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⍰ Mu C/OS Jean J. Labrosse,1992 Software -- Operating Systems.

⍰ Computer Systems: Architectures, Modeling, and Simulation Andy Pimentel,Stamatis Vassiliadis,2004-07-05 This book constitutes the refereed proceedings of the 4th International Workshop on Systems, Architectures, Modeling, and Simulation, SAMOS 2004, held in Samos, Greece on July 2004. Besides the SAMOS 2004 proceedings, the book also presents 19 revised papers from the predecessor workshop SAMOS 2003. The 55 revised full papers presented were carefully reviewed and selected for inclusion in the book. The papers are organized in topical sections on reconfigurable computing, architectures and implementation, and systems modeling and simulation.

⍰ Discovering Computers 2002 Gary B. Shelly,Thomas J. Cashman,Misty Vermaat,2001 The Shelly Cashman Series presents a completely revised and updated edition to the best-selling Discovering Computers book to make learning about computers interesting and interactive. Discovering Computers 2002: Concepts for a Digital World is fully integrated with the World Wide Web as a means of offering additional content, unmatched currency, learning games, and more. Discovering Computers 2002 is available in three versions to provide the right depth of coverage for every class. Unparalleled online content, extensive end-of-chapter exercises, and comprehensive instructor's resources give you all the tools you need to present an outstanding concepts course.

⍰ Essential System Administration ⍰ leen Frisch,2002-08-23 Essential System Administration,3rd Edition is the definitive guide for Unix system administration, covering all the fundamental and essential tasks required to run such divergent Unix systems as AIX, FreeBSD, HP-UX, Linux, Solaris, Tru64 and more. Essential System Administration provides a clear, concise, practical guide to the real-world issues that anyone responsible for a Unix system faces daily.The new edition of this indispensable reference has been fully updated for all the latest operating systems. Even more importantly, it has been extensively revised and expanded to consider the current system administrative topics that administrators need most. Essential System Administration,3rd Edition covers: DHCP, USB devices, the latest automation tools, SNMP and network management, LDAP, PAM, and recent security tools and techniques.Essential System Administration is comprehensive. But what has made this book the guide system administrators turn to over and over again is not just the sheer volume of valuable information it provides, but the clear, useful way the information is presented. It discusses the underlying higher-level concepts, but it also provides the details of the procedures needed to carry them out. It is not organized around the features of the Unix operating system, but around the various facets of a system administrator's job. It describes all the usual administrative tools that Unix provides, but it also shows how to use them intelligently and efficiently.Whether you use a standalone Unix system, routinely provide administrative support for a larger shared system, or just want an understanding of basic administrative functions, Essential System Administration is for you. This comprehensive and invaluable book combines the author's years of practical experience with technical expertise to help you manage Unix systems as productively and painlessly as possible.

⍰ Unique Chips and Systems Eugene John,Juan Rubio,2018-10-08 Which came first, the system or the chip? While integrated circuits enable technology for the modern information age, computing, communication, and network chips fuel it. As soon as the integration ability of modern semiconductor technology offers presents opportunities, issues in power consumption, reliability, and form-factor present challenges. The demands of emerging software applications can only be met with unique systems and chips. Drawing on contributors from academia, research, and industry, Unique Systems and Chips explores unique approaches to designing future computing and communication chips and systems. The book focuses on specialized hardware and systems as opposed to general-purpose chips and systems. It covers early conception and simulation, mid-development, application, testing, and performance. The chapter authors introduce new ideas and innovations in unique aspects of chips and system design, then go on to provide in-depth analysis of these ideas. They explore ways in which these chips and systems may be used in further designs or products, spurring innovations beyond the intended scopes of those presented. International in flavor, the book brings industrial and academic perspectives into focus by presenting the full spectrum of applications of chips and systems.

⍰ End-user computing book 1 ,

⍰ Upgrading and Repairing PCs Scott Mueller,2004 Upgrading and Repairing PCs is the runaway best-selling PC hardware book of all time and one of the best-selling computer books ever! This 15th Edition is loaded with the most up-to-date hardware information anywhere. World-renowned PC hardware expert Scott

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- Design based Research Kirat Pal SIngh, Author Impact
- QuickTime for the Web Apple Computer, Inc,2000 A guide to creating QuickTime content and putting it on the Web, written in an accessible and sometimes humorous style. Coverage includes converting existing multimedia, embedding movies on Web pages, and creating movies using still images, motion video, sprites, and Flash. Includes a glossary. The author is a senior technical writer and Multimedia Web Monkey for Apple's QuickTime team. Annotation copyrighted by Book News, Inc., Portland, OR.
- Maximum PC ,2008-11 Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.
- Analyzing Computer System Performance with Perl::PDQ Neil J. Gunther,2011-07-30 To solve performance problems in modern computing infrastructures, often comprising thousands of servers running hundreds of applications, spanning multiple tiers, you need tools that go beyond mere reporting. You need tools that enable performance analysis of application workflow across the entire enterprise. That's what PDQ (Pretty Damn Quick) provides. PDQ is an open-source performance analyzer based on the paradigm of queues. Queues are ubiquitous in every computing environment as buffers, and since any application architecture can be represented as a circuit of queueing delays, PDQ is a natural fit for analyzing system performance. Building on the success of the first edition, this considerably expanded second edition now comprises four parts. Part I contains the foundational concepts, as well as a new first chapter that explains the central role of queues in successful performance analysis. Part II provides the basics of queueing theory in a highly intelligible style for the non-mathematician; little more than high-school algebra being required. Part III presents many practical examples of how PDQ can be applied. The PDQ manual has been relegated to an appendix in Part IV, along with solutions to the exercises contained in each chapter. Throughout, the Perl code listings have been newly formatted to improve readability. The PDQ code and updates to the PDQ manual are available from the author's web site at www.perfdynamics.com
- Embedded Systems Kiyofumi Tanaka,2012-03-16 Nowadays, embedded systems - computer systems that are embedded in various kinds of devices and play an important role of specific control functions, have permeated various scenes of industry. Therefore, we can hardly discuss our life or society from now onwards without referring to embedded systems. For wide-ranging embedded systems to continue their growth, a number of high-quality fundamental and applied researches are indispensable. This book contains 13 excellent chapters and addresses a wide spectrum of research topics of embedded systems, including parallel computing, communication architecture, application-specific systems, and embedded systems projects. Embedded systems can be made only after fusing miscellaneous technologies together. Various technologies condensed in this book as well as in the complementary book Embedded Systems - Theory and Design Methodology, will be helpful to researchers and engineers around the world.
- Web Performance Tuning Patrick Killelea,2002-03-19 As long as there's been a Web, people have been trying to make it faster. The maturation of the Web has meant more users, more data, more features, and consequently longer waits on the Web. Improved performance has become a critical factor in determining the usability of the Web in general and of individual sites in particular.Web Performance Tuning, 2nd Edition is about getting the best possible performance from the Web. This book isn't just about tuning web server software; it's also about streamlining web content, getting optimal performance from a browser, tuning both client and server hardware, and maximizing the capacity of the network itself.Web Performance Tuning hits the ground running, giving concrete advice for quick results -- the blunt instruments for improving crippled performance right away. The book then shifts gears to give a conceptual background of the principles of computing performance. The latter half of the book examines each element of a web transaction -- from client to network to server -- to find the weak links in the chain and show how to strengthen them.In this second edition, the book has been significantly expanded to include: New chapters on Web site architecture, security, reliability, and their impact on performance Detailed discussion of scalability of Java on multi-processor servers Perl scripts for writing web performance spiders that handle logins, cookies, SSL, and more Detailed instructions on how to use Perl DBI and the open source program gnuplot to generate performance graphs on the fly Coverage of rstat, a Unix-based open source utility for gathering performance statistics remotely In addition, the book includes many more examples and graphs of real-world

performance problems and their solutions, and has been updated for Java 2.This book is for anyone who has waited too long for a web page to display, or watched the servers they manage slow to a crawl. It's about making the Web more usable for everyone.

 Closing the Power Gap between ASIC & Custom David Chinnery,Kurt Keutzer,2008-01-23 Explains how to use low power design in an automated design flow, and examine the design time and performance trade-offs Includes the latest tools and techniques for low power design applied in an ASIC design flow Focuses on low power in an automated design methodology, a much neglected area

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 Akka in Action Raymond Roestenburg,Rob Williams,Robertus Bakker,2016-09-20 Summary Akka in Action is a comprehensive tutorial on building message-oriented systems using Akka. The book takes a hands-on approach, where each new concept is followed by an example that shows you how it works, how to implement the code, and how to (unit) test it. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Akka makes it relatively easy to build applications in the cloud or on devices with many cores that efficiently use the full capacity of the computing power available. It's a toolkit that provides an actor programming model, a runtime, and required support tools for building scalable applications. About the Book Akka in Action shows you how to build message-oriented systems with Akka. This comprehensive, hands-on tutorial introduces each concept with a working example. You'll start with the big picture of how Akka works, and then quickly build and deploy a fully functional REST service out of actors. You'll explore test-driven development and deploying and scaling fault-tolerant systems. After mastering the basics, you'll discover how to model immutable messages, implement domain models, and apply techniques like event sourcing and CQRS. You'l also find a tutorial on building streaming applications using akka-stream and akka-http. Finally, you'l get practical advice on how to customize and extend your Akka system. What's Inside Getting concurrency right Testing and performance tuning Clustered and cloud-based applications Covers Akka version 2.4 About the Reader This book assumes that you're comfortable with Java and Scala. No prior experience with Akka required. About the Authors A software craftsman and architect, Raymond Roestenburg is an Akka committer. Rob Bakker specializes in concurrent back-end systems and systems integration. Rob Williams has more than 20 years of product development experience. Table of Contents Introducing Akka Up and running Test-driven development with actors Fault tolerance Futures Your first distributed Akka app Configuration, logging, and deployment Structural patterns for actors Routing messages Message channels Finite-state machines and agents System integration Streaming Clustering Actor persistence Performance tips Looking ahead

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