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Concepts of Computer Programming Languages uses the following features to facilitate learning: UPDATED! The most current information on contemporary computer programming languages. REVISED! Much of the discussion on outdated languages Ada and Fortran have been removed, including: Chapter 6 description of Ada 's records, union types, and pointers.

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This book uses a functional programming language (F#) as a metalanguage to present all concepts and examples, and thus has an operational flavour, enabling practical experiments and exercises. It includes basic concepts such as abstract syntax, interpretation, stack machines, compilation, type checking, garbage collection, and real machine code. Also included are more advanced topics on polymorphic types, type inference using unification, co- and contravariant types, continuations, and backwards code generation with on-the-fly peephole optimization. This second edition includes two new chapters. One describes compilation and type checking of a full functional language, tying together the previous chapters. The other describes how to compile a C subset to real (x86) hardware, as a smooth extension of the previously presented compilers.The examples present several interpreters and compilers for toy languages, including compilers for a small but usable subset of C, abstract machines, a garbage collector, and ML-style polymorphic type inference. Each chapter has exercises. Programming Language Concepts covers practical construction of lexers and parsers, but not regular expressions, automata and grammars, which are well covered already. It discusses the design and technology of Java and C# to strengthen students ' understanding of these widely used languages.

This excellent addition to the UTICS series of undergraduate textbooks provides a detailed and up to date description of the main principles behind the design and implementation of modern programming languages. Rather than focusing on a specific language, the book identifies the most important principles shared by large classes of languages. To complete this general approach, detailed descriptions of the main programming paradigms, namely imperative, object-oriented, functional and logic are given, analysed in depth and compared. This provides the basis for a critical understanding of most of the programming languages. An historical viewpoint is also included, discussing the evolution of programming languages, and to provide a context for most of the constructs in use today. The book concludes with two chapters which introduce basic notions of syntax, semantics and computability, to provide a completely rounded picture of what constitutes a programming language. /div

Kenneth Louden and Kenneth Lambert's new edition of PROGRAMMING LANGUAGES: PRINCIPLES AND PRACTICE, 3E gives advanced undergraduate students an overview of programming languages through general principles combined with details about many modern languages. Major languages used in this edition include C, C++, Smalltalk, Java, Ada, ML, Haskell, Scheme, and Prolog; many other languages are discussed more briefly. The text also contains extensive coverage of implementation issues, the theoretical foundations of programming languages, and a large number of exercises, making it the perfect bridge to compiler courses and to the theoretical study of programming languages. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

KEY BENEFIT: A comprehensive introduction to the tools and skills required for both client- and server-side programming, that teaches how to develop platform-independent sites using the most current Web development technology. KEY TOPICS: Internet introduction; Web Browsers and Servers; URL; MIME; HTTP; Web Programmer's Toolbox; HTML and XHTML; CSS; JavaScript(TM); XML and XLST; Applets; Flash; Perl(TM)/CGI; Java Web Programming; PHP; ASP.NET Using C# and Ajax; Visual Studio; Database Access through the Web; Ruby; Rails 2.0; Ajax. MARKET: An ideal reference for Web programming professionals.

This textbook offers an understanding of the essential concepts of programming languages. The text uses interpreters, written in Scheme, to express the semantics of many essential language elements in a way that is both clear and directly executable.

The tenth edition of Operating System Concepts has been revised to keep it fresh and up-to-date with contemporary examples of how operating systems function, as well as enhanced interactive elements to improve learning and the student 's experience with the material. It combines instruction on concepts with real-world applications so that students can understand the practical usage of the content. End-of-chapter problems, exercises, review questions, and programming exercises help to further reinforce important concepts. New interactive self-assessment problems are provided throughout the text to help students monitor their level of understanding and progress. A Linux virtual machine (including C and Java source code and development tools) allows students to complete programming exercises that help them engage further with the material. The Enhanced E-Text is also available bundled with an abridged print companion and can be ordered by contacting customer service here: ISBN: 9781119456339 Price: \$97.95 Canadian Price: \$111.50

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Programming Language Pragmatics, Third Edition, is the most comprehensive programming language book available today. Taking the perspective that language design and implementation are tightly interconnected and that neither can be fully understood in isolation, this critically acclaimed and bestselling book has been thoroughly updated to cover the most recent developments in programming language design, including Java 6 and 7, C++0X, C# 3.0, F#, Fortran 2003 and 2008, Ada 2005, and Scheme R6RS. A new chapter on run-time program management covers virtual machines, managed code, just-in-time and dynamic compilation, reflection, binary translation and rewriting, mobile code, sandboxing, and debugging and program analysis tools. Over 800 numbered examples are provided to help the reader quickly cross-reference and access content. This text is designed for undergraduate Computer Science students, programmers, and systems and software engineers. Classic programming foundations text now updated to familiarize students with the languages they are most likely to encounter in the workforce, including including Java 7, C++, C# 3.0, F#, Fortran 2008, Ada 2005, Scheme R6RS, and Perl 6. New and expanded coverage of concurrency and run-time systems ensures students and professionals understand the most important advances driving software today. Includes over 800 numbered examples to help the reader quickly cross-reference and access content.

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