language, currency, culture, services, and products of these two countries can lead Canadians in the U.S. to mistakenly think that its laws and customs are also the same. It is these areas where The Canadian in America will be crucial to anyone either contemplating a move or already living in the U.S. Can a Canadian qualify for U.S. Medicare at age 65? Is a Canadian will valid in the* **Linux for Developers Jumpstart Your Linux Programming Skills Addison-Wesley Professional** *Linux for Developers shows you how to start writing great code for Linux, whether you're a Linux user with little or no coding experience, or an experienced Windows programmer. Leading IT trainer/author William "Bo" Rothwell begins with a clear and up-to-date review of modern open source software, including the licensing arrangements and tradeoffs all developers need to understand. He presents essential skills for both Linux command line and GUI environments, introducing text editors and other tools for efficient coding. Building on this knowledge, Rothwell introduces scripting tools such as Bash, Python, and Perl, as well as traditional object-oriented programming languages such as Java, C++, and C. Finally, he presents a full section on the powerful Git version control system, teaching skills you can use in Linux and many other environments. Access Linux systems, use GUIs, and work at the command line Learn how Linux organizes files and navigate its filesystem Use basic developer commands such as gzip and grep Edit programs with vi and vim, and explore alternative editors Perform basic sysadmin tasks that developers often need to handle Compare Linux languages to choose the best one for each task Write Bash scripts that interact with users or other shell features Program with Python and Perl: flow control, variables, and more Understand Linux features related to building C, C++, and Java programs Stay on top of*

complex projects with GIT revision control Work in GIT: staging, committing, branches, diffs, merges, and patches Manage local and remote GIT repositories This guide's modular coverage helps you quickly access whatever information you need right now. **Practical System Programming for Rust Developers Build fast and secure software for Linux/Unix systems with the help of practical examples Packt Publishing Ltd** Explore various Rust features, data structures, libraries, and toolchain to build modern systems software with the help of hands-on examples Key Features Learn techniques to design and build system tools and utilities in Rust Explore the different features of the Rust standard library for interacting with operating systems Gain an in-depth understanding of the Rust programming language by writing low-level software Book Description Modern programming languages such as Python, JavaScript, and Java have become increasingly accepted for application-level programming, but for systems programming, C and C++ are predominantly used due to the need for low-level control of system resources. Rust promises the best of both worlds: the type safety of Java, and the speed and expressiveness of C++, while also including memory safety without a garbage collector. This book is a comprehensive introduction if you're new to Rust and systems programming and are looking to build reliable and efficient systems software without C or C++. The book takes a unique approach by starting each topic with Linux kernel concepts and APIs relevant to that topic. You'll also explore how system resources can be controlled from Rust. As you progress, you'll delve into advanced topics. You'll cover network programming, focusing on aspects such as working with low-level network primitives and protocols in Rust, before going on to learn how to use and compile Rust with WebAssembly. Later chapters will take you through practical code examples and projects to help you build on your knowledge. By the end of this Rust programming book, you will be equipped with practical skills to write systems software tools, libraries, and utilities in Rust. What you will learn Gain a solid understanding of how system resources are managed Use Rust confidently to control and operate a Linux or Unix system Understand how to write a host of practical systems software tools and utilities Delve into memory management with the memory layout of Rust programs Discover the capabilities and features of the Rust Standard Library Explore external crates to improve productivity for future Rust programming projects Who this book is for This book is for developers with basic knowledge of Rust but little to no knowledge or experience of systems programming. System programmers who want to consider Rust as an alternative to C or C++ will also find this book useful. **COM Beyond Microsoft Designing and Implementing COM Servers on Compaq Platforms Digital Press** The first book to describe how Microsoft's Component Object Model (COM) can be supported on computer systems other than Windows. Drawing on Compaq's groundbreaking work of porting COM/DCOM to its OpenVMS and Tru64 UNIX Alpha platforms, COM Beyond Microsoft explains how the COM standard can help enterprises integrate their applications across a heterogeneous computing environment. This book details the innovative COM support now native on Tru64 UNIX and OpenVMS and reveals how developers can exploit COM on OpenVMS and COM on Tru64 UNIX to create portable software components that run virtually unchanged on OpenVMS, Tru64 UNIX, Windows NT, Windows 2000, and other major computing platforms. COM Beyond Microsoft highlights the business and technical benefits of implementing distributed and portable COM applications, especially versus other strategies and technologies such as CORBA and Java. The book explains the APIs, utilities, libraries and run-time environments developers must understand to create COM applications for OpenVMS and Tru64 UNIX. It also contains implementation and configuration techniques for running COM programs on Tru64 UNIX and OpenVMS. COM Beyond Microsoft uniquely explains a controversial topic of major interest to organizations and developers in an enterprise computing context. First book on a controversial topic critically important to many large organizations Authors are among few in industry with relevant experience **Beginning Linux Programming John Wiley & Sons** Beginning Linux Programming, Fourth Edition continues its unique approach to teaching UNIX programming in a simple and structured way on the Linux platform. Through the use of detailed and realistic examples, students learn by doing, and are able to move from being a Linux beginner to creating custom applications in Linux. The book introduces fundamental concepts beginning with the basics of writing Unix programs in C, and including material on basic system calls, file I/O, interprocess communication (for getting programs to work together), and shell programming. Parallel to this, the book introduces the toolkits and libraries for working with user interfaces, from simpler terminal mode applications to X and GTK+ for graphical user interfaces. Advanced topics are covered in detail such as processes, pipes, semaphores, socket programming, using MySQL, writing applications for the GNOME or the KDE desktop, writing device drivers, POSIX Threads, and kernel programming for the latest Linux Kernel. **AUUGN Autotools, 2nd Edition A Practitioner's Guide to GNU Autoconf, Automake, and Libtool No Starch Press** The long awaited update to the practitioner's guide to GNU Autoconf, Automake, and Libtool The GNU Autotools make it easy for developers to create software that is portable across many Unix-like operating systems, and even Windows. Although the Autotools are used by thousands of open source software packages, they have a notoriously steep learning curve. Autotools is the first book to offer programmers a tutorial-based guide to the GNU build system. Author John Calcote begins with an overview of high-level concepts and a hands-on tour of the philosophy and design of the Autotools. He then tackles more advanced details, like using the M4 macro processor with Autoconf, extending the framework provided by Automake, and building Java and C# sources. He concludes with solutions to frequent problems encountered by Autotools users. This thoroughly revised second edition has been updated to cover the latest versions of the Autotools. It includes five new chapters on topics like pkg-config, unit and integration testing with Autotest, internationalizing with GNU tools, the portability of gnumlib, and using the Autotools with Windows. As with the first edition, you'll focus on two projects: Jupiter, a simple "Hello, world!" program, and FLAIM, an existing, complex open source effort containing four separate but interdependent projects. Follow along as the author takes Jupiter's build system from a basic makefile to a full-fledged Autotools project, and then as he converts the FLAIM projects from complex, hand-coded makefiles to the powerful and flexible GNU build system. Learn how to: Master the Autotools build system to maximize your software's portability Generate Autoconf configuration scripts to simplify the compilation process Produce portable makefiles with Automake Build cross-platform software libraries with Libtool Write your own Autoconf macros This detailed introduction to the GNU Autotools is indispensable for developers and programmers looking to gain a deeper understanding of this complex suite of tools. Stop fighting against the system and make sense of it all with the second edition of Autotools! **Software Engineer's Reference Book Elsevier** 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. **Programming in C Programming in C\_p4 Addison-Wesley Professional** Programming in C will teach you how to write programs in the C programming language. Whether you're a novice or experienced programmer, this book will provide you with a clear understanding of this language, which is the foundation for many object-oriented programming languages such as C++, Objective-C, C#, and Java. This book teaches C by example, with complete C programs used to illustrate each new concept along the way. Stephen Kochan provides step-by-step explanations for all C functions. You will learn both the language fundamentals and good programming practices. Exercises at the end of each chapter make the book ideally suited for classroom use or for self-instruction. All the features of the C language are covered in this book, including the latest additions added with the C11 standard. Appendixes provide a detailed summary of the language and the standard C library, both organized for quick reference. "Absolutely the best book for anyone starting out programming in C. This is an excellent introductory text with frequent examples and good text....This is the book I used to learn C-it's a great book." -Vinit S. Carpenter, Learn C/C++ Today **Computer Organization, Design, and Architecture, Fifth Edition CRC Press** Suitable for a one- or two-semester undergraduate or beginning graduate course in computer science and computer engineering, Computer Organization, Design, and Architecture, Fifth Edition presents the operating principles, capabilities, and limitations of digital computers to enable the development of complex yet efficient systems. With 11 new sections and four revised sections, this edition takes students through a solid, up-to-date exploration of single- and multiple-processor systems, embedded architectures, and performance evaluation. See What's New in the Fifth Edition Expanded coverage of embedded systems, mobile processors, and cloud computing Material for the "Architecture and Organization" part of the 2013 IEEE/ACM Draft Curricula for Computer Science and Engineering Updated commercial machine architecture examples The backbone of the book is a description of the complete design of a simple but complete hypothetical computer. The author then details the architectural features of contemporary computer systems (selected from Intel, MIPS, ARM, Motorola, Cray and various microcontrollers, etc.) as enhancements to the structure of the simple computer. He also introduces performance enhancements and advanced architectures including networks, distributed systems, GRIDs, and cloud computing. Computer organization deals with providing just enough details on the operation of the computer system for sophisticated users and programmers. Often, books on digital systems' architecture fall into four categories: logic design, computer organization, hardware design, and system architecture. This book captures the important attributes of these four categories to present a comprehensive text that includes pertinent hardware, software, and system aspects. **Python for Unix and Linux System Administration "O'Reilly Media, Inc."** Python is an ideal language for solving problems, especially in Linux and Unix networks. With this pragmatic book, administrators can review various tasks that often occur in the management of these systems, and learn how Python can provide a more efficient and less painful way to handle them. Each chapter in Python for Unix and Linux System Administration presents a particular administrative issue, such as concurrency or data backup, and presents Python solutions through hands-on examples. Once you finish this book, you'll be able to develop your own set of command-line utilities with Python to tackle a wide range of problems. Discover how this language can help you: Read text files and extract information Run tasks concurrently using the threading and forking options Get information from one process to another using network facilities Create clickable GUIs to handle large and complex utilities Monitor large clusters of machines by interacting with SNMP programmatically Master the IPython Interactive Python shell to replace or augment Bash, Korn, or Z-Shell Integrate Cloud Computing into your infrastructure, and learn to write a Google App Engine Application Solve unique data backup challenges with customized scripts Interact with MySQL, SQLite, Oracle, Postgres, Django ORM, and SQLAlchemy With this book, you'll learn how to package and deploy your Python applications and libraries, and write code that runs equally well on multiple Unix platforms. You'll also learn about several Python-related technologies that will make your life much easier. **Handbook of Research on Academic Libraries as Partners in Data Science Ecosystems IGI Global** Beyond providing space for data science activities, academic libraries are often overlooked in the data science landscape that is emerging at academic research institutions. Although some academic libraries are collaborating in specific ways in a small subset of institutions, there is much untapped potential for developing partnerships. As library and information science roles continue to evolve to be more data-centric and interdisciplinary, and as research using a variety of data types continues to proliferate, it is imperative to further explore the dynamics between libraries and the data science ecosystems in which they are a part. The Handbook of Research on Academic Libraries as Partners in Data Science Ecosystems provides a global perspective on current and future trends concerning the integration of data science in libraries. It provides both a foundational base of knowledge around data science and explores numerous ways academicians can reskill their staff, engage in the research enterprise, contribute to curriculum development, and help build a stronger ecosystem where libraries are part of data science. Covering topics such as data science initiatives, digital humanities, and student engagement, this book is an indispensable resource for librarians, information professionals, academic institutions, researchers, academic libraries, and academicians. **Beginning Linux? Programming John Wiley & Sons** Describes the concepts of programming with Linux, covering such topics as shell programming, file structure, managing memory, using MySQL, debugging, processes and signals, and GNOME. **LINUX and UNIX Programming Tools A Primer for Software Developers Pearson** This concise programming companion prepares students for programming in the LINUX environment. The authors begin with a brief review of commands and utilities and then focus on systematically describing those software development tools available to a LINUX programmer. These software development tools include utilities for managing libraries for object files and profiling. LINUX & UNIX Programming Tools assumes no previous exposure to LINUX and is appropriate for students and software practitioners alike. Student support files for Sarwar can be found at <http://www.aw-bc.com/cssupport/Sarwar.html>. **Beginning Mac OS X Programming John Wiley & Sons Free Software, Free Society Selected Essays of Richard M. Stallman Lulu.com** Essay Collection covering the point where software, law and social justice meet. **Mastering Unix Shell Scripting Bash, Bourne, and Korn Shell Scripting for Programmers, System Administrators, and UNIX Gurus John Wiley & Sons** UNIX expert Randal K. Michael guides you through every detail of writing shell scripts to automate specific tasks. Each chapter begins with a typical, everyday UNIX challenge, then shows you how to take basic syntax and turn it into a shell scripting solution. Covering Bash, Bourne, and Korn shell scripting, this updated edition provides complete shell scripts plus detailed descriptions of each part. UNIX programmers and system administrators can tailor these to build tools that monitor for specific system events and situations, building solid UNIX shell scripting skills to solve real-world system administration problems. **How Linux Works, 2nd Edition What Every Superuser Should Know No Starch Press** Unlike some operating systems, Linux doesn't try

to hide the important bits from you—it gives you full control of your computer. But to truly master Linux, you need to understand its internals, like how the system boots, how networking works, and what the kernel actually does. In this completely revised second edition of the perennial best seller *How Linux Works*, author Brian Ward makes the concepts behind Linux internals accessible to anyone curious about the inner workings of the operating system. Inside, you'll find the kind of knowledge that normally comes from years of experience doing things the hard way. You'll learn: –How Linux boots, from boot loaders to init implementations (systemd, Upstart, and System V) –How the kernel manages devices, device drivers, and processes –How networking, interfaces, firewalls, and servers work –How development tools work and relate to shared libraries –How to write effective shell scripts You'll also explore the kernel and examine key system tasks inside user space, including system calls, input and output, and filesystems. With its combination of background, theory, real-world examples, and patient explanations, *How Linux Works* will teach you what you need to know to solve pesky problems and take control of your operating system.

**Computational Science and Its Applications - ICCSA 2008 International Conference, Perugia, Italy, June 30 - July 3, 2008, Proceedings, Part I Springer** This two-volume set is assembled following the 2008 International Conference on Computational Science and Its Applications, ICCSA 2008, a premium international event held in Perugia, Italy, from June 30 to July 3, 2008. The collection of fully refereed high-quality original works accepted as theme papers for presentation at ICCSA 2008 are published in this LNCS proceedings set. This outstanding collection complements the volume of workshop papers, traditionally published by IEEE Computer Society. The continuous support of computational science researchers has helped ICCSA to become a firmly established forum in the area of scientific computing and the conference itself become a recurring scientific and professional meeting that cannot be given up. The computational science field, based on fundamental disciplines such as mathematics, physics, and chemistry, is finding new computational approaches to foster the human progress in heterogeneous and fundamental areas such as aerospace and automotive industries, bioinformatics and nanotechnology studies, networks and grid computing, computational geometry and biometrics, computer education, virtual reality, and art. Due to the growing complexity of many challenges in computational science, the use of sophisticated algorithms and emerging technologies is inevitable. Together, these far-reaching scientific areas help to shape this conference in the areas of state-of-the-art computational science research and applications, encompassing the facilitating theoretical foundations and the innovative applications of such results in other areas.

**Ada Components: Libraries and Tools Proceedings of the Ada-Europe International Conference Stockholm 26-28 May 1987 CUP Archive** **Tcl/Tk A Developer's Guide Elsevier** Tcl/Tk (Tool Command Language/Tool Kit) makes it fast and easy to implement any type of application, from games to network analyzers. Tcl/Tk is a full-bodied, mature programming platform used by NASA rocket scientists, Wall Street database experts, Internet designers, and open source programmers around the world. Tcl/Tk's multi-faceted and extensible nature make it ideal for developing end-user GUIs, client/server middleware, Web applications, and more. You can code completely in Tcl, use any of hundreds of extensions, call C or Java subroutines from Tcl/Tk, or use Tcl to glue legacy applications together. Written from a programmer's perspective, *Tcl/Tk: A Developer's Guide* describes how to use Tcl's standard tools and the unique features that make Tcl/Tk powerful: including graphics widgets, packages, namespaces, and extensions. With this book an experienced programmer will be able to code Tcl in a few hours. In just a few chapters you will learn about Tcl features that allow you to isolate and protect your code from being damaged in large applications. You will even learn how to extend the language itself. *Tcl/Tk: A Developer's Guide* clearly discusses development tools, proven techniques, and existing extensions. It shows how to use Tcl/Tk effectively and provides many code examples. This fully revised new edition is the complete resource for computer professionals, from systems administrators to programmers. It covers versions 7.4 to 8.4 and includes a CD-ROM containing the interpreters, libraries, and tutorials to get you started quickly. Additional materials in the book include case studies and discussions of techniques for the advanced user. On the CD-ROM \*Distributions for Tcl 8.3 and 8.4 for Linux, Solaris, Macintosh, and Windows. \*A copy of ActiveTcl from ActiveState. \*The latest release of TclTutor. \*How-to's and tutorials as well as copies of all the tools discussed in the book. \*The author's "Tclish Spot" articles from *:login;* magazine and the "Real World" Tcl/Tk chapters from the first edition. \*Demo copies of commercial development tools from ActiveState and NeatWare. \*Many open source Tcl/Tk development tools. \*Tcl/Tk design guidelines. \*Brings beginners up to speed quickly. \*Overview of Tcl development tools, popular extensions, and packages. \*Tips, style guidelines, and debugging techniques for the advanced user.

**PC Mag** PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

**Introduction to Programming Languages CRC Press** In programming courses, using the different syntax of multiple languages, such as C++, Java, PHP, and Python, for the same abstraction often confuses students new to computer science. *Introduction to Programming Languages* separates programming language concepts from the restraints of multiple language syntax by discussing the concepts at an abstract level.

**Computerworld** For more than 40 years, *Computerworld* has been the leading source of technology news and information for IT influencers worldwide. *Computerworld's* award-winning Web site ([Computerworld.com](http://Computerworld.com)), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

**Ubuntu Unleashed 2012 Edition Covering 11.10 and 12.04 (7th Edition) Sams Publishing** *Ubuntu Unleashed* is filled with unique and advanced information for everyone who wants to make the most of the Ubuntu Linux operating system. This new edition has been thoroughly revised and updated by a long-time Ubuntu community leader to reflect the exciting new Ubuntu 11.10 ("Oneiric Ocelot") and the forthcoming Ubuntu 12.04. Former Ubuntu Forum administrator Matthew Helmke covers all you need to know about Ubuntu 11.10/12.04 installation, configuration, productivity, multimedia, development, system administration, server operations, networking, virtualization, security, DevOps, and more—including intermediate-to-advanced techniques you won't find in any other book. Helmke presents up-to-the-minute introductions to Ubuntu's key productivity and Web development tools, programming languages, hardware support, and more. You'll find brand-new coverage of the new Unity desktop, new NoSQL database support and Android mobile development tools, and many other Ubuntu 11.10/12.04 innovations. Whether you're new to Ubuntu or already a power user, you'll turn to this book constantly: for new techniques, new solutions, and new ways to do even more with Ubuntu! Matthew Helmke served from 2006 to 2011 on the Ubuntu Forum Council, providing leadership and oversight of the Ubuntu Forums, and spent two years on the Ubuntu regional membership approval board for Europe, the Middle East, and Africa. He has written about Ubuntu for several magazines and websites, is a lead author of *The Official Ubuntu Book*. He works for The iPlant Collaborative, which is funded by the National Science Foundation and is building cyberinfrastructure for the biological sciences to support the growing use of massive amounts of data and computationally intensive forms of research. Quickly install Ubuntu, configure it, and get your hardware running right Configure and customize the new Unity desktop (or alternatives such as GNOME) Get started with multimedia and productivity applications, including LibreOffice Manage Linux services, users, and software packages Administer and use Ubuntu from the command line Automate tasks and use shell scripting Provide secure remote access Manage kernels and modules Administer file, print, email, proxy, LDAP, and database services (both SQL and NoSQL) Use both Apache and alternative HTTP servers Support and use virtualization Use Ubuntu in cloud environments Learn the basics about popular programming languages including Python, PHP, and Perl, and how to use Ubuntu to develop in them Learn how to get started developing Android mobile devices Ubuntu 11.10 on DVD DVD includes the full Ubuntu 11.10 distribution for Intel x86 computers as well as the complete LibreOffice office suite and hundreds of additional programs and utilities. Free Upgrade! Purchase this book anytime in 2012 and receive a free Ubuntu 12.04 Upgrade Kit by mail (U.S. or Canada only) after Ubuntu 12.04 is released. See inside back cover for details.

**Beginning Lua Programming John Wiley & Sons** This book is for students and professionals who are intrigued by the prospect of learning and using a powerful language that provides a rich infrastructure for creating programs. No programming knowledge is necessary to benefit from this book except for the section on Lua bindings, which requires some familiarity with the C programming language. A certain comfort level with command-line operations, text editing, and directory structures is assumed. You need surprisingly little in the way of computer resources to learn and use Lua. This book focuses on Windows and Unix-like (including Linux) systems, but any operating system that supports a command shell should be suitable. You'll need a text editor to prepare and save Lua scripts. If you choose to extend Lua with libraries written in a programming language like C, you'll need a suitable software development kit. Many of these kits are freely available on the Internet but, unlike Lua, they can consume prodigious amounts of disk space and memory.

**The Open Group Architecture Framework TOGAF™ Version 9 Van Haren** *The Open Group Architecture Framework (TOGAF)* is a framework – a detailed method and a set of supporting tools – for developing an enterprise architecture, developed by members of The Open Group Architecture Forum ([www.opengroup.org/architecture](http://www.opengroup.org/architecture)). As a comprehensive, open method for enterprise architecture, TOGAF Version 9 complements, and can be used in conjunction with, other frameworks that are more focused on specific aspects of architecture or for vertical sectors such as Government, Defense, and Finance. TOGAF may be used freely by any organization wishing to develop an enterprise architecture for use within that organization (subject to the Conditions of Use). This book is divided into seven main parts : PART I (Introduction) This part provides a high-level introduction to the key concepts of enterprise architecture and in particular the TOGAF approach. It contains the definitions of terms used throughout TOGAF and release notes detailing the changes between this version and the previous version of TOGAF. PART II (Architecture Development Method) This is the core of TOGAF. It describes the TOGAF Architecture Development Method (ADM) – a step-by-step approach to developing an enterprise architecture. PART III (ADM Guidelines & Techniques) This part contains a collection of guidelines and techniques available for use in applying TOGAF and the TOGAF ADM. PART IV (Architecture Content Framework) This part describes the TOGAF content framework, including a structured metamodel for architectural artifacts, the use of re-usable architecture building blocks, and an overview of typical architecture deliverables. PART V (Enterprise Continuum & Tools) This part discusses appropriate taxonomies and tools to categorize and store the outputs of architecture activity within an enterprise. PART VI (TOGAF Reference Models) This part provides a selection of architectural reference models, which includes the TOGAF Foundation Architecture, and the Integrated Information Infrastructure Reference Model (III-RM). PART VII (Architecture Capability Framework) This part discusses the organization, processes, skills, roles, and responsibilities required to establish and operate an architecture function within an enterprise.

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