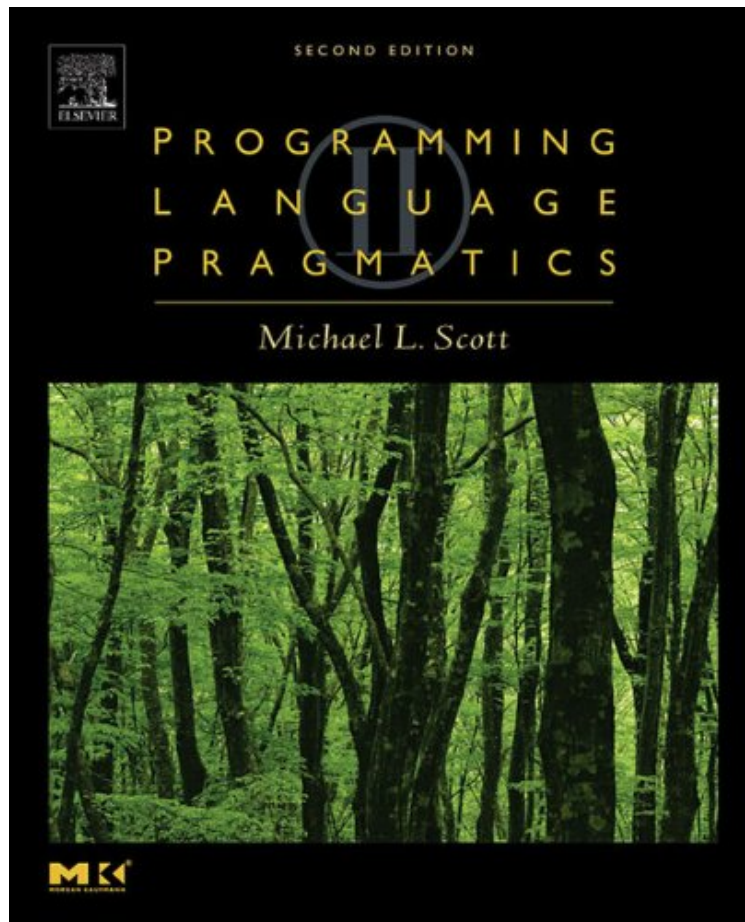


# Programming Language Pragmatics

Von Michael Scott

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**Von Michael Scott : Programming Language Pragmatics** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Programming Language Pragmatics:

Kundenrezensionen Hilfreichste Kundenrezensionen 2 von 2 Kunden fanden die folgende Rezension hilfreich. A tremendous book for serious software professionals Von Steve Grgert This book is the missing link between a hardware architecture manual and a compiler writers guide. You will gain deep knowledge about compiler theoretics (i.e. parsing techniques, language desing, etc.) and learn how programs will be interpreted on the machine level. Application and system developers will find the chapters and sections on data type conversion, type checking and the impact of memory layout extremely useful. While linking and loading is usually seen as somewhat obscure process, chapter 9 "Building a Runnable Programm" describes this important topic in a concise manner and clarifies a lot of widely spread misconceptions that can be encountered even among experienced professionals. Finally the book closes with a thorough description of concurrency, providing loads of background information and digging into the internal secrets of shared memory implementations, message passing and threads. As a systems programmer for

distributed systems feeling at home in both worlds, Microsoft and Unix, I found this book indispensable. It's worth every penny.3 von 4 Kunden fanden die folgende Rezension hilfreich. Surprisingly thoroughVon Dobes VandermeerAs the subject suggests, I was surprised to discover how thorough this book really is; many others might claim they cover many languages, but this one really does. On top of that, it uses language easily understood outside of the academia.On the flipside, however, I doubt you will get much out of this book if you have not explored several different programming languages already.Without a bit of experience in the covered topics you will probably not find the book to be very useful, however. It does not contain any tutorials on the languages it covers, nor does it really go into any depth on many of the features it describes. Its descriptions are very concise, making for a hard read if you dont have an inkling of what he is talking about already.1 von 1 Kunden fanden die folgende Rezension hilfreich. If You want to make Your own general-purpose prog. languageVon Mr. Alex V. PotemkinIf You want to make Your own general-purpose programming language, firstly You make a conception of this language, You search lot of programming languages for usefull statements, think about new more usefull construction. etc. This book is summary of constructions existed in lot of languages, so it good jumpkit to make conceptions (not implementation) of your Faivourite Toy Language. But conceptions is the most part of language.

KurzbeschreibungThe innovative approach of the first edition of Programming Language Pragmatics provided students with an integrated view of programming language design and implementation, while offering a solid teaching text on timely language topics in a rigorous yet accessible style. The new edition carries on these distinctive features as well as the signature tradition of illustrating the most recent developments in programming language design with a variety of modern programming languages.Addresses the most recent developments in programming language design, including C99, C#, and Java 5Introduces and discusses scripting languages throughout the book as well as in an entire new chapterIncludes a comprehensive chapter on concurrency, with coverage of the new Java concurrency package (JSR 166) and the comparable mechanisms in C#Updates many sections and topics, including iterators, exceptions, polymorphism, templates/generics, scope rules and declaration ordering, separate compilation, garbage collection, and threads and synchronizationHighlights the interaction and tradeoffs inherent in language design and language implementation decisions with over 100 "Design and Implementation" call-out boxesAdds end-of-chapter "Exploration" exercisesopen-ended, research-type activitiesProvides review questions after sections for quick self-assessmentIncludes over 800 numbered examples to help the reader quickly cross-reference and access contentKurzbeschreibungThe innovative approach of the first edition of Programming Language Pragmatics provided students with an integrated view of programming language design and implementation, while offering a solid teaching text on timely language topics in a rigorous yet accessible style. The new edition carries on these distinctive features as well as the signature tradition of illustrating the most recent developments in programming language design with a variety of modern programming languages.Addresses the most recent developments in programming language design, including C99, C#, and Java 5Introduces and discusses scripting languages throughout the book as well as in an entire new chapterIncludes a comprehensive chapter on concurrency, with coverage of the new Java concurrency package (JSR 166) and the comparable mechanisms in C#Updates many sections and topics, including iterators, exceptions, polymorphism, templates/generics, scope rules and declaration ordering, separate compilation, garbage collection, and threads and synchronizationHighlights the interaction and tradeoffs inherent in language design and language implementation decisions with over 100 "Design and Implementation" call-out boxesAdds end-of-chapter "Exploration" exercisesopen-ended, research-type activitiesProvides review questions after sections for quick self-assessmentIncludes over 800 numbered examples to help the reader quickly cross-reference and access contentSynopsis Thoroughly updated to reflect the most current developments in language design and implementation, the second edition addresses key developments in programming language design: Finalized C99 standard; Java 5 + C# 2.0; Java concurrency package (JSR 166) and comparable mechanisms in C#; and, Java and C# generics. Introduces and discusses scripting languages throughout the book and in an entire new chapter that covers: application domains - shell languages, text processing and report generation, mathematics and statistics, glue languages and general purpose scripting, extension languages, scripting the World Wide Web; design concepts - names and scopes, string and pattern manipulation, high level data types, object orientation; and, major languages - Perl, PHP, Tcl/Tk, Python, Ruby, JavaScript, XSLT.It updates many sections and topics: iterators; exceptions; polymorphism; templates/generics; scope rules and declaration ordering; separate compilation; garbage collection; and, threads and synchronization.New pedagogical features: Design and Implementation boxes - highlight the interplay between language design and language implementation; test your understanding review questions - help students assess their understanding of key points of a section; in more depth CD supplements - Present more advanced or peripheral material for students who would like to extend their knowledge; Explorations - Provide students with additional exercises that are open-ended, research-type activities.New reference features: over 900 numbered and titled examples help the student to quickly cross-reference and access content for initial study and later review; indices (in the printed text) for both the Design

and Implementation boxes and the numbered examples; CD search engine for both the printed text and the supplemental sections; live links on the CD to Web-based language tutorials, reference manuals, and compilers and interpreters. On the CD you will find: more depth sections and sub-sections that are introduced in the book and presented on the CD; more depth exercises and explorations for students wanting additional challenges; links to web-based language reference manuals and tutorials; links to Web-based compilers and interpreters; text files containing the code fragments featured as examples in the book; and, search engine to search both the main text and the CD-only content CD. The CD material includes PDF documents that you can read with a PDF viewer such as Adobe, Acrobat or Adobe Reader. Recent versions of Adobe Reader for some platforms are included on the CD. The navigation framework on this CD is delivered in HTML and JavaScript. It is recommended that you install the latest version of your favorite HTML browser to view this CD. The content has been verified under Windows XP with the following browsers: Internet Explorer 6.0, Firefox 1.5; under Mac OS X (Panther) with the following browsers: Internet Explorer 5.2, Firefox 1.0.6, Safari 1.3; and under Mandriva Linux 2006 with the following browsers: Firefox 1.0.6, Konqueror 3.4.2, Mozilla 1.7.11. The content is designed to be viewed in a browser window that is at least 720 pixels wide. You may find the content does not display well if your display is not set to at least 1024x768 pixel resolutions. This CD can be used under any operating system that includes an HTML browser and a PDF viewer. This includes Windows, Mac OS, and most Linux and Unix systems. It includes: password-protected site for adopters who request the password from a sales representative; solutions to most exercises; figures from the book in several formats; lecture slides prepared by other instructors. This book addresses the most recent developments in programming language design, including C99, C#, and Java 5. It introduces and discusses scripting languages throughout the book as well as in an entire new chapter. It includes a comprehensive chapter on concurrency, with coverage of the new Java concurrency package (JSR 166) and the comparable mechanisms in C#. It updates many sections and topics, including iterators, exceptions, polymorphism, templates/generics, scope rules and declaration ordering, separate compilation, garbage collection, and threads and synchronization. This book highlights the interaction and tradeoffs inherent in language design and language implementation decisions with over 100 "Design and Implementation" call-out boxes. It adds end-of-chapter "Exploration" exercises open-ended, research-type activities. It provides review questions after sections for quick self-assessment. It includes over 800 numbered examples to help the reader quickly cross-reference and access content.