

Designing Concurrent Distributed And Real Time Applications With Uml Paperback Object Technology Series

The leading guide to real-time systems design-revised and updated This third edition of Phillip Laplante's bestselling, practical guide to building real-time systems maintains its predecessors' unique holistic, systems-based approach devised to help engineers write problem-solving software. Dr. Laplante incorporates a survey of related technologies and their histories, complete with time-saving practical tips, hands-on instructions, C code, and insights into decreasing ramp-up times. Real-Time Systems Design and Analysis, Third Edition is essential for students and practicing software engineers who want improved designs, faster computation, and ultimate cost savings. Chapters discuss hardware considerations and software requirements, software systems design, the software production process, performance estimation and optimization, and engineering considerations. This new edition has been revised to include:
* Up-to-date information on object-oriented technologies for real-time including object-oriented analysis, design, and languages such as Java, C++, and C#
* Coverage of significant developments in the field, such as: New life-cycle methodologies and advanced programming practices for real-time, including Agile methodologies
* Analysis techniques for commercial real-time operating system technology
* Hardware advances, including field-programmable gate arrays and memory technology
* Deeper coverage of: Scheduling and rate-monotonic theories
* Synchronization and communication techniques
* Software testing and metrics
* Real-Time Systems Design and Analysis, Third Edition remains an unmatched resource for students and practicing software engineers who want improved designs, faster computation, and ultimate cost savings.

The task of structuring information on built environments has presented challenges to the research community, software developers and the industry for the last 20 years. Recent work has taken advantage of Web and industry standards such as XML, OWL, IFC and STEP. Another important technology for the fragmented AEC industry is digital communication. Wired or wireless, it brings together architects, engineers and construction site workers, enabling them to exchange information, communicate and work together. Virtual enterprise organization structures, involving mobile teams over distance, are highly compatible with the needs of the construction industry.

Today's embedded devices and sensor networks are becoming more and more sophisticated, requiring more efficient and highly flexible computers. Engineers are discovering that many of the compilers in use today are ill-suited to meet the demands of more advanced computer architectures. Updated to include the latest techniques, The Compiler Design Handbook, Second Edition offers a unique opportunity for designers and researchers to update their knowledge, refine their skills, and prepare for emerging innovations. The completely revised handbook includes 14 new chapters addressing topics such as worst case execution time estimation, garbage collection, and energy aware compilation. The editors take special care to consider the growing proliferation of embedded devices, as well as the need for efficient techniques to debug faulty code. New contributors provide additional insight to chapters on register allocation, software pipelining, instruction scheduling, and type systems. Written by top researchers and designers from around the world, The Compiler Design Handbook, Second Edition gives designers the opportunity to incorporate and develop innovative techniques for optimization and code generation.

This text contains the proceedings of a workshop on software development tools, held at Pingree Park, Colorado in May, 1979. The workshop, for which we were co-chair men, was primarily, but not exclusively, concerned with a variety of tools supporting pre-implementation phases of software development. The workshop brought together researchers and practitioners from industrial, governmental, and academic sectors to compare and assess current work and to set some directions for future work in this emerging technical area. The fifty participants represented research and development efforts in software tools within the United States, Canada, France, Great Britain, and Japan. (A list of participants appears at the end of the text.) Sponsorship was provided by the National Aeronautics and Space Administration, the National Bureau of Standards, the National Science Foundation, and Digital Equipment Corporation. The conference consisted of seven formal sessions and numerous organized and impromptu discussions. Each session (except the last) included invited papers, prepared remarks by discussants, and an open discussion.

Object Oriented, Concurrent, and Distributed Computing in Java

Creating Components

European Conference on Product and Process Modelling 2006 (ECPMP 2006), Valencia, Spain, 13-15 September 2006

WoTUG-39 & WoTUG-40

Perspectives in Conceptual Modeling

Conceptual Robustness in Distributed Concurrent Engineering and Design-in-modularity

Essays Dedicated to Rocco De Nicola on the Occasion of His 65th Birthday

Concurrent and Distributed Computing in Java addresses fundamental concepts in concurrent computing with Java examples. The book consists of two parts. The first part deals with techniques for programming in shared-memory based systems. The book covers concepts in Java such as threads, synchronized methods, waits, and notify to expose students to basic concepts for multi-threaded programming. It also includes algorithms for mutual exclusion, consensus, atomic objects, and wait-free data structures. The second part of the book deals with programming in a message-passing system. This part covers resource allocation problems, logical clocks, global property detection, leader election, message ordering, agreement algorithms, checkpointing, and message logging. Primarily a textbook for upper-level undergraduates and graduate students, this thorough treatment will also be of interest to professional programmers.

Appropriate for a first course in Real-Time System Design and Programming for junior/senior-level courses in Computer Science and Electrical Engineering. This text introduces the nature of real-time, concurrent, distributed systems, presenting a specific set of techniques for designing and implementing such systems. It develops a "systems way of thinking" about software that is intended to serve readers throughout their careers.

This book constitutes the thoroughly refereed post-proceedings of the 4th International Workshop on Scientific Engineering of Distributed Java Applications, FIDIJ 2004, held in Luxembourg-Kirchberg, Luxembourg in November 2004. The 11 revised full papers presented together with the abstracts of 2 keynote talks and 1 tutorial were carefully selected during two rounds of reviewing and improvement. Among the topics covered are the design of distributed applications; development of reliable and secure distributed systems; software architectures, frameworks, and design patterns; formal methods; model driven software development; Web services; mobility; component-based distributed systems; exceptional handling; UML statecharts; and embedded software.

Overview the process of building and compiling executable UML models for software development. The book focuses on the BridgePoint tool suite and object action language developed by Project Technology. The authors discuss identifying system requirements, diagramming classes and attributes, constraints on the class diagram, ways of building sets of communicating statechart diagrams, and model verification. Annotation copyrighted by Book News, Inc., Portland, OR.

New Advances in Distributed and Concurrent Systems

Scientific Engineering of Distributed Java Applications

Designing Concurrent, Distributed, and Real-Time Applications with UML (Paperback)

On the Design of Concurrent, Distributed Real-time Systems

UML, Use Cases, Patterns, and Software Architectures

Software Project Management for Distributed Computing

Principles of Concurrent and Distributed Programming

In the race to compete in today's fast-moving markets, large enterprises are busy adopting new technologies for creating new products, processes, and business models. But one obstacle on the road to digital transformation is placing too much emphasis on technology, and not enough on the types of processes technology enables. What if different lines of business could build their own services and applications—and decision-making was distributed rather than centralized? This report explores the concept of a digital business platform as a way of empowering individual business sectors to act on data in real time. Much innovation in a digital enterprise will increasingly happen at the edge, whether it involves business users (from marketers to data scientists) or IoT devices. To facilitate the process, your core IT team can provide these sectors with the digital tools they need to innovate quickly. This report explores: Key cultural and organizational changes for developing business capabilities through cross-functional product teams A platform for integrating applications, data sources, business partners, clients, mobile apps, special networks, and IoT devices Creating internal API programs for building innovative edge services in low-code or no-code environments Tools including Integration Platform as a Service, Application Platform as a Service, and Integration Software as a Service The challenge of integrating microservices and serverless architectures

Event-driven architectures for processing and reacting to events in real time You'll also learn about a complete pervasive integration solution as a core component of a digital business platform to serve every customer in your organization.

Embedded systems now include a very large proportion of the advanced products designed in the world, spanning transport (avionics, space, automotive, trains), electrical and electronic appliances (cameras, toys, televisions, home appliances, audio systems, and cellular phones), process control (energy production and distribution, factory automation and optimization), telecommunications (satellites, mobile phones and telecom networks), and security (e-commerce, smart cards), etc. The extensive and increasing use of embedded systems and their integration in everyday products marks a significant evolution in information science and technology. We expect that within a short timeframe embedded systems will be a part of nearly all equipment designed or manufactured in Europe, the USA, and Asia. There is now a strategic shift in emphasis for embedded systems designers: from simply achieving feasibility, to achieving optimality. Optimal design of embedded systems means targeting a given market segment at the lowest cost and delivery time possible. Optimality implies seamless integration with the physical and electronic environment while respecting real-world constraints such as hard deadlines, reliability, availability, robustness, power consumption, and cost. In our view, optimality can only be achieved through the emergence of embedded systems as a discipline in its own right.

This book constitutes the refereed joint proceedings of five international workshops held in conjunction with the 24th International Conference on Conceptual Modeling, ER 2005, in Klagenfurt, Austria, in October 2005. The 40 revised full papers presented together with the abstracts of seven tutorials were carefully reviewed and selected from 102 submissions. The papers are organized in topical sections on best practices of UML, experience reports and new applications, model evaluation and requirements modeling, metamodeling and model driven development, positions in engineering agent oriented systems, agent oriented methodologies and conceptual modeling, agent communication and coordination, geographic information systems, spatial and spatio-temporal data representation, spatial relations, spatial queries, analysis and data mining, data modeling and visualisation, conceptual modeling approaches for e-business, information system models quality, and quality driven processes.

Typically, analysis, development, and database teams work for different business units, and use different design notations. With UML and the Rational Unified Process (RUP), however, they can unify their efforts – eliminating time-consuming, error-prone translations, and accelerating software to market. In this book, two data modeling specialists from Rational Software Corporation show exactly how to model data with UML and RUP, presenting proven processes and start-to-finish case studies. The book utilizes a running case study to bring together the entire process of data modeling with UML. Each chapter dissects a different stage of the data modeling process, from requirements through implementation. For each stage, the authors cover workflow and participants' roles, key concepts, proven approach, practical design techniques, and more. Along the way, the authors demonstrate how integrating data modeling into a unified software design process not only saves time and money, but gives all team members a far clearer understanding of the impact of potential changes. The book includes a detailed glossary, as well as appendices that present essential Use Case Models and Descriptions. For all software team members: managers, team leaders, systems and data analysts, architects, developers, database designers, and others involved in building database applications for the enterprise.

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Typically, analysis, development, and database teams work for different business units, and use different design notations. With UML and the Rational Unified Process (RUP), however, they can unify their efforts – eliminating time-consuming, error-prone translations, and accelerating software to market. In this book, two data modeling specialists from Rational Software Corporation show exactly how to model data with UML and RUP, presenting proven processes and start-to-finish case studies. The book utilizes a running case study to bring together the entire process of data modeling with UML. Each chapter dissects a different stage of the data modeling process, from requirements through implementation. For each stage, the authors cover workflow and participants' roles, key concepts, proven approach, practical design techniques, and more. Along the way, the authors demonstrate how integrating data modeling into a unified software design process not only saves time and money, but gives all team members a far clearer understanding of the impact of potential changes. The book includes a detailed glossary, as well as appendices that present essential Use Case Models and Descriptions. For all software team members: managers, team leaders, systems and data analysts, architects, developers, database designers, and others involved in building database applications for the enterprise.

UML for Database Design

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