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*How to Think Like a Computer
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Get to grips with modern software demands by learning the effective uses of Rust's powerful memory safety. Key Features Learn and

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improve the sequential performance characteristics of your software Understand the use of operating system processes in a high-scale concurrent system Learn of the various coordination methods available in the Standard library Book Description

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Most programming languages can really complicate things, especially with regard to unsafe memory access. The burden on you, the programmer, lies across two domains: understanding the modern machine and your language's pain-points. This book

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will teach you to how to manage program performance on modern machines and build fast, memory-safe, and concurrent software in Rust. It starts with the fundamentals of Rust and discusses machine architecture concepts. You will be taken

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through ways to measure and improve the performance of Rust code systematically and how to write collections with confidence. You will learn about the Sync and Send traits applied to threads, and coordinate thread execution with locks, atomic primitives, data-

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parallelism, and more. The book will show you how to efficiently embed Rust in C++ code and explore the functionalities of various crates for multithreaded applications. It explores implementations in depth. You will know how a mutex works and

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build several yourself. You will master radically different approaches that exist in the ecosystem for structuring and managing high-scale systems. By the end of the book, you will feel comfortable with designing safe, consistent, parallel, and high-

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*performance applications in Rust.
What you will learn Probe your
programs for performance and
accuracy issues Create your own
threading and multi-processing
environment in Rust Use coarse
locks from Rust's Standard library
Solve common synchronization*

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problems or avoid synchronization using atomic programming Build lock-free/wait-free structures in Rust and understand their implementations in the crates ecosystem Leverage Rust's memory model and type system to build safety properties

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*into your parallel programs
Understand the new features of
the Rust programming language
to ease the writing of parallel
programs Who this book is for
This book is aimed at software
engineers with a basic
understanding of Rust who want*

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to exploit the parallel and concurrent nature of modern computing environments, safely. Operating systems are an essential part of any computer system. Similarly, a course on operating systems is an essential part of any computer science

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education. This field is undergoing rapid change, as computers are now prevalent in virtually every arena of day-to-day life—from embedded devices in automobiles through the most sophisticated planning tools for governments and multinational

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firms. Yet the fundamental concepts remain fairly clear, and it is on these that we base this book. We wrote this book as a text for an introductory course in operating systems at the junior or senior undergraduate level or at the first-year graduate level. We

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hope that practitioners will also find it useful. It provides a clear description of the concepts that underlie operating systems. As prerequisites, we assume that the reader is familiar with basic data structures, computer organization, and a high-level

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language, such as C or Java. The hardware topics required for an understanding of operating systems are covered in Chapter 1. In that chapter, we also include an overview of the fundamental data structures that are prevalent in most operating systems. For

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code examples, we use predominantly C, with some Java, but the reader can still understand the algorithms without a thorough knowledge of these languages. Concepts are presented using intuitive descriptions. Important

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theoretical results are covered, but formal proofs are largely omitted. The bibliographical notes at the end of each chapter contain pointers to research papers in which results were first presented and proved, as well as references to recent material for

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further reading. In place of proofs, figures and examples are used to suggest why we should expect the result in question to be true. The fundamental concepts and algorithms covered in the book are often based on those used in both commercial and open-source

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operating systems. Our aim is to present these concepts and algorithms in a general setting that is not tied to one particular operating system. However, we present a large number of examples that pertain to the most popular and the most innovative

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operating systems, including Linux, Microsoft Windows, Apple Mac OS X, and Solaris. We also include examples of both Android and iOS, currently the two dominant mobile operating systems.

The Little Book of Semaphores is

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a free (in both senses of the word) textbook that introduces the principles of synchronization for concurrent programming. In most computer science curricula, synchronization is a module in an Operating Systems class. OS textbooks present a standard set

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of problems with a standard set of solutions, but most students don't get a good understanding of the material or the ability to solve similar problems. The approach of this book is to identify patterns that are useful for a variety of synchronization problems and

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then show how they can be assembled into solutions. After each problem, the book offers a hint before showing a solution, giving students a better chance of discovering solutions on their own. The book covers the classical problems, including

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"Readers-writers," "Producer-consumer" and "Dining Philosophers." In addition, it collects a number of not-so-classical problems, some written by the author and some by other teachers and textbook writers. Readers are invited to create and

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submit new problems.

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practical book will help you learn and review some of the most important ideas in software engineering—data structures and algorithms—in a way that's clearer, more concise, and more engaging

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than other materials. By emphasizing practical knowledge and skills over theory, author Allen Downey shows you how to use data structures to implement efficient algorithms, and then

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analyze and measure their performance. You'll explore the important classes in the Java collections framework (JCF), how they're implemented, and how they're expected to perform. Each chapter presents

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hands-on exercises supported by test code online. Use data structures such as lists and maps, and understand how they work Build an application that reads Wikipedia pages, parses the contents, and

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navigates the resulting data tree
Analyze code to predict how fast it will run and how much memory it will require
Write classes that implement the Map interface, using a hash table and binary search tree

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Build a simple web search engine with a crawler, an indexer that stores web page contents, and a retriever that returns user query results
Other books by Allen Downey include Think Java, Think

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Python, Think Stats, and Think Bayes.

Der Band bietet eine kompakte Einführung in die Nichtsequentielle Programmierung als gemeinsamen Kern von

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Synchronisation und Kommunikation nebenläufiger Prozesse werden systematisch dargestellt: Schlösser, Semaphore, Monitore, lokaler und netzweiter Botschaftenaustausch. Die

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Algorithmen sind in der Programmiersprache Google Go formuliert, mit der viele Synchronisationskonzepte ausgedrückt werden können. This Festschrift is published in honor of Kim Guldstrand

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Larsen, one of the earliest precursors of computer science in Denmark, on the occasion of his 60th birthday. During the last three decades, Kim Guldstrand Larsen has given major contributions across a

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remarkably wide range of topics, including real-time, concurrent, and probabilistic models of computation, logic in computer science, and model checking. Since 1995, he has been one of the prime movers

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behind the model checking tool for real-time systems UPPAAL, for which he was a co-recipient of the CAV Award in 2013. The Festschrift contains 32 papers that feature the broad range of Kim Guldstrand Larsen's

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research topics, such as formal languages and automata theory; logic; verification, model checking and testing; algorithmic game theory and mechanism design; semantics and reasoning; real-time and

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distributed systems; and modeling and simulation. This book constitutes the thoroughly refereed post-conference proceedings of the 12th International Conference on Membrane Computing, CMC

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2011, held in Fontainebleau, France, in August 2011. The 19 revised selected papers presented were carefully reviewed and selected from 27 papers and 5 posters presented at the conference.

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The book also contains full papers or extended abstracts of the 5 invited presentations. The papers address all the main directions of research in membrane computing, ranging from theoretical topics in the

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Interaction

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Fundamental Approaches to
Software Engineering

***The pioneering organizers of the
?rst UML workshop in Mulhouse,
France in the summer of 1998 could ha***

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rdly have anticipated that, in little over a decade, their initiative would blossom into today's highly successful MODEL S conference series, the premier annual gathering of researchers and practitioners focusing on a very important new technical discipline: model-based

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software and system engineering. This expansion is, of course, a direct consequence of the growing significance and success of model-based methods in practice. The conferences have contributed greatly to the heightened interest in the field, attracting much young

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***talent and leading to the
gradualemergence of its
correspondingscienti?c and
engineering foundations. The
proceedings from the MODELS
conferences are one of the primary
references for anyone interested in
a more substantive study of the***

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domain. The 12th conference took place in Denver in the USA, October 4–9, 2009 along with numerous satellite workshops and tutorials, as well as several other related scientific gatherings. The conference was exceptionally fortunate to have three eminent,

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invited keynote speakers from industry: Stephen Mellor, Larry Constantine, and Grady Booch. This book constitutes the proceedings of the 19th International Conference on Fundamental Approaches to Software Engineering, FASE 2016,

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which took place in Eindhoven, The Netherlands, in April 2016, held as Part of the European Joint Conferences on Theory and Practice of Software, ETAPS 2016. The 23 full papers presented in this volume were carefully reviewed and selected from 90 submissions. They

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were organized in topical sections named: concurrent and distributed systems; model-driven development; analysis and bug triaging; probabilistic and stochastic systems; proof and theorem proving; and verification. A comprehensive guide for

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students and practitioners to parallel computing models, processes, metrics, and implementation in MPI and OpenMP.

This book is devoted to the most difficult part of concurrent programming, namely

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***synchronization concepts,
techniques and principles when the
cooperating entities are
asynchronous, communicate
through a shared memory, and may
experience failures.***

***Synchronization is no longer a set
of tricks but, due to research***

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results in recent decades, it relies today on sane scientific foundations as explained in this book. In this book the author explains synchronization and the implementation of concurrent objects, presenting in a uniform and comprehensive way the major

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theoretical and practical results of the past 30 years. Among the key features of the book are a new look at lock-based synchronization (mutual exclusion, semaphores, monitors, path expressions); an introduction to the atomicity consistency criterion and its

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properties and a specific chapter on transactional memory; an introduction to mutex-freedom and associated progress conditions such as obstruction-freedom and wait-freedom; a presentation of Lamport's hierarchy of safe, regular and atomic registers and

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associated wait-free constructions; a description of numerous wait-free constructions of concurrent objects (queues, stacks, weak counters, snapshot objects, renaming objects, etc.); a presentation of the computability power of concurrent objects including the notions of

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universal construction, consensus number and the associated Herlihy's hierarchy; and a survey of failure detector-based constructions of consensus objects. The book is suitable for advanced undergraduate students and graduate students in computer

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science or computer engineering, graduate students in mathematics interested in the foundations of process synchronization, and practitioners and engineers who need to produce correct concurrent software. The reader should have a basic knowledge of algorithms and

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Three Easy Pieces

**Gray zeroes right in on
the key techniques of
processes and
interprocess
communication from
primitive communications**

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to the complexities of sockets. The book covers every aspect of UNIX/Linux interprocess communications in sufficient detail to allow experienced

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**programmers to begin
writing useful code
immediately.**

**COMPUTATIONAL
MODELING AND
COMPLEXITY SCIENCE ***
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with Go
The Designer's Guide to
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The Designer's Guide to the Cortex-M Microcontrollers gives you an easy-to-understand introduction to the concepts required to develop programs in C with a Cortex-M based microcontroller. The book begins with an overview of the Cortex-M family,

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Some previous editions of this book were published from Pearson Education (ISBN 9788131730225).

This book, designed for those who are taking introductory courses on operating systems, presents both

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theoretical and practical aspects of modern operating systems. Although the emphasis is on theory, while exposing you (the reader) the subject matter, this book maintains a balance between theory and practice. The theories and technologies that have

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fueled the evolution of operating systems are primarily geared towards two goals: user convenience in maneuvering computers and efficient utilization of hardware resources. This book also discusses many fundamental concepts that have been

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formulated over the past several decades and that continue to be used in many modern operating systems. In addition, this book also discusses those technologies that prevail in many modern operating systems such as UNIX, Solaris, Linux, and

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Windows. While the former two have been used to present many in-text examples, the latter two are dealt with as separate technological case studies. They highlight the various issues in the design and development of operating systems and help you

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**This book constitutes the
refereed proceedings of the
TFM 2009, held in Eindhoven,**

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The Netherlands in November 2009. The 10 revised full papers presented together with an abstracts of invited talk were carefully reviewed and selected from 19 submissions. The papers presented explore

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the experiences of teaching FMs, both successful and unsuccessful, educational resources including the use of books, case studies and the internet, the education of weak and mathphobic students, the

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integration, or otherwise, of FMs into the curriculum, including, contributions to the definition of a Formal Methods Body of Knowledge (FMBOK), the advantages of FM-trained graduates in the workplace,

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changing attitudes towards FMs in students, academic staff and practitioners and the necessary mathematical background.

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OS construction: virtualization (of CPU and memory), concurrency (locks and condition variables), and persistence (disks, RAIDS, and file systems"--Back cover. There is currently an

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increasing demand for concurrent programs. Checking the correctness of concurrent programs is a complex task due to the interleavings of processes. Sometimes, violation of the

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correctness properties in such systems causes human or resource losses; therefore, it is crucial to check the correctness of such systems. Two main approaches to software analysis are testing

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**and formal verification.
Testing can help discover
many bugs at a low cost.
However, it cannot prove the
correctness of a program.
Formal verification, on the
other hand, is the approach for**

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proving program correctness. Model checking is a formal verification technique that is suitable for concurrent programs. It aims to automatically establish the correctness (expressed in

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terms of temporal properties) of a program through an exhaustive search of the behavior of the system. Model checking was initially introduced for the purpose of verifying finite-state

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concurrent programs, and extending it to infinite-state systems is an active research area. In this thesis, we focus on the formal verification of parameterized systems. That is, systems in which the

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number of executing processes is not bounded a priori. We provide fully-automatic and parameterized model checking techniques for establishing the correctness of safety properties for certain classes

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of concurrent programs. We provide an open-source prototype for every technique and present our experimental results on several benchmarks. First, we address the problem of automatically checking

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**safety properties for bounded
as well as parameterized
phaser programs. Phaser
programs are concurrent
programs that make use of the
complex synchronization
construct of Habanero Java**

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phasers. For the bounded case, we establish the decidability of checking the violation of program assertions and the undecidability of checking deadlock-freedom. For the parameterized case, we study

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**different formulations of the
verification problem and
propose an exact procedure
that is guaranteed to
terminate for some
reachability problems even in
the presence of unbounded**

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phases and arbitrarily many spawned processes. Second, we propose an approach for automatic verification of parameterized concurrent programs in which shared variables are manipulated by

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atomic transitions to count and synchronize the spawned processes. For this purpose, we introduce counting predicates that related counters that refer to the number of processes satisfying some given

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properties to the variables that are directly manipulated by the concurrent processes. We then combine existing works on the counter, predicate, and constrained monotonic abstraction and build a nested

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**counterexample-based
refinement scheme to establish
correctness. Third, we
introduce Lazy Constrained
Monotonic Abstraction for
more efficient exploration of
well-structured abstractions of**

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infinite-state non-monotonic systems. We propose several heuristics and assess the efficiency of the proposed technique by extensive experiments using our open-source prototype. Lastly,

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we propose a sound but (in general) incomplete procedure for automatic verification of safety properties for a class of fault-tolerant distributed protocols described in the Heard-Of (HO for short) model.

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The HO model is a popular model for describing distributed protocols. We propose a verification procedure that is guaranteed to terminate even for unbounded number of the

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processes that execute the distributed protocol. This book constitutes contributions of the ISoLA 2021 associated events. Altogether, ISoLA 2021 comprises contributions from

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the proceedings originally foreseen for ISoLA 2020 collected in 4 volumes, LNCS 12476: Verification Principles, LNCS 12477: Engineering Principles, LNCS 12478: Applications, and LNCS 12479:

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animations to aid visual learners. At key points in the book, students are directed to view an animation and then are provided with assignments to alter the animation input and analyze the results. The

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concepts are then enhanced and supported by end-of-chapter case studies of UNIX, Linux and Windows Vista. These provide students with a solid understanding of the key mechanisms of modern

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operating systems and the types of design tradeoffs and decisions involved in OS design. Because they are embedded into the text as end of chapter material, students are able to apply them right at the point of

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discussion. This approach is equally useful as a basic reference and as an up-to-date survey of the state of the art.

Python for Software Design is a concise introduction to software design using the

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Python programming language. Intended for people with no programming experience, this book starts with the most basic concepts and gradually adds new material. Some of the ideas students find most challenging, like recursion

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and object-oriented programming, are divided into a sequence of smaller steps and introduced over the course of several chapters. The focus is on the programming process, with special emphasis on

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debugging. The book includes a wide range of exercises, from short examples to substantial projects, so that students have ample opportunity to practice each new concept. Exercise solutions and code examples

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*are available from
thinkpython.com, along with
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the sale of this book supports the development of free software and documentation.

This book constitutes the refereed proceedings of the 17th International Conference on Verification,

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Model Checking, and Abstract Interpretation, VMCAI 2016, held in St. Petersburg, FL, USA, in January 2016. The 24 full papers together with 2 invited talks and 1 abstract presented were carefully reviewed and selected from

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67 submissions. VMCAI provides topics including: program verification, model checking, abstractinterpretation and abstract domains, program synthesis, static analysis, type systems,

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deductive methods, program certification, debugging techniques, program transformation, optimization, hybrid and cyber-physical systems. A practice-oriented guide to using C# to design and

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models In this step-by-step
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analysts, traders,
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how to develop robust and accurate pricing models and employ them in real environments. Traders will learn how to design and implement applications for curve and surface modeling, fixed income products,

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