Java Concurrency In Practice Brian Goetz

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Java Concurrency in Practice by Brian Goetz
Java concurrency in practice. Goetz, Brian. eBook, Electronic resource, Book. English. Published Upper Saddle River, N.J: Addison-Wesley, 2006. This resource is available electronically from the following locations. Click here to read this Safari e-book; Available at E-library.

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In Java Concurrency in Practice, the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load.

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Provides information on building concurrent applications using Java.

Software -- Programming Languages.

More than ever, learning to program concurrency is critical to creating faster, responsive applications. Speedy and affordable multicore hardware is driving the demand for high-performing applications, and you can leverage the Java platform to bring these applications to life. Concurrency on the Java platform has evolved, from the synchronization model of JDK to software transactional memory (STM) and actor-based concurrency. This book is the first to show you all these concurrency styles so you can compare and choose what works best for your applications. You'll learn the benefits of each of these models, when and how to use them, and what their limitations are. Through hands-on exercises, you'll learn how to avoid shared mutable state and how to write good, elegant, explicit synchronization-free programs so you can create easy and safe concurrent applications. The techniques you learn in this book will take you from dreading concurrency to mastering and enjoying it. Best of all, you can work with Java or a JVM language of your choice - Clojure, JRuby, Groovy, or Scala - to reap the growing power of multicore hardware. If you are a Java programmer, you'd need JDK 1.5 or later and the Akka 1.0 library. In addition, if you program in Scala, Clojure, Groovy or JRuby you'd need the latest version of your preferred language. Groovy programmers will also need GPars.

Explains how to use Java's portable platforms to program and use threads effectively and efficiently while avoiding common mistakes

Bruce Tate, author of the Jolt Award-winning Better, Faster, Lighter Java has an intriguing notion about the future of Java, and it's causing some agitation among Java developers. Bruce believes Java is abandoning its base, and conditions are ripe for an alternative to emerge. In Beyond Java, Bruce chronicles the rise of the most successful language of all time, and then lays out, in painstaking detail, the compromises the founders had to make to establish success. Then, he describes the characteristics of likely successors to Java. He builds to a rapid and heady climax, presenting alternative languages and frameworks with productivity and innovation unmatched in Java. He closes with an evaluation of the most popular and important programming languages, and their future role in a world beyond Java. If you are agree with the book's premise--that Java's reign is coming to an end--then this book will help you start to build your skills accordingly. You can download some of the frameworks discussed and learn a few new languages. This book will teach you what a new language needs to succeed, so when things do change, you'll be more prepared. And even if you think Java is here to stay, you can use the best techniques from frameworks introduced in this book to improve what you're doing in Java today.

This book, written by one of the designers of generics, is a thorough explanation of how to use generics, and particularly, the effect this facility has on the way developers use collections.

Concurrency provides a thoroughly updated approach to the basic concepts and techniques behind concurrent programming. Concurrent programming is complex and demands a much more formal approach than sequential programming. In order to develop a thorough understanding of the topic Magee and Kramer present concepts, techniques and problems through a variety of forms: informal descriptions, illustrative examples, abstract models and concrete Java examples. These combine to provide problem patterns and associated solution techniques which enable students to recognise problems and arrive at solutions. New features include: New chapters covering program verification and logical properties. More student exercises. Supporting website contains an updated version of the LTSA tool for modelling concurrency, model animation, and model checking. Website also includes the full set of state models, java examples, and demonstration programs and a comprehensive set of overhead slides for course presentation.

"With this book, Ted Neward helps you make the leap from being a good Java enterprise developer to a great developer!" --John Crupi, Sun Distinguished Engineer coauthor, Core J2EE Patterns If you want to build better Java enterprise applications and work more efficiently, look no further. Inside, you will

find an accessible guide to the nuances of Java 2 Platform, Enterprise Edition (J2EE) development. Learn how to: Use in-process or local storage to avoid the network, see item 44 Set lower isolation levels for better transactional throughput, see item 35 Use Web services for open integration, see item 22 Consider your lookup carefully, see item 16 Pre-generate content to minimize processing, see item 55 Utilize role-based authorization, see item 63 Be robust in the face of failure, see item 7 Employ independent JREs for side-by-side versioning, see item 69 Ted Neward provides you with 75 easily digestible tips that will help you master J2EE development on a systemic and architectural level. His panoramic look at the good, the bad, and the ugly aspects of J2EE development will address your most pressing concerns. Learn how to design your enterprise systems so they adapt to future demands. Improve the efficiency of your code without compromising its correctness. Discover how to implement sophisticated functionality that is not directly supported by the language or platform. After reading Effective Enterprise Java , you will know how to design and implement better, more scalable enterprise-scope Java software systems.

The Art of Multiprocessor Programming, Second Edition, provides users with an authoritative guide to multicore programming. This updated edition introduces higher level software development skills relative to those needed for efficient single-core programming, and includes comprehensive coverage of the new principles, algorithms, and tools necessary for effective multiprocessor programming. The book is an ideal resource for students and professionals alike who will benefit from its thorough coverage of key multiprocessor programming issues. Features new exercises developed for instructors using the text, with more algorithms, new examples, and other updates throughout the book Presents the fundamentals of programming multiple threads for accessing shared memory Explores mainstream concurrent data structures and the key elements of their design, as well as synchronization techniques, from simple locks to transactional memory systems

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