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Modern Compiler Design Dick Grune 2012-07-20 "Modern Compiler Design" makes the topic of compiler design more accessible by focusing on principles and techniques of wide application. By carefully distinguishing between the essential (material that has a high chance of being useful) and the incidental (material that will be of benefit only in exceptional cases) much useful information was packed in this comprehensive volume. The student who has finished this book can expect to understand the workings of and add to a language processor for each of the modern paradigms, and be able to read the literature on how to proceed. The first provides a firm basis, the second potential for growth.

Clojure Programming Chas Emerick 2012-03-30 "Clojure programming ... This functional programming language not only lets you take advantage of Java libraries, services, and other JVM resources, it rivals other dynamic languages such as Ruby and Python. With this comprehensive guide, you'll learn Clojure fundamentals with examples that relate it to languages you already know"--Page 4 of cover

Modern Compiler Implementation in C Andrew W. Appel 2004-07-08 This new, expanded textbook describes all phases of a modern compiler: lexical analysis, parsing, abstract syntax, semantic actions, intermediate representations, instruction selection via tree matching, dataflow analysis, graph-coloring register allocation, and runtime systems. It includes good coverage of current techniques in code generation and register allocation, as well as functional and object-oriented languages, that are missing from most books. In addition, more advanced chapters are now included so that it can be used as the basis for a two-semester or graduate course. The most accepted and successful techniques are described in a concise way, rather than as an exhaustive catalog of every possible variant. Detailed descriptions of the interfaces between modules of a compiler are illustrated with actual C header files. The first part of the book, Fundamentals of Compilation, is

suitable for a one-semester first course in compiler design. The second part, Advanced Topics, which includes the advanced chapters, covers the compilation of object-oriented and functional languages, garbage collection, loop optimizations, SSA form, loop scheduling, and optimization for cache-memory hierarchies.

Ant: The Definitive Guide Steve Holzner 2005-04-13 Soon after its launch, Ant succeeded in taking the Java world by storm, becoming the most widely used tool for building applications in Java environments. Like most popular technologies, Ant quickly went through a series of early revision cycles. With each new version, more functionality was added, and more complexity was introduced. Ant evolved from a simple-to-learn build tool into a full-fledged testing and deployment environment. Ant: The Definitive Guide has been reworked, revised and expanded upon to reflect this evolution. It documents the new ways that Ant is being applied, as well as the array of optional tasks that Ant supports. In fact, this new second edition covers everything about this extraordinary build management tool from downloading and installing, to using Ant to test code. Here are just a few of the features you'll find detailed in this comprehensive, must-have guide: Developing conditional builds, and handling error conditions Automatically retrieving source code from version control systems Using Ant with XML files Using Ant with JavaServer Pages to build Web applications Using Ant with Enterprise JavaBeans to build enterprise applications Far exceeding its predecessor in terms of information and detail, Ant: The Definitive Guide, 2nd Edition is a must-have for Java developers unfamiliar with the latest advancements in Ant technology. With this book at your side, you'll soon be up to speed on the premiere tool for cross-platform development. Author Steve Holzner is an award-winning author who has been writing about Java topics since the language first appeared; his books have sold more than 1.5 million copies worldwide. **Building Parsers with Java** Steven John Metsker 2001 CD-ROM contains: Examples from text -- Parser toolkit -- Example programs.

Modern Compiler Implementation in ML Andrew W. Appel 2004-07-08 This new, expanded textbook describes all phases of a modern compiler: lexical analysis, parsing, abstract syntax, semantic actions, intermediate representations, instruction selection via tree matching, dataflow analysis, graph-coloring register allocation, and runtime systems. It includes good coverage of current techniques in code generation and register allocation, as well as functional and object-oriented languages, that are missing from most books. In addition, more advanced chapters are now included so that it can be used as the basis for two-semester or graduate course. The most accepted and successful techniques are described in a concise way, rather than as an exhaustive catalog of every possible variant. Detailed descriptions of the interfaces between modules of a compiler are illustrated with actual C header files. The first part of the book, Fundamentals of Compilation, is suitable for a one-semester first course in compiler design. The second part, Advanced Topics, which includes the advanced chapters, covers the compilation of object-oriented and functional languages, garbage collection, loop optimizations, SSA form, loop scheduling, and optimization for cache-memory hierarchies.

Practical API Design Jaroslav Tulach 2008-09-20 You might think more than enough design books exist in the programming world already. In fact, there are so many that it makes sense to ask why you would read yet another. Is there really a need for yet another design book? In fact, there is a greater need than ever before, and Practical API Design: Confessions of a Java Framework Architect fills that need! Teaches you how to write an API that will stand the test of time Written by the designer of the NetBeans API at Sun Technologies Based on best practices, scalability, and API design patterns

Modern Compiler Implementation in Java Andrew W. Appel 2007 Appel explains all phases of a modern compiler, covering current techniques in code generation and register allocation as well as functional and object-oriented languages. The book also includes a compiler implementation project using Java.

Fuzzy Databases Jose Galindo 2006-01-01 "This book includes an introduction to fuzzy logic, fuzzy databases and an overview of the state of the art in fuzzy modeling in databases"--Provided by publisher.

Ant in Action Erik Hatcher 2007-06-30 This second edition of a Manning bestseller has been revised and re-titled to fit the 'In Action' Series by Steve Loughran, an Ant project committer. Ant in Action introduces Ant and how to use it for test-driven Java application development. Ant itself is moving to v1.7, a major revision, at the end of 2006 so the timing for the book is right. A single application of increasing complexity, followed throughout the book, shows how an application evolves and how to handle the problems of building and testing. Reviewers have praised the book's coverage of large-projects, Ant's advanced features, and the details and depth of the discussion-all unavailable elsewhere. This is a major revision with the second half of the book completely new, including: How to Manage Big projects Library management Enterprise Java

Continuous integration Deployment Writing new Ant tasks and datatypes Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. **Introduction to Compiler Construction in a Java World** Bill Campbell 2012-11-21 Immersing students in Java and the Java Virtual Machine (JVM), Introduction to Compiler Construction in a Java World enables a deep understanding of the Java programming language and its implementation. The text focuses on design, organization, and testing, helping students learn good software engineering skills and become better programmers. The book covers all of the standard compiler topics, including lexical analysis, parsing, abstract syntax trees, semantic analysis, code generation, and register allocation. The authors also demonstrate how JVM code can be translated to a register machine, specifically the MIPS architecture. In addition, they discuss recent strategies, such as just-in-time compiling and hotspot compiling, and present an overview of leading commercial compilers. Each chapter includes a mix of written exercises and programming projects. By working with and extending a real, functional compiler, students develop a hands-on appreciation of how compilers work, how to write compilers, and how the Java language behaves. They also get invaluable practice working with a non-trivial Java program of more than 30,000 lines of code. Fully documented Java code for the compiler is accessible at <http://www.cs.umb.edu/j-/>

Programming Language Processors in Java David Anthony Watt 2000 This book provides a gently paced introduction to techniques for implementing programming languages by means of compilers and interpreters, using the object-oriented programming language Java. The book aims to exemplify good software engineering principles at the same time as explaining the specific techniques needed to build compilers and interpreters.

Enterprise Java Performance Steven L. Halter 2001 A collection of 24 humorous mountain man tall tales, these stories are narrated in a loose kind of verse in the voice of a tough and experienced early-19th-century Rocky Mountain fur trapper. While a few of the tales are retellings of whoppers by famous historical mountain men, most are original outrageous lies of the author's own, related in the mountaineer tradition. All of the stories contain glimpses of the difficult, dangerous life of that rowdy breed of men who challenged the uncharted wilderness and triumphed because of their courage, fortitude, and unquenchable laughter in the face of hardship and peril.

Compiler Construction Using Java, JavaCC, and Yacc Anthony J. Dos Reis 2012-02-28 Broad in scope, involving theory, the application of that theory, and programming technology, compiler construction is a moving target, with constant advances in compiler technology taking place. Today, a renewed focus on do-it-yourself programming makes a quality textbook on compilers, that both students and instructors will enjoy using, of even more vital importance. This book covers every topic essential to learning compilers from the

ground up and is accompanied by a powerful and flexible software package for evaluating projects, as well as several tutorials, well-defined projects, and test cases.

Feature-Oriented Software Product Lines Sven Apel 2013-10-04 While standardization has empowered the software industry to substantially scale software development and to provide affordable software to a broad market, it often does not address smaller market segments, nor the needs and wishes of individual customers. Software product lines reconcile mass production and standardization with mass customization in software engineering. Ideally, based on a set of reusable parts, a software manufacturer can generate a software product based on the requirements of its customer. The concept of features is central to achieving this level of automation, because features bridge the gap between the requirements the customer has and the functionality a product provides. Thus features are a central concept in all phases of product-line development. The authors take a developer's viewpoint, focus on the development, maintenance, and implementation of product-line variability, and especially concentrate on automated product derivation based on a user's feature selection. The book consists of three parts. Part I provides a general introduction to feature-oriented software product lines, describing the product-line approach and introducing the product-line development process with its two elements of domain and application engineering. The pivotal part II covers a wide variety of implementation techniques including design patterns, frameworks, components, feature-oriented programming, and aspect-oriented programming, as well as tool-based approaches including preprocessors, build systems, version-control systems, and virtual separation of concerns. Finally, part III is devoted to advanced topics related to feature-oriented product lines like refactoring, feature interaction, and analysis tools specific to product lines. In addition, an appendix lists various helpful tools for software product-line development, along with a description of how they relate to the topics covered in this book. To tie the book together, the authors use two running examples that are well documented in the product-line literature: data management for embedded systems, and variations of graph data structures. They start every chapter by explicitly stating the respective learning goals and finish it with a set of exercises; additional teaching material is also available online. All these features make the book ideally suited for teaching – both for academic classes and for professionals interested in self-study.

Practical Haskell Alejandro Serrano Mena 2019-04-27 Get a practical, hands-on introduction to the Haskell language, its libraries and environment, and to the functional programming paradigm that is fast growing in importance in the software industry. This book contains excellent coverage of the Haskell ecosystem and supporting tools, include Cabal and Stack for managing projects, HUnit and QuickCheck for software testing, the Spock framework for developing web applications, Persistent and Esqueleto for database access, and

parallel and distributed programming libraries. You'll see how functional programming is gathering momentum, allowing you to express yourself in a more concise way, reducing boilerplate, and increasing the safety of your code. Haskell is an elegant and noise-free pure functional language with a long history, having a huge number of library contributors and an active community. This makes Haskell the best tool for both learning and applying functional programming, and Practical Haskell takes advantage of this to show off the language and what it can do. What You Will Learn Get started programming with Haskell Examine the different parts of the language Gain an overview of the most important libraries and tools in the Haskell ecosystem Apply functional patterns in real-world scenarios Understand monads and monad transformers Proficiently use laziness and resource management Who This Book Is For Experienced programmers who may be new to the Haskell programming language. However, some prior exposure to Haskell is recommended.

Lucene in Action Otis Gospodnetic 2010-07-08 When Lucene first hit the scene five years ago, it was nothing short of amazing. By using this open-source, highly scalable, super-fast search engine, developers could integrate search into applications quickly and efficiently. A lot has changed since then—search has grown from a "nice-to-have" feature into an indispensable part of most enterprise applications. Lucene now powers search in diverse companies including Akamai, Netflix, LinkedIn, Technorati, HotJobs, Epiphany, FedEx, Mayo Clinic, MIT, New Scientist Magazine, and many others. Some things remain the same, though. Lucene still delivers high-performance search features in a disarmingly easy-to-use API. Due to its vibrant and diverse open-source community of developers and users, Lucene is relentlessly improving, with evolutions to APIs, significant new features such as payloads, and a huge increase (as much as 8x) in indexing speed with Lucene 2.3. And with clear writing, reusable examples, and unmatched advice on best practices, Lucene in Action, Second Edition is still the definitive guide to developing with Lucene. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Modern Compiler Implementation in Java Andrew W. Appel 2002-10-21 This textbook describes all phases of a compiler: lexical analysis, parsing, abstract syntax, semantic actions, intermediate representations, instruction selection via tree matching, dataflow analysis, graph-coloring register allocation, and runtime systems. It includes good coverage of current techniques in code generation and register allocation, as well as the compilation of functional and object-oriented languages, that is missing from most books. The most accepted and successful techniques are described concisely, rather than as an exhaustive catalog of every possible variant, and illustrated with actual Java classes. This second edition has been extensively rewritten to include more discussion of Java and object-oriented programming concepts, such as visitor patterns. A unique feature is the newly redesigned compiler project in Java, for a subset of Java itself. The project

includes both front-end and back-end phases, so that students can build a complete working compiler in one semester.

Holub on Patterns Allen Holub 2004-09-27 * Allen Holub is a highly regarded instructor for the University of California, Berkeley, Extension. He has taught since 1982 on various topics, including Object-Oriented Analysis and Design, Java, C++, C. Holub will use this book in his Berkeley Extension classes. * Holub is a regular presenter at the Software Development conferences and is Contributing Editor for the online magazine JavaWorld, for whom he writes the Java Toolbox. He also wrote the OO Design Process column for IBM DeveloperWorks. * This book is not time-sensitive. It is an extremely well-thought out approach to learning design patterns, with Java as the example platform, but the concepts presented are not limited to just Java programmers. This is a complement to the Addison-Wesley seminal "Design Patterns" book by the "Gang of Four".

A Practical Approach to Compiler Construction Des Watson 2017-03-22 This book provides a practically-oriented introduction to high-level programming language implementation. It demystifies what goes on within a compiler and stimulates the reader's interest in compiler design, an essential aspect of computer science.

Programming language analysis and translation techniques are used in many software application areas. A Practical Approach to Compiler Construction covers the fundamental principles of the subject in an accessible way. It presents the necessary background theory and shows how it can be applied to implement complete compilers. A step-by-step approach, based on a standard compiler structure is adopted, presenting up-to-date techniques and examples. Strategies and designs are described in detail to guide the reader in implementing a translator for a programming language. A simple high-level language, loosely based on C, is used to illustrate aspects of the compilation process. Code examples in C are included, together with discussion and illustration of how this code can be extended to cover the compilation of more complex languages. Examples are also given of the use of the flex and bison compiler construction tools. Lexical and syntax analysis is covered in detail together with a comprehensive coverage of semantic analysis, intermediate representations, optimisation and code generation. Introductory material on parallelisation is also included. Designed for personal study as well as for use in introductory undergraduate and postgraduate courses in compiler design, the author assumes that readers have a reasonable competence in programming in any high-level language.

Hibernate Search in Action Emmanuel Bernard 2008-12-20 Enterprise and web applications require full-featured, "Google-quality" search capabilities, but such features are notoriously difficult to implement and maintain. Hibernate Search builds on the Lucene feature set and offers an easy-to-implement interface that integrates seamlessly with Hibernate—the leading data persistence solution for Java applications. Hibernate

Search in Action introduces both the principles of enterprise search and the implementation details a Java developer will need to use Hibernate Search effectively. This book blends the insights of the Hibernate Search lead developer with the practical techniques required to index and manipulate data, assemble and execute search queries, and create smart filters for better search results. Along the way, the reader masters performance-boosting concepts like using Hibernate Search in a clustered environment and integrating with the features already in your applications. This book assumes you're a competent Java developer with some experience using Hibernate and Lucene. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Ant Jesse Tilly 2002 In 1998 one programmer changed the world of Java. Frustrated by his efforts to create a cross-platform build of Tomcat using the build tools of the day (GNU Make, batch files, and shell scripts), James Duncan Davidson threw together his own build utility on an airplane flight from Europe to the U.S. Named Ant because it was a little thing that could build big things, James's quick-and-dirty solution to his own problem of creating a cross-platform build has evolved into what is perhaps the most widely used build management tool in Java environments.

Writing Compilers and Interpreters Ronald Mak 2011-03-10 Long-awaited revision to a unique guide that covers both compilers and interpreters Revised, updated, and now focusing on Java instead of C++, this long-awaited, latest edition of this popular book teaches programmers and software engineering students how to write compilers and interpreters using Java. You'll write compilers and interpreters as case studies, generating general assembly code for a Java Virtual Machine that takes advantage of the Java Collections Framework to shorten and simplify the code. In addition, coverage includes Java Collections Framework, UML modeling, object-oriented programming with design patterns, working with XML intermediate code, and more.

Java 8 Pocket Guide Robert Liguori 2014-04-08 When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It's an ideal companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

Compiler Design Seth Bergmann 1994-01-01

Generating Parsers with JavaCC Tom Copeland 2009

Java Development with Ant Erik Hatcher 2003 Software -- Programming Languages.

Model-Driven Software Development Markus Völter 2013-06-26 Model-Driven Software Development (MDSD) is currently a highly regarded development paradigm among developers and researchers. With the advent of OMG's MDA and Microsoft's Software Factories, the MDSD approach has moved to the centre of the programmer's attention, becoming the focus of conferences such as OOPSLA, JAOO and OOP. MDSD is about using domain-specific languages to create models that express application structure or behaviour in an efficient and domain-specific way. These models are subsequently transformed into executable code by a sequence of model transformations. This practical guide for software architects and developers is peppered with practical examples and extensive case studies. International experts deliver:

- * A comprehensive overview of MDSD and how it relates to industry standards such as MDA and Software Factories.
- * Technical details on meta modeling, DSL construction, model-to-model and model-to-code transformations, and software architecture.
- * Invaluable insight into the software development process, plus engineering issues such as versioning, testing and product line engineering.
- * Essential management knowledge covering economic and organizational topics, from a global perspective.

Get started and benefit from some practical support along the way!

Programming Language Concepts Peter Sestoft 2017-08-31 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.

Perceptions of Teaching and Learning Martin Hughes 1994 Describes how teaching and learning is perceived by those most closely involved in it or affected by it - such as teachers, pupils and parents; and covers a spectrum from preschool to secondary school.

Java Cookbook Ian F. Darwin 2014-06-25 From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

Think Java Allen B. Downey 2016-05-06 Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards

Design and Implementation of Compiler Ravendra Singh 2009 About the Book: This well-organized text provides the design techniques of compiler in a simple and straightforward manner. It describes the complete development of various phases of compiler with their imitation of C language in order to have an

understanding of their application. Primarily designed as a text for undergraduate students of Computer Science and Information Technology and postgraduate students of MCA. Key Features: Chapter1 covers all formal languages with their properties. More illustration on parsing to offer enhanced perspective of parser and also more examples in e.

Dynamic Programming Art Lew 2006-10-09 This book provides a practical introduction to computationally solving discrete optimization problems using dynamic programming. From the examples presented, readers should more easily be able to formulate dynamic programming solutions to their own problems of interest. We also provide and describe the design, implementation, and use of a software tool that has been used to numerically solve all of the problems presented earlier in the book.

Flex & Bison John Levine 2009-08-05 If you need to parse or process text data in Linux or Unix, this useful book explains how to use flex and bison to solve your problems quickly. flex & bison is the long-awaited sequel to the classic O'Reilly book, lex & yacc. In the nearly two decades since the original book was published, the flex and bison utilities have proven to be more reliable and more powerful than the original Unix tools. flex & bison covers the same core functionality vital to Linux and Unix program development, along with several important new topics. You'll find revised tutorials for novices and references for advanced users, as well as an explanation of each utility's basic usage and simple, standalone applications you can create with them. With flex & bison, you'll discover the wide range of uses these flexible tools offer. Address syntax crunching that regular expressions tools can't handle Build compilers and interpreters, and handle a wide range of text processing functions Interpret code, configuration files, or any other structured format Learn key programming techniques, including abstract syntax trees and symbol tables Implement a full SQL grammar with complete sample code Use new features such as pure (reentrant) lexers and parsers, powerful GLR parsers, and interfaces to C++

Crafting a Compiler Charles N. Fischer 1988 Software -- Programming Languages.

XQuery from the Experts Howard Katz 2004 bull; Nobody knows XQuery better than this group of "experts," after all they created it. We've cornered the market on expertise in XQuery. bull; Allows readers to focus on either or both a tutorial or reference-style approach as best suits them. bull; Currently, there are no other competing XQuery books. Authors' personal perspectives offer a welcome change to formal standards specs.

Multi-Agent Programming: Rafael H. Bordini 2009-06-13 Multi-Agent Systems are a promising technology to develop the next generation open distributed complex software systems. The main focus of the research community has been on the development of concepts (concerning both mental and social attitudes), architectures, techniques, and general approaches to the analysis and specification of multi-agent systems.

This contribution has been fragmented, without any clear way of "putting it all together", rendering it inaccessible to students and young researchers, non-experts, and practitioners. Successful multi-agent systems development is guaranteed only if we can bridge the gap from analysis and design to effective implementation. Multi-Agent Programming: Languages, Tools and Applications presents a number of mature and influential multi-agent programming languages, platforms, development tools and methodologies, and realistic applications, summarizing the state of the art in an accessible manner for professionals and computer science students at all levels.

Database Design and Implementation Edward Sciore 2020-02-27 This textbook examines database systems from the viewpoint of a software developer. This perspective makes it possible to investigate why database systems are the way they are. It is of course important to be able to write queries, but it is equally important to know how they are processed. We e.g. don't want to just use JDBC; we also want to know why the API contains the classes and methods that it does. We need a sense of how hard is it to write a disk cache or logging facility. And what exactly is a database driver, anyway? The first two chapters provide a brief overview of database systems and their use. Chapter 1 discusses the purpose and features of a database system and introduces the Derby and SimpleDB systems. Chapter 2 explains how to write a database application using Java. It presents the basics of JDBC, which is the fundamental API for Java programs that interact with a database. In turn, Chapters 3-11 examine the internals of a typical database engine. Each chapter covers a different database component, starting with the lowest level of abstraction (the disk and file manager) and ending with the highest (the JDBC client interface); further, the respective chapter explains the main issues concerning the component, and considers possible design decisions. As a result, the reader can see exactly what services each component provides and how it interacts with the other components in the system. By the end of this part, s/he will have witnessed the gradual development of a simple but completely functional system. The remaining four chapters then focus on efficient query processing, and focus on the sophisticated techniques and algorithms that can replace the simple design choices described earlier. Topics include indexing, sorting, intelligent buffer usage, and query optimization. This text is intended for upper-level undergraduate or beginning graduate courses in Computer Science. It assumes that the reader is comfortable with basic Java programming; advanced Java concepts (such as RMI and JDBC) are fully explained in the text. The respective chapters are complemented by "end-of-chapter readings" that discuss interesting ideas and research directions that went unmentioned in the text, and provide references to relevant web pages, research articles, reference manuals, and books. Conceptual and programming exercises are also included at the end of each chapter. Students can apply their conceptual knowledge by examining the SimpleDB (a

simple but fully functional database system created by the author and provided online) code and modifying it.

The Pragmatic Programmer Andrew Hunt 1999-10-20 What others in the trenches say about The Pragmatic Programmer... “The cool thing about this book is that it’s great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there.” – Kent Beck, author of *Extreme Programming Explained: Embrace Change* “I found this book to be a great mix of solid advice and wonderful analogies!” – Martin Fowler, author of *Refactoring* and *UML Distilled* “I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost.” – Kevin Ruland, Management Science, MSG-Logistics “The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike.” – John Lakos, author of *Large-Scale C++ Software Design* “This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients.” – Eric Vought, Software Engineer “Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book.” – Pete McBreen, Independent Consultant “Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time

and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living.” – Jared Richardson, Senior Software Developer, iRenaissance, Inc. “I would like to see this issued to every new employee at my company....” – Chris Cleeland, Senior Software Engineer, Object Computing, Inc. “If I’m putting together a project, it’s the authors of this book that I want. . . . And failing that I’d settle for people who’ve read their book.” – Ward Cunningham Straight from the programming trenches, *The Pragmatic Programmer* cuts through the increasing specialization and technicalities of modern software development to examine the core process—taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, *The Pragmatic Programmer* illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.