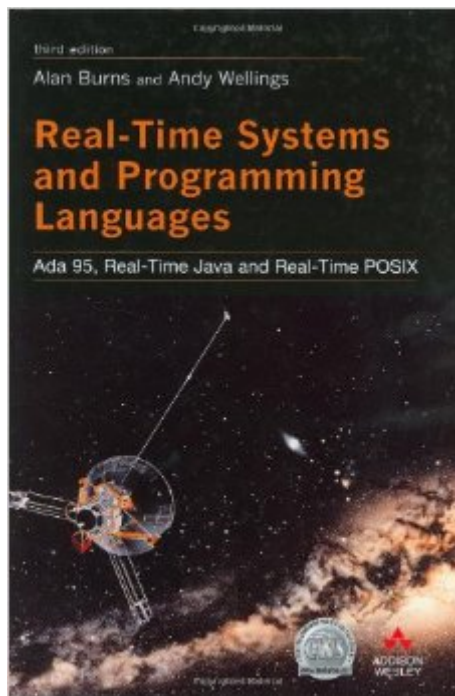# Real Time Systems And Programming Languages: Ada 95, Real-Time Java And Real-Time C/POSIX (3rd Edition)

Synopsis

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Book Information

Series: International Computer Science Series

Hardcover: 784 pages

Publisher: Addison Wesley; 3 edition (April 5, 2001)

Language: English

ISBN-10: 0201729881

ISBN-13: 978-0201729887

Product Dimensions: 7 x 1.8 x 9.5 inches

Shipping Weight: 2.9 pounds

Average Customer Review: 3.3 out of 5 stvarsÂ Â See all reviewsÂ (3 customer reviews)

Best Sellers Rank: #2,260,907 in Books (See Top 100 in Books)   #33 inÂ Books > Computers & Technology > Programming > Languages & Tools > Ada   #957 inÂ Books > Computers & Technology > Computer Science > Systems Analysis & Design   #978 inÂ Books > Computers & Technology > Hardware & DIY > Design & Architecture

Customer Reviews

There are a number of excellent books on the topic of real-time systems. Few, if any, address the breadth of topics covered by this book, much less to the depth and quality exhibited here. Read as many of the others as you can, but if you must purchase only one book on real-time systems, this is the one to have. Indeed, I have each of the three previous editions of this book and this latest is, once again, worth every penny.One of the reasons I hold such a high opinion of the book is that it is written by people who not only know what they are talking about, but can do so with clarity and precision. As leading contributors to scheduling theory and the real-time programming facilities of both Ada and Java, the authors are internationally recognized experts on real-time systems and programming languages. The text's depth reflects that fact, but it is also clear, concise, and a pleasure to read.Another reason I recommend the book is that it has a good balance between theory and practice. Make no mistake, the necessary theory is covered extensively, but it is then illustrated with concrete examples using programming languages that are in wide-spread use today: Ada, C, and Java. As neither C nor Java were explicitly designed for concurrent real-time systems, the text includes the necessary extensions. For C, the POSIX real-time profile is used. For Java, the Real-Time Specification for Java (RTSJ) is used. When necessary, examples are provided in other

languages as well.In fact these three programming languages form the underlying context for much of the book. They are not themselves the subjects of the book, however, and those readers seeking an introduction to these languages should look elsewhere.

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