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**The Art Of Computer Programming, Volume 2: Seminumerical Algorithms, 3/E** **Art of Computer Programming, Volume 2 Write Great Code, Volume 2, 2nd Edition** **C++ Network Programming, Volume 1** **How to Write a Program, Volume II** **The MPS Language Workbench** **Complete Maya Programming Volume II** **Java Programming and Programming Languages** **The Art of Programming - Volume 2 - Answers to Exercises** **Core Java The MPS Language Workbench** **Programming and Programming Languages** **Practical Computer Education** **Programming and Programming Languages** **Pattern Languages of Program Design** **C++ Network Programming, Volume 2** **ABCs of IBM z/OS System Programming** **Automatic Programming Techniques** **The Java Application Programming Interface** **The Semantics of Programming Languages** **Image Processing System Software. Volume II. Programming Manual** **Optimization Over Time** **Core Java, Volume II--Advanced Features** **Core Java, Volume II--Advanced Features** **Core Java, Volume II--Advanced Features, 8/e** **Beginner's Guide to Embedded C Programming - Volume 2** **The Art of Computer Programming, Volume 4A** **Programming Support Library.** **Volume II. Guidelines for Implementation of Requirements** **Handbook of Logic in Artificial Intelligence and Logic Programming: Volume 5: Logic Programming** **Java High Performance Cluster Computing** **The Munich Project CIP** **The Handbook of Artificial Intelligence** **C++ Network Programming, Volume II: Systematic Reuse With Ace And Frameworks** **Structural Optimization, Fire Control System Analysis. Volume II. Computer Programming Tasks** **Computer Programming Techniques for Intelligence Analyst Application** **Kotlin In-depth [Vol-II]** **Robotics: Application, Control Strategies and Coding (Volume II)**

Do you need to develop flexible software that can be customized quickly? Do you need to add the power and efficiency of frameworks to your software? The ADAPTIVE Communication Environment (ACE) is an open-source toolkit for building high-performance networked applications and next-generation middleware. ACE's power and flexibility arise from object-oriented frameworks, used to achieve the systematic reuse of networked application software. ACE frameworks handle common network programming tasks and can be customized using C++ language features to produce complete distributed applications. C++ Network Programming, Volume 2, focuses on ACE frameworks, providing thorough coverage of the concepts, patterns, and usage rules that form their structure. This book is a practical guide to designing object-oriented frameworks and shows developers how to apply frameworks to concurrent networked applications. C++ Networking, Volume 1, introduced ACE and the wrapper facades, which are basic network computing ingredients. Volume 2 explains how frameworks build on wrapper facades to provide higher-level communication services. Written by two experts in the ACE community, this book contains: An overview of ACE frameworks Design dimensions for networked services Descriptions of the key capabilities of the most important ACE frameworks Numerous C++ code examples that demonstrate how to use ACE frameworks C++ Network Programming, Volume 2, teaches how to use frameworks to write networked applications quickly, reducing development effort and overhead. It will be an invaluable asset to any C++ developer working on networked applications. Practical Computer Education Volume II is a solely needed Computer book which makes easy the mastery of programming concepts, spreadsheets e.g. Microsoft Excel and Desktop Publishing e.g. Adobe PageMaker An authoritative guide to today's revolution in "commodity supercomputing," this book brings together more than 100 of the field's leading practitioners, providing a single source for up-to-the-minute information on virtually every key system issue associated with high-performance cluster computing. Explains how compilers translate high-level language source code (like code written in Python) into low-level machine code (code that the computer can understand) to help readers understand how to produce the best low-level, computer readable machine code. In the beginning, most software was written in assembly, the CPU's low-level language, in order to achieve acceptable performance on relatively slow hardware. Early programmers were sparing in their use of high-level language code, knowing that a high-level language compiler would generate crummy, low-level machine code for their software. Today, however, many programmers write in high-level languages like Python, C/C++/C#, Java, Swift. The result is often sloppy, inefficient code. But you don't need to give up the productivity and portability of high-level languages in order to produce more efficient software. In this second volume of the Write Great Code series, you'll learn: • How to analyze the output of a compiler to verify that your code does, indeed, generate good machine code • The types of machine code statements that compilers typically generate for common control structures, so you can choose the best statements when writing HLL code • Just enough 80x86 and PowerPC assembly language to read compiler output • How compilers convert various constant and variable objects into machine data, and how to use these objects to write faster and shorter programs NEW TO THIS EDITION, COVERAGE OF: • Programming languages like Swift and Java • Code generation on modern 64-bit CPUs • ARM processors on mobile phones and tablets • Stack-based architectures like the Java Virtual Machine • Modern language systems like the Microsoft Common Language Runtime With an understanding of how compilers work, you'll be able to write source code that they can translate into elegant machine code. That understanding starts right here, with Write Great Code, Volume 2: Thinking Low-Level, Writing High-Level. As networks, devices, and systems continue to evolve, software engineers face the unique challenge of creating reliable distributed applications within frequently changing environments. C++ Network Programming, Volume 1, provides practical solutions for developing and optimizing complex distributed systems using the ADAPTIVE Communication Environment (ACE), a revolutionary open-source framework that runs on dozens of hardware platforms and operating systems. This book guides software professionals through the traps and pitfalls of developing efficient, portable, and flexible networked applications. It explores the inherent design complexities of concurrent networked applications and the tradeoffs that must be considered when working to master them. C++ Network Programming begins with an overview of the issues and tools involved in writing distributed concurrent applications. The book then provides the essential design dimensions, patterns, and principles needed to develop flexible and efficient concurrent networked applications. The book's expert author team shows you how to enhance design skills while applying C++ and patterns effectively to develop object-oriented networked applications. Readers will find coverage of: C++ network programming, including an overview and strategies for addressing common development challenges The ACE Toolkit Connection protocols, message exchange, and message-passing versus shared memory Implementation methods for reusable networked application services Concurrency in object-oriented network programming Design principles and patterns for ACE wrapper facades With this book, C++ developers have at their disposal the most complete toolkit available for developing successful, multiplatform, concurrent networked applications with ease and efficiency. The Art of Computer Programming, Volume 4A: Combinatorial Algorithms, Part 1 Knuth's multivolume analysis of algorithms is widely recognized as the definitive description of classical computer science. The first three volumes of this work have long comprised a unique and invaluable resource in programming theory and practice. Scientists have marveled at the beauty and elegance of Knuth's analysis, while practicing programmers have successfully applied his "cookbook" solutions to their day-to-day problems. The level of these first three volumes has remained so high, and they have displayed so wide and deep a familiarity with the art of computer programming, that a sufficient "review" of future volumes could almost be: "Knuth, Volume n has been published." —Data Processing Digest Knuth, Volume n has been published, where n = 4A. In this long-awaited new volume, the old master turns his attention to some of his favorite topics in broadword computation and combinatorial generation (exhaustively listing fundamental combinatorial objects, such as permutations, partitions, and trees), as well as his more recent interests, such as binary decision diagrams. The hallmark qualities that distinguish his previous volumes are manifest here anew: detailed coverage of the basics, illustrated with well-chosen examples; occasional forays into more esoteric topics and problems at the frontiers of research; impeccable writing peppered with occasional bits of humor; extensive collections of exercises, all with solutions or helpful hints; a careful attention to history; implementations of many of the algorithms in his classic step-by-step form. There is an amazing amount of information on each page. Knuth has obviously thought long and hard about which topics and results are most central and important, and then, what are the most intuitive and succinct ways of presenting that material. Since the areas that he covers in this volume have exploded since he first envisioned writing about them, it is wonderful how he has managed to provide such thorough treatment in so few pages. —Frank Ruskey, Department of Computer Science, University of Victoria The book is Volume 4A, because Volume 4 has itself become a multivolume undertaking. Combinatorial

searching is a rich and important topic, and Knuth has too much to say about it that is new, interesting, and useful to fit into a single volume, or two, or maybe even three. This book alone includes approximately 1500 exercises, with answers for self-study, plus hundreds of useful facts that cannot be found in any other publication. Volume 4A surely belongs beside the first three volumes of this classic work in every serious programmer's library. Finally, after a wait of more than thirty-five years, the first part of Volume 4 is at last ready for publication. Check out the boxed set that brings together Volumes 1 - 4A in one elegant case, and offers the purchaser a \$50 discount off the price of buying the four volumes individually. The Art of Computer Programming, Volumes 1-4A Boxed Set, 3/e ISBN: 0321751043 This book is a second in Java programming. It using the object-oriented model. The course provides an in depth and extensive coverage in programming techniques to a wide variety of everyday problems. Emphasis is on the concept of inheritance and polymorphism. The MPS Language Workbench, Volume II (first edition). The second volume of the series explains how to customize the JetBrains Meta-Programming System (MPS) platform to better integrate it with the needs of your languages. Volume II continues where Volume I ended and discusses more advanced features of the MPS platform. This book includes a detailed example to illustrate the design and implementation of a custom web aspect. This detailed example illustrates how the advanced features of the MPS platform make it possible to design languages suitable to generate complete applications. The Meta-Programming System (MPS) is a new kind of tool called a Language Workbench that makes it easier and more fun to write programs. With traditional programming, it is common to choose one programming language to solve a problem and being limited by this choice. When working with MPS you can use and combine different languages to solve a problem. You can also create simple languages (e.g., Domain Specific Languages) or extend existing ones when the languages available do not exactly meet the evolving needs of the problem at hand. The languages that you create with MPS will integrate nicely with languages developed by others. MPS is open-source and can be obtained from <http://jetbrains.com/mps> (or <http://github.com/JetBrains/MPS/>). The Handbook of Logic in Artificial Intelligence and Logic Programming is a multi-volume work covering all major areas of the application of logic to artificial intelligence and logic programming. The authors are chosen on an international basis and are leaders in the fields covered. Volume 5 is the last in this well-regarded series. Logic is now widely recognized as one of the foundational disciplines of computing. It has found applications in virtually all aspects of the subject, from software and hardware engineering to programming languages and artificial intelligence. In response to the growing need for an in-depth survey of these applications the Handbook of Logic in Artificial Intelligence and its companion, the Handbook of Logic in Computer Science have been created. The Handbooks are a combination of authoritative exposition, comprehensive survey, and fundamental research exploring the underlying themes in the various areas. Some mathematical background is assumed, and much of the material will be of interest to logicians and mathematicians. Volume 5 focuses particularly on logic programming. The chapters, which in many cases are of monograph length and scope, emphasize possible unifying themes. This book features a first course in programming, or for someone who knows another language and wants to learn Java programming. The book teaches the basic programming techniques to problem solving, using the Object Oriented paradigm. This book requires no previous programming experience, and no mathematics other than some high school algebra. This book combines recent researches in robot sensors and algorithms. It has been organized under two broad sections namely, "Vision and Sensors" and "Programming and Algorithms" focusing on ultrasonic-sensors, programming of intelligent robots and systems adaptations. The advancements of these novel techniques have given a strong stimulus in the field of robotics. If you liked his first C book "Beginner's Guide to Embedded C Programming" then you will love this one. In this "Volume 2" Chuck takes the reader to the next level by introducing how to drive displays, how to use interrupts, how to use serial communication, how to use the internal hardware peripherals of the PIC16F690 Microcontroller such as SPI, PWM and Timers. He even introduces how to drive a stepper motor for those looking for electromechanical design help. He tackles these topics with his typical down to earth style of writing that makes the reader comfortable as they learn what some consider very difficult topics for the beginner. In addition he continues to use the very powerful HI-TECH C compiler in its free Lite mode so the reader can program along with little or no expense. This is a great companion to the "Beginner's Guide to Embedded C Programming" but also stands well on its own. Teaches in a Serious but Enjoyable Way Programming Style for Persons Who Want to Write Usable, Salable Programs Which are Professionally Conceived & Carefully Crafted Master the concise and expressive power of a pragmatic multi-paradigm language for JVM, Android and beyond DESCRIPTION The purpose of this book is to guide a reader through the capabilities of the Kotlin language and give examples of using it for development of various applications be it desktop, mobile or Web. Although our primary focus is on the JVM and Android, the knowledge we're sharing here to various extents applies to other Kotlin-supported platforms such as JavaScript, native and even multi-platform applications. The book starts with an introduction to language and its ecosystem that will give you an understanding of the key ideas behind Kotlin design, introduce you to the Kotlin tooling and present you the basic language syntax and constructs. In the next chapters we'll get to know the multi-paradigm nature of Kotlin which allows you to create powerful abstractions by combining various aspects of functional and object-oriented programming. We'll talk about using common Kotlin APIs such as the standard library, reflection, and coroutine-based concurrency as well as the means for creating your own flexible APIs based on domain-specific languages. In the concluding chapters, we'll give examples of using Kotlin for more specialized tasks such as testing, building Android applications, Web development and creating microservices. KEY FEATURES - Language fundamentals - Object-oriented and functional programming with Kotlin - Kotlin standard library - Building domain-specific languages - Using Kotlin for Web development - Kotlin for Android platform - Coroutine-based concurrency WHAT WILL YOU LEARN By the end of the book, you'll obtain a thorough knowledge of all basic aspects of Kotlin programming. You'll be able to create a flexible and reusable code by taking advantage of object-oriented and functional features, use Kotlin standard library, compose your own domain-specific languages, write asynchronous code using Kotlin coroutines library as well. You'll also have a basic understanding of using Kotlin for writing test code, web applications and Android development. This knowledge will also give you a solid foundation for deeper learning of related development platforms, tools and frameworks. WHO THIS BOOK IS FOR The book is primarily aimed at developers familiar with Java and JVM and willing to get a firm understanding of Kotlin while having little to no experience in that language. Discussion of various language features will be accompanied, if deemed necessary, by comparisons with their Java's analogs which should simplify Java-to-Kotlin transition. Most of the material, however, is rather Java-agnostic and should be beneficial even without prior Java knowledge. In general, experience in object-oriented or functional paradigm is a plus, but not required. Table of Contents 10. Annotations and Reflection 11. Domain-Specific Languages 12. Java Interoperability 13. Concurrency 14. Testing with Kotlin 15. Android Applications 16. Web Development with Ktor 17. Building Microservices This volume focuses on the advanced topics that a programmer needs to know for professional software development and includes authoritative coverage of enterprise programming, networking, databases, security, modularization, internationalization, code processing, and native methods, as well as complete chapters on the Streams, XML, and Date and Time APIs. In addition, the chapter on Advanced Swing and Graphics covers techniques that are applicable to both client-side user interfaces and server-side generation of graphics and images. Cay S. Horstmann clearly explains sophisticated new features with depth and completeness and demonstrates how to use them to build professional-quality applications. Horstmann's thoroughly tested sample code reflects modern Java style and best practices. The examples are carefully crafted for easy understanding and maximum practical value, so you can rely on them to jump-start your own programs. This book is the second of two volumes that present the main results which emerged from the project CIP - Computer-Aided, Intuition-Guided Programming - at the Technical University of Munich. Its central theme is program development by transformation, a methodology which is becoming more and more important. Whereas Volume I contains the description and formal specification of a wide spectrum language CIP-L particularly tailored to the needs of transformational programming, Volume II serves a double purpose: First, it describes a system, called CIP-S, that is to assist a programmer in the method of transformational programming. Second, it gives a non-toy example for this very method, since it contains a formal specification of the system core and transformational developments for the more interesting system routines. Based on a formal calculus of program transformations, the informal requirements for the system are stated. Then the system core is formally specified using the algebraic data types and the pre-algorithmic logical constructs of the wide spectrum language CIP-L. It is demonstrated how executable, procedural level programs can be developed from this specification according to formal rules. The extensive collection of these rules is also contained in the book; it can be used as the basis for further developments using this method. Since the system has been designed in such a way that it is parameterized with the concrete programming language to be transformed, the book also contains a guide how to actualize this parameter; the proceeding is exemplified with a small subset of CIP-L. The #1 Guide to Advanced Java Programming, Fully Updated for Java 11 Core Java has long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. Now, Core Java, Volume II—Advanced Features, Eleventh Edition, has been updated for Java 11, with up-to-date coverage of advanced UI and enterprise programming, networking, security, and Java's powerful new module system. Cay S. Horstmann explores sophisticated new language and library features with the depth and completeness that readers expect from Core Java. He demonstrates how to use these features to build professional-quality applications, using thoroughly tested examples that reflect modern Java style and best practices, including modularization. Horstmann's examples are carefully crafted for easy understanding and maximum practical

value, so you can consistently use them to jump-start your own code. Master advanced techniques, idioms, and best practices for writing superior Java code. Take full advantage of modern Java I/O APIs, object serialization, and regular expressions. Efficiently connect to network services, implement network clients and servers, and harvest web data. Query databases and manage database connections with the latest version of JDBC. Simplify all aspects of date and time programming with the Java Date and Time API. Write internationalized programs that localize dates, times, numbers, text, and GUIs. Process code in three powerful ways: the scripting API, compiler API, and annotation processing. Learn how to migrate legacy code to the Java Platform Module System. Leverage the modern Java security features most valuable to application programmers. Program advanced client-side user interfaces, and generate images on the server. Use JNI to interoperate with native C code. See *Core Java, Volume I—Fundamentals, Eleventh Edition* (ISBN-13: 978-0-13-516630-7), for expert coverage of fundamental Java and UI programming, including objects, generics, collections, lambda expressions, Swing design, concurrency, and functional programming. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details. The *Art of Programming* is the best book set for computer science ever written. It would be very difficult to overstate the value of the tree data structure in computing. In this book, Knuth gives the history of how the many uses of trees arose in the history of human problem solving. Concise with just enough detail, it is well worth reading. He frequently uses algorithms expressed in stepwise notation to make his points. However, the real value of this book is in the exercises at the end of the sections. An enormous amount of fundamental computer science is expressed in those 156 questions and detailed answers to all of the exercises are included in this book. Writing high-quality networked applications is difficult - its expensive, complicated, and error-prone. In order to be successful, software for networked applications must be affordable, extensible, flexible, portable, predictable, efficient, reliable, and scalable. This book guides C++ programmers through using the ADAPTIVE Communication Environment (ACE), the most complete toolkit available for networked programming. This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. The revised edition of the classic *Core Java!* Volume II—Advanced Features, covers advanced user-interface programming and the enterprise features of the Java SE 6 platform. Like Volume I (which covers the core language and library features), this volume has been updated for Java SE 6 and new coverage is highlighted throughout. All sample programs have been carefully crafted to illustrate the latest programming techniques, displaying best-practices solution. The *Handbook of Artificial Intelligence, Volume II* focuses on the improvements in artificial intelligence (AI) and its increasing applications, including programming languages, intelligent CAI systems, and the employment of AI in medicine, science, and education. The book first elaborates on programming languages for AI research and applications-oriented AI research. Discussions cover scientific applications, teiresias, applications in chemistry, dependencies and assumptions, AI programming-language features, and LISP. The manuscript then examines applications-oriented AI research in medicine and education, including ICAI systems design, intelligent CAI systems, medical systems, and other applications of AI to education. The manuscript explores automatic programming, as well as the methods of program specification, basic approaches, and automatic programming systems. The book is a valuable source of data for computer science experts and researchers interested in conducting further research in artificial intelligence. The bible of all fundamental algorithms and the work that taught many of today's software developers most of what they know about computer programming. —Byte, September 1995 I can't begin to tell you how many pleasurable hours of study and recreation they have afforded me! I have pored over them in cars, restaurants, at work, at home... and even at a Little League game when my son wasn't in the line-up. —Charles Long If you think you're a really good programmer... read [Knuth's] *Art of Computer Programming*... You should definitely send me a resume if you can read the whole thing. —Bill Gates It's always a pleasure when a problem is hard enough that you have to get the Knuths off the shelf. I find that merely opening one has a very useful terrorizing effect on computers. —Jonathan Laventhol The second volume offers a complete introduction to the field of seminumerical algorithms, with separate chapters on random numbers and arithmetic. The book summarizes the major paradigms and basic theory of such algorithms, thereby providing a comprehensive interface between computer programming and numerical analysis. Particularly noteworthy in this third edition is Knuth's new treatment of random number generators, and his discussion of calculations with formal power series. The *MPS Language Workbench, Volume I* (third edition). The first volume of the series is both a simple introduction to the JetBrains MPS language workbench and a complete reference manual. The Meta-Programming System (MPS) is a new kind of tool called a language workbench that simply stated makes it easier and more fun to write programs. With traditional programming, it is common to choose one programming language to solve a problem and being limited by this choice. When working with MPS you can use and combine different languages to solve a problem. You can also create simple languages (e.g., Domain Specific Languages) or extend existing ones when the languages available do not exactly meet the evolving needs of the problem at hand. The languages that you create with MPS will integrate nicely with languages developed by others. MPS is open-source and can be obtained from <http://jetbrains.com/mps> or <http://github.com/JetBrains/MPS>. This book explains the MPS programming paradigm and gradually introduces the reader to the many features of the MPS platform. This book may yet be the simplest way to discover the MPS language workbench and the powerful new approach to programming that this tool offers. The third edition of this book describes MPS 3.3. Contents: Software System Design; Programmer's Manual; FORTRAN 4-Plus Interface; and Program Descriptions. Preface; 1 Introduction; 2 Points; 3 Vectors; 4 Rotations; 5 Transformations; 6 Transform Nodes; 7 Coordinate Frames; 8 Polygonal Meshes; 9 Nurbs; 10 Subdivision Surfaces; 11 Contexts (Tools); A Further Learning; B Further Reading; Glossary; Index. This report, Volume I, contains implementation guidelines for each paragraph in Volume II with examples drawn from several different types of computer systems ranging from minicomputers to large in-house mainframes and time-sharing systems. The examples serve to further illustrate the intent of each requirement and will aid in building whatever new software is required to perform the required function. (Author). The first conference on Pattern Languages of Program Design (PLoP) was a watershed event that gave a public voice to the software design pattern movement. Seventy software professionals from around the world worked together to capture and refine software experience that exemplifies the elusive quality called "good design." This volume is the result of that work—a broad compendium of this new genre of software literature. Patterns are a literary form that take inspiration from literate programming, from a design movement of the same name in contemporary architecture, and from the practices common to the ageless literature of any culture. The goal of pattern literature is to help programmers resolve the common difficult problems encountered in design and programming. Spanning disciplines as broad as client/server programming, distributed processing, organizational design, software reuse, and human interface design, this volume encodes design expertise that too often remains locked in the minds of expert architects. By capturing these expert practices as problem-solution pairs supported with a discussion of the forces that shape alternative solution choices, and rationales that clarify the architects' intents, these patterns convey the essence of great software designs. 0201607344B04062001 The ABCs of IBM® z/OS® System Programming is a 13-volume collection that provides an introduction to the z/OS operating system and the hardware architecture. Whether you are a beginner or an experienced system programmer, the ABCs collection provides the information that you need to start your research into z/OS and related subjects. If you want to become more familiar with z/OS in your current environment or if you are evaluating platforms to consolidate your e-business applications, the ABCs collection can serve as a powerful technical tool. This volume describes the basic system programming activities related to implementing and maintaining the z/OS installation and provides details about the modules that are used to manage jobs and data. It covers the following topics: Overview of the parmib definitions and the IPL process. The parameters and system data sets necessary to IPL and run a z/OS operating system are described, along with the main daily tasks for maximizing performance of the z/OS system. Basic concepts related to subsystems and subsystem interface and how to use the subsystem services that are provided by IBM subsystems. Job management in the z/OS system using the JES2 and JES3 job entry subsystems. It provides a detailed discussion about how JES2 and JES3 are used to receive jobs into the operating system, schedule them for processing by z/OS, and control their output processing. The link pack area (LPA), LNKLST, authorized libraries, and the role of VLF and LLA components. An overview of SMP/E for z/OS. An overview of IBM Language Environment® architecture and descriptions of Language Environment's full program model, callable services, storage management model, and debug information. Other volumes in this series include the following content: Volume 1: Introduction to z/OS and storage concepts, TSO/E, ISPF, JCL, SDSF, and z/OS delivery and installation Volume 3: Introduction to DFSMS, data set basics, storage management, hardware and software, catalogs, and DFSMSstvs Volume 4: Communication Server, TCP/IP, and IBM VTAM® Volume 5: Base and IBM Parallel Sysplex®, System Logger, Resource Recovery Services (RRS), global resource serialization (GRS), z/OS system operations, automatic restart management (ARM), IBM Geographically Dispersed Parallel Sysplex™ (IBM GDPS®) Volume 6: Introduction to security, IBM RACF®, Digital certificates and PKI, Kerberos, cryptography and z990 integrated cryptography, zSeries firewall technologies, LDAP, and Enterprise Identity Mapping (EIM) Volume 7: Printing in a z/OS environment, Infoprint Server, and Infoprint Central Volume 8: An introduction to z/OS problem diagnosis Volume 9: z/OS UNIX System Services Volume 10: Introduction to IBM z/Architecture®, the IBM Z platform and IBM Z connectivity, LPAR concepts, HCD, and the DS Storage Solution Volume 11: Capacity planning, performance management, WLM, IBM RMFTM, and SMF Volume 12: WLM Volume 13: JES3, JES3 SDSF Volume II contains reports on the following tasks. The equations used in the LCOS, TRACER, and ACE algorithms were rewritten such that they could be

performed on the MDSC computer. The ACE algorithm was modified for implementation on the ROLM 16/64 computer. The revised edition of the classic Core Java™, Volume II—Advanced Features, covers advanced user-interface programming and the enterprise features of the Java SE 6 platform. Like Volume I (which covers the core language and library features), this volume has been updated for Java SE 6 and new coverage is highlighted throughout. All sample programs have been carefully crafted to illustrate the latest programming techniques, displaying best-practices solutions to the types of real-world problems professional developers encounter. Volume II includes new sections on the StAX API, JDBC 4, compiler API, scripting framework, splash screen and tray APIs, and many other Java SE 6 enhancements. In this book, the authors focus on the more advanced features of the Java language, including complete coverage of Streams and Files Networking Database programming XML JNDI and LDAP Internationalization Advanced GUI components Java 2D and advanced AWT JavaBeans Security RMI and Web services Collections Annotations Native methods For thorough coverage of Java fundamentals—including interfaces and inner classes, GUI programming with Swing, exception handling, generics, collections, and concurrency—look for the eighth edition of Core Java™, Volume I—Fundamentals (ISBN: 978-0-13-235476-9).

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