Programming with POSIX Threads (Addison-Wesley Professional Computing Series)

Von David R. Butenhof
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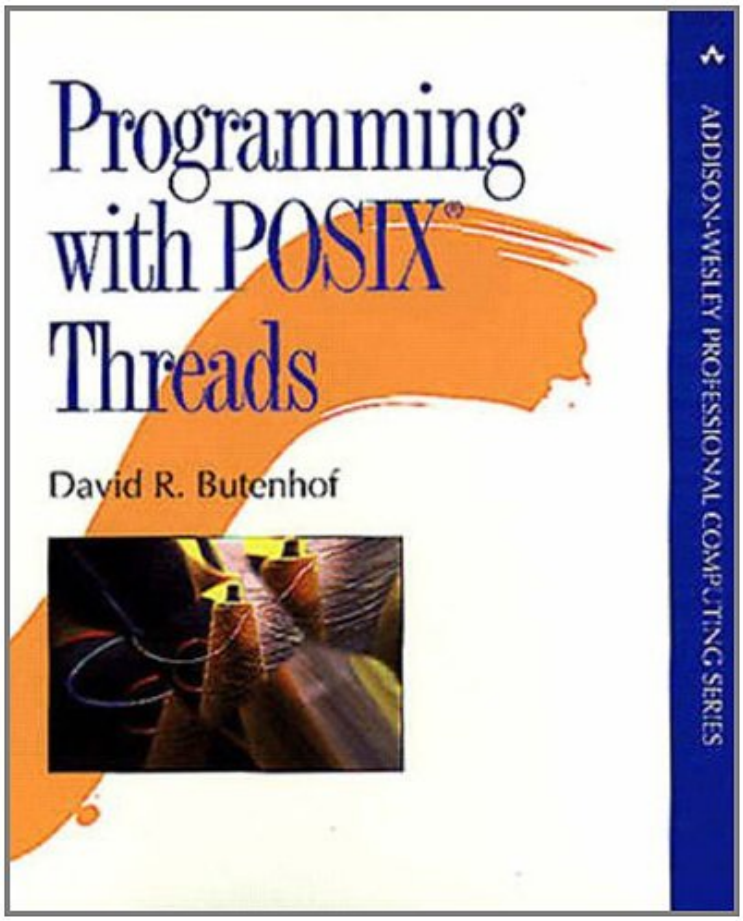

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Von David R. Butenhof : Programming with POSIX Threads (Addison-Wesley Professional Computing Series) before purchasing it in order to gage whether or not it would be worth my time, and all praised Programming with POSIX Threads (Addison-Wesley Professional Computing Series):

KundenrezensionenHilfreichste Kundenrezensionen2 von 2 Kunden fanden die folgende Rezension hilfreich. The best (POSIX) Threads book I could find.Von RonThis book is very focused on multi-threaded programming with an emphasis on POSIX threads. The example code is always carefully explained, and is always clear and to the point.A great book for understanding multithreading concepts, for 'how to' examples, and for advice for avoiding the many pitfalls.If you need to write portable, maintainable threads code that works, this book is a good place to start. I wish the person who wrote the code I now have to debug had read this book and followed Butenhof's teachings!2 von 2 Kunden fanden die folgende Rezension hilfreich. Well written by an absolute expertVon Viktor EngelmannDavid R. Butenhof is one of the developers of POSIX Threads and thus, knows just about everything on the topic. He gives

practical programming advice and understandable examples. Even though I'm already familiar with multithreading, I learn something new every time I read it, so although it's quite expensive - it is definitely worth its price! This book has the reputation of being THE book about POSIX threads for a reason!1 von 1 Kunden fanden die folgende Rezension hilfreich. Detailed and easy to understandVon VidiusThis book is great for beginners in Posix. It is detailed and clear. It gives careful explanation of the major Posix functions and complement them with full source codes which compiles perfectly, making everything easier to understand.

KurzbeschreibungWith this practical book, you will attain a solid understanding of threads and will discover how to put this powerful mode of programming to work in real-world applications. The primary advantage of threaded programming is that it enables your applications to accomplish more than one task at the same time by using the number-crunching power of multiprocessor parallelism and by automatically exploiting I/O concurrency in your code, even on a single processor machine. The result: applications that are faster, more responsive to users, and often easier to maintain. Threaded programming is particularly well suited to network programming where it helps alleviate the bottleneck of slow network I/O. This book offers an in-depth description of the IEEE operating system interface standard, POSIXAE (Portable Operating System Interface) threads, commonly called Pthreads. Written for experienced C programmers, but assuming no previous knowledge of threads, the book explains basic concepts such as asynchronous programming, the lifecycle of a thread, and synchronization. You then move to more advanced topics such as attributes objects, thread-specific data, and realtime scheduling. An entire chapter is devoted to "real code," with a look at barriers, read/write locks, the work queue manager, and how to utilize existing libraries. In addition, the book tackles one of the thorniest problems faced by thread programmers-debugging-with valuable suggestions on how to avoid code errors and performance problems from the outset. Numerous annotated examples are used to illustrate real-world concepts. A Pthreads mini-reference and a look at future standardization are also included.
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