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A Product-line for Families of Program Translators - Diego Antonio Ordóñez Camacho 2010-08
In this thesis, a product-line approach provides the support for a reusable translator framework; a grammar convergence reverse-engineering approach enables to extract common models from programming languages and programs.

Application-Layer Fault-Tolerance Protocols - De Florio, Vincenzo 2009-01-31

"This book increases awareness of the need for application-level fault-tolerance (ALFT) through introduction of problems and qualitative analysis of solutions"--Provided by publisher.

qmail - John Levine 2004-03-24

qmail has quietly become one of the most widely used applications on the Internet today. It's powerful enough to handle mail for systems with millions of users--Like Yahoo! Mail and Hotmail, while remaining compact and manageable enough for the smallest Unix- and Linux-based PC systems. Its component design makes it easy to extend and customize while keeping its key functions secure, so it's no wonder that adoption of qmail continues at a rapid pace.The downside? Apparently none. Except that qmail's unique design can be disorienting to those familiar with other popular MTAs (Mail Transfer Agents). If you're coming from sendmail, for instance, you might have trouble recasting your problems and solutions in qmail terms. qmail first helps you establish a "qmail frame of mind," then explores the installation, configuration, administration, and extension of this powerful MTA. Whether you're installing from scratch or managing mailing lists with thousands of users, qmail provides detailed information about how to make qmail do precisely what you wantqmail concentrates on common tasks like moving a sendmail setup to qmail, or setting up a "POP toaster," a system that provides mail service to a large number of users on other computers sending and retrieving mail remotely. The book also fills crucial gaps in existing documentation, detailing exactly what the core qmail software does.Topics covered include: Installation and configuration, including patching qmail Moving from sendmail to qmail Handling locally and remotely originated messages Managing virtual domains Logging qmail activity Tuning qmail performance Running multiple copies of qmail on the same computer Mailing list setup and

management Integrating the qmail MTA with POP and IMAP delivery Filtering out spam and viruses If you need to manage mailing lists, large volumes of mail, or simply find sendmail and other MTAs too complicated, qmail may be exactly what's called for. Our new guide, qmail, will provide the guidance you need to build an email infrastructure that performs well, makes sense, and is easy to maintain.

Metaprogramming GPUs with Sh - Michael McCool 2009-12-01

This book is a high-level overview of Sh and its relationship to other realtime shading and Graphics processing unit programming languages. It is a reference manual and language specification and methodically and exhaustively presents details of the various features of Sh.

Programming with GNU Software - Michael Kosta Loukides 1997

Here is a complete package for programmers who are new to UNIX or who would like to make better use of the system. The book provides an introduction to all the tools needed for a C programmer. The CD contains sources and binaries for the most popular GNU tools, including their C/C++ compiler.

Foundations of Statistical Natural Language Processing - Christopher Manning 1999-05-28

Statistical approaches to processing natural language text have become dominant in recent years. This foundational text is the first comprehensive introduction to statistical natural language processing (NLP) to appear. The book contains all the theory and algorithms needed for building NLP tools. It provides broad but rigorous coverage of mathematical and linguistic foundations, as well as detailed discussion of statistical methods, allowing students and researchers to construct their own implementations. The book covers collocation finding, word sense disambiguation, probabilistic parsing, information retrieval, and other applications.

flex & bison - John Levine 2009-08-12
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++

Building a Successful Software Business - David Radin 1994
The expanding global market offers many opportunities for the software industry; however, many new software companies never realize their potential. They write some great code--but they can't address the "business" side of running a profitable enterprise. Many potentially great companies have fallen by the wayside because their founders didn't understand their market, didn't understand how to get the word out, or didn't understand the mechanics of the business. Building a Successful Software Business is a handbook for the new software entrepreneur and the old hand alike. If

you're thinking of starting a company around a program you've written, this book will guide you toward success. If you're an old hand in the software industry, this book will help you sharpen your skills or will provide a refresher course. If you're thinking of building a company around some software you've developed, there's no better time than the present. Let this book start you on the way to success. Topics include: Marketing strategies and tactics Customer fulfillment, training, and support Getting your product out the door Using consultants effectively Understanding cash flow Includes a guide to other business resources.

Programming Languages: Concepts and Implementation - Saverio Perugini 2021-12-02
Programming Languages: Concepts and Implementation teaches language concepts from two complementary perspectives: implementation and paradigms. It covers the implementation of concepts through the incremental construction of a progressive series of interpreters in Python, and Racket Scheme, for purposes of its combined simplicity and power, and assessing the differences in the resulting languages.

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.

Ray Tracing from the Ground Up - Kevin Suffern 2016-04-19

With the increase in computing speed and due to the high quality of the optical effects it achieves, ray tracing is becoming a popular choice for interactive and animated rendering. This book takes readers through the whole process of building a modern ray tracer from scratch in C++. All concepts and processes are explained in detail with the aid o

Fieldbus Technology - Nitaigour P. Mahalik 2003-08-04

This book incorporates a selection of research and development papers on the global status and trends of the Fieldbus revolution, ranging from its history and background to the latest innovations, as well as compatibility, interoperability and interchangeability.

UNIX Review - 1993

Applying RCS and SCCS - Don Bolinger 1995

Applying revision control system and source code control system.

Great Principles of Computing - Peter J. Denning 2015-01-16

A new framework for understanding computing: a coherent set of principles spanning technologies, domains, algorithms, architectures, and designs. Computing is usually viewed as a technology field that advances at the breakneck speed of Moore's Law. If we turn away even for a moment, we might miss a game-changing technological breakthrough or an earthshaking theoretical development. This book takes a different perspective, presenting computing as a science governed by fundamental principles that span all technologies. Computer science is a science of information processes. We need a new language to describe the science, and in this book Peter Denning and Craig Martell offer the great principles framework as just such a language. This is a book about the whole of computing—its algorithms, architectures, and designs. Denning and Martell divide the great principles of computing into six categories: communication,

computation, coordination, recollection, evaluation, and design. They begin with an introduction to computing, its history, its many interactions with other fields, its domains of practice, and the structure of the great principles framework. They go on to examine the great principles in different areas: information, machines, programming, computation, memory, parallelism, queueing, and design. Finally, they apply the great principles to networking, the Internet in particular. Great Principles of Computing will be essential reading for professionals in science and engineering fields with a “computational” branch, for practitioners in computing who want overviews of less familiar areas of computer science, and for non-computer science majors who want an accessible entry way to the field.

Forthcoming Books - Rose Arny 1993

CMake Cookbook - Radovan Bast 2018-09-26
Learn CMake through a series of task-based recipes that provide you with practical, simple, and ready-to-use CMake solutions for your code Key FeaturesLearn to configure, build, test, and package software written in C, C++, and FortranProgress from simple to advanced tasks with examples tested on Linux, macOS, and WindowsManage code complexity and library dependencies with reusable CMake building blocksBook Description CMake is cross-platform, open-source software for managing the build process in a portable fashion. This book features a collection of recipes and building blocks with tips and techniques for working with CMake, CTest, CPack, and CDash. CMake Cookbook includes real-world examples in the form of recipes that cover different ways to structure, configure, build, and test small- to large-scale code projects. You will learn to use CMake's command-line tools and master modern CMake practices for configuring, building, and testing binaries and libraries. With this book, you will be able to work with external libraries and

structure your own projects in a modular and reusable way. You will be well-equipped to generate native build scripts for Linux, MacOS, and Windows, simplify and refactor projects using CMake, and port projects to CMake. What you will learnConfigure, build, test, and install code projects using CMakeDetect operating systems, processors, libraries, files, and programs for conditional compilationIncrease the portability of your codeRefactor a large codebase into modules with the help of CMakeBuild multi-language projectsKnow where and how to tweak CMake configuration files written by somebody elsePackage projects for distributionPort projects to CMakeWho this book is for If you are a software developer keen to manage build systems using CMake or would like to understand and modify CMake code written by others, this book is for you. A basic knowledge of C++, C, or Fortran is required to understand the topics covered in this book.

Termcap and Terminfo - John Strang 1988

Software -- Operating Systems.

Visual Database Systems 4 - Yannis Ioannidis 2013-03-09

In many of nowadays web-based environments for electronic marketing and commerce, that present large multimedia product and service catalogues, it becomes more and more difficult to provide naive end users, such as private consumers or commercial business partners, with intuitive user interfaces to access the large multimedia collections describing the presented products and services. The same holds for marketing managers and other employees responsible for managing and maintaining the large and constantly changing set of multimedia information chunks and fragments contained in these collections. As a consequence, many efforts are devoted to improve the quality of the interaction between users and databases. Virtual Reality (VR) techniques are a promising interaction paradigm particularly suited to novice and/or occasional users. The users are

facilitated in the database navigation since the system proposes them an environment that reproduces a real situation and gives the possibility of interacting by manipulating objects that have a direct correspondence with known objects.

Perl Template Toolkit - Darren Chamberlain 2003-12-23

Among the many different approaches to "templating" with Perl--such as Embperl, Mason, HTML::Template, and hundreds of other lesser known systems--the Template Toolkit is widely recognized as one of the most versatile. Like other templating systems, the Template Toolkit allows programmers to embed Perl code and custom macros into HTML documents in order to create customized documents on the fly. But unlike the others, the Template Toolkit is as facile at producing HTML as it is at producing XML, PDF, or any other output format. And because it has its own simple templating language, templates can be written and edited by people who don't know Perl. In short, the Template Toolkit combines the best features of its competitors, with ease-of-use and flexibility, resulting in a technology that's fast, powerful and extensible, and ideally suited to the production and maintenance of web content and other dynamic document systems.In Perl Template Toolkit you'll find detailed coverage of this increasingly popular technology. Written by core members of the technology's development team, the book guides you through the entire process of installing, configuring, using, and extending the Template Toolkit. It begins with a fast-paced but thorough tutorial on building web content with the Template Toolkit, and then walks you through generating and using data files, particularly with XML. It also provides detailed information on the Template Toolkit's modules, libraries, and tools in addition to a complete reference manual.Topics in the book include: Getting started with the template toolkit The Template language Template directives

Filters Plugins Extending the Template Toolkit Accessing databases XML Advanced static web page techniques Dynamic web content and web applications The only book to cover this important tool, Perl Template Toolkit is essential reading for any Perl programmer who wants to create dynamic web content that is remarkably easy to maintain. This book is your surefire guide to implementing this fast, flexible, and powerful templating system.

Lex & Yacc - John R. Levine 1992

Shows programmers how to use two UNIX utilities, lex and yacc, in program development. The second edition contains completely revised tutorial sections for novice users and reference sections for advanced users. This edition is twice the size of the first, has an expanded index, and covers Bison and Flex.

Handbook of Video Databases - Borko Furht 2003-09-30

Technology has spurred the growth of huge image and video libraries, many growing into the hundreds of terabytes. As a result there is a great demand among organizations for the design of databases that can effectively support the storage, search, retrieval, and transmission of video data. Engineers and researchers in the field demand a comprehensi

Encyclopedia of Computer Science and Technology - Allen Kent 1996-07-26

Acquiring Task-Based Knowledge and Specifications to Seek Time Evaluation

Designing Digital Computer Systems with Verilog - David J. Lilja 2004-12-02

This book serves both as an introduction to computer architecture and as a guide to using a hardware description language (HDL) to design, model and simulate real digital systems. The book starts with an introduction to Verilog - the HDL chosen for the book since it is widely used in industry and straightforward to learn. Next, the instruction set architecture (ISA) for the simple VeSPA (Very Small Processor Architecture) processor is defined - this is a real

working device that has been built and tested at the University of Minnesota by the authors. The VeSPA ISA is used throughout the remainder of the book to demonstrate how behavioural and structural models can be developed and intermingled in Verilog. Although Verilog is used throughout, the lessons learned will be equally applicable to other HDLs. Written for senior and graduate students, this book is also an ideal introduction to Verilog for practising engineers.

Introduction to Compilers and Language Design - Douglas Thain 2019-07-24

A compiler translates a program written in a high level language into a program written in a lower level language. For students of computer science, building a compiler from scratch is a rite of passage: a challenging and fun project that offers insight into many different aspects of computer science, some deeply theoretical, and others highly practical. This book offers a one semester introduction into compiler construction, enabling the reader to build a simple compiler that accepts a C-like language and translates it into working X86 or ARM assembly language. It is most suitable for undergraduate students who have some experience programming in C, and have taken courses in data structures and computer architecture.

High Performance Parallel Runtimes - Michael Klemm 2021-02-08

This book focuses on the theoretical and practical aspects of parallel programming systems for today's high performance multi-core processors and discusses the efficient implementation of key algorithms needed to implement parallel programming models. Such implementations need to take into account the specific architectural aspects of the underlying computer architecture and the features offered by the execution environment. This book briefly reviews key concepts of modern computer architecture, focusing particularly on the performance of parallel codes as well as the

relevant concepts in parallel programming models. The book then turns towards the fundamental algorithms used to implement the parallel programming models and discusses how they interact with modern processors. While the book will focus on the general mechanisms, we will mostly use the Intel processor architecture to exemplify the implementation concepts discussed but will present other processor architectures where appropriate. All algorithms and concepts are discussed in an easy to understand way with many illustrative examples, figures, and source code fragments. The target audience of the book is students in Computer Science who are studying compiler construction, parallel programming, or programming systems. Software developers who have an interest in the core algorithms used to implement a parallel runtime system, or who need to educate themselves for projects that require the algorithms and concepts discussed in this book will also benefit from reading it. You can find the source code for this book at https://github.com/parallel-runtimes/lomp.

New Trends in Intelligent Software Methodologies, Tools and Techniques - H. Fujita 2017-09-07

Software is an essential enabler for science and the new economy. It creates new markets and directions for a more reliable, flexible and robust society and empowers the exploration of our world in ever more depth, but it often falls short of our expectations. Current software methodologies, tools, and techniques are still neither robust nor reliable enough for the constantly evolving market, and many promising approaches have so far failed to deliver the solutions required. This book presents the keynote 'Engineering Cyber-Physical Systems' and 64 peer-reviewed papers from the 16th International Conference on New Trends in Intelligent Software Methodology Tools, and Techniques, (SoMeT_17), held in Kitakyushu, Japan, in September 2017, which brought

together researchers and practitioners to share original research results and practical development experience in software science and related new technologies. The aim of the SoMeT conferences is to capture the essence of the new state-of-the-art in software science and its supporting technology and to identify the challenges such technology will have to master. The book explores new trends and theories which illuminate the direction of developments in this field, and will be of interest to anyone whose work involves software science and its integration into tomorrow's global information society.

Parallel Computing: Fundamentals, Applications and New Directions - E.H. D'Hollander 1998-07-22

This volume gives an overview of the state-of-the-art with respect to the development of all types of parallel computers and their application to a wide range of problem areas. The international conference on parallel computing ParCo97 (Parallel Computing 97) was held in Bonn, Germany from 19 to 22 September 1997. The first conference in this biannual series was held in 1983 in Berlin. Further conferences were held in Leiden (The Netherlands), London (UK), Grenoble (France) and Gent (Belgium). From the outset the aim with the ParCo (Parallel Computing) conferences was to promote the application of parallel computers to solve real life problems. In the case of ParCo97 a new milestone was reached in that more than half of the papers and posters presented were concerned with application aspects. This fact reflects the coming of age of parallel computing. Some 200 papers were submitted to the Program Committee by authors from all over the world. The final programme consisted of four invited papers, 71 contributed scientific/industrial papers and 45 posters. In addition a panel discussion on Parallel Computing and the Evolution of Cyberspace was held. During and after the conference all final

contributions were refereed. Only those papers and posters accepted during this final screening process are included in this volume. The practical emphasis of the conference was accentuated by an industrial exhibition where companies demonstrated the newest developments in parallel processing equipment and software. Speakers from participating companies presented papers in industrial sessions in which new developments in parallel computing were reported.

Real-Time Simulation Technologies: Principles, Methodologies, and Applications - Katalin Popovici 2017-12-19

Real-Time Simulation Technologies: Principles, Methodologies, and Applications is an edited compilation of work that explores fundamental concepts and basic techniques of real-time simulation for complex and diverse systems across a broad spectrum. Useful for both new entrants and experienced experts in the field, this book integrates coverage of detailed theory, acclaimed methodological approaches, entrenched technologies, and high-value applications of real-time simulation—all from the unique perspectives of renowned international contributors. Because it offers an accurate and otherwise unattainable assessment of how a system will behave over a particular time frame, real-time simulation is increasingly critical to the optimization of dynamic processes and adaptive systems in a variety of enterprises. These range in scope from the maintenance of the national power grid, to space exploration, to the development of virtual reality programs and cyber-physical systems. This book outlines how, for these and other undertakings, engineers must assimilate real-time data with computational tools for rapid decision making under uncertainty. Clarifying the central concepts behind real-time simulation tools and techniques, this one-of-a-kind resource: Discusses the state of the art, important challenges, and high-impact developments in

simulation technologies Provides a basis for the study of real-time simulation as a fundamental and foundational technology Helps readers develop and refine principles that are applicable across a wide variety of application domains As science moves toward more advanced technologies, unconventional design approaches, and unproven regions of the design space, simulation tools are increasingly critical to successful design and operation of technical systems in a growing number of application domains. This must-have resource presents detailed coverage of real-time simulation for system design, parallel and distributed simulations, industry tools, and a large set of applications.

Lex & Yacc 2/E - John R. Levine 1995

This book shows programmers how to use two UNIX utilities, lex and yacc, in program development. lex and yacc are tools that help programmers build compilers and interpreters, but they also have a wider range of applications. The second edition contains completely revised tutorial sections for novice users and reference sections for advanced users. This edition is twice the size of the first and has an expanded index. The following material has been added: Each utility is explained in a chapter that covers basic usage and simple, stand-alone applications How to implement a full SQL grammar, with full sample code Major MS-DOS and UNIX versions of lex and yacc are explored in depth, including AT&T lex and yacc, Berkeley yacc, Berkeley/GNU Flex, GNU Bison, MKS lex and yacc, and Abraxas PCYACC

Software Evolution and Maintenance - Priyadarshi Tripathy 2014-11-17

Provides students and engineers with the fundamental developments and common practices of software evolution and maintenance Software Evolution and Maintenance: A Practitioner’s Approach introduces readers to a set of well-rounded educational materials, covering the fundamental developments in

software evolution and common maintenance practices in the industry. Each chapter gives a clear understanding of a particular topic in software evolution, and discusses the main ideas with detailed examples. The authors first explain the basic concepts and then drill deeper into the important aspects of software evolution. While designed as a text in an undergraduate course in software evolution and maintenance, the book is also a great resource forsoftware engineers, information technology professionals, and graduate students in software engineering. Based on the IEEE SWEBOK (Software Engineering Body of Knowledge) Explains two maintenance standards: IEEE/EIA 1219 and ISO/IEC14764 Discusses several commercial reverse and domain engineering toolkits Slides for instructors are available online Software Evolution and Maintenance: A Practitioner's Approach equips readers with a solid understanding of the laws of software engineering, evolution and maintenance models, reengineering techniques, legacy information systems, impact analysis, refactoring, program comprehension, and reuse.

Introduction to Software Engineering - Ronald J. Leach 2018-09-03

Practical Guidance on the Efficient Development of High-Quality Software Introduction to Software Engineering, Second Edition equips students with the fundamentals to prepare them for satisfying careers as software engineers regardless of future changes in the field, even if the changes are unpredictable or disruptive in nature. Retaining the same organization as its predecessor, this second edition adds considerable material on open source and agile development models. The text helps students understand software development techniques and processes at a reasonably sophisticated level. Students acquire practical experience through team software projects. Throughout much of the book, a relatively large project is used to teach about the requirements, design,

and coding of software. In addition, a continuing case study of an agile software development project offers a complete picture of how a successful agile project can work. The book covers each major phase of the software development life cycle, from developing software requirements to software maintenance. It also discusses project management and explains how to read software engineering literature. Three appendices describe software patents, command-line arguments, and flowcharts.

Automated Technology for Verification and Analysis - Farn Wang 2004-10-19

This book constitutes the refereed proceedings of the Second International Conference on Automated Technology for Verificaton and Analysis, ATVA 2004, held in Taipei, Taiwan in October/November 2004. The 24 revised full papers presented together with abstracts of 6 invited presentations and 7 special track papers were carefully reviewed and selected from 69 submissions. Among the topics addressed are model-checking theory, theorem-proving theory, state-space reduction techniques, languages in automated verification, parametric analysis, optimization, formal performance analysis, real-time systems, embedded systems, infinite-state systems, Petri nets, UML, synthesis, and tools.

XLIB Reference Manual R5 - O'Reilly & Associates 1992

Volume 2, Xlib Reference Manual, is a complete programmer's reference for Xlib. Covers X11 Release 4 and Release 5. Contents Include: Reference pages for Xlib functions Reference pages for event types Permuted index to Xlib functions Description of macros and reference pages for their function versions Listing of the server-side color database Alphabetical index and description of structures Alphabetical index and description of defined symbols KeySyms and their meaning Illustration of the standard cursor font Function group index to the right routine for a particular task Reference pages for Xlib-related Xmu functions (miscellaneous utilities)

Four single-page reference aids for the GC and window attributes Features in the third edition include: Over 100 new man pages covering Xcms, internationalization, and the function versions of macros. Updating to the R5 spec. New "Returns" sections on all the functions which return values, making this information easier to find.

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++

Effective awk Programming - Arnold Robbins 2001-05-23

Effective awk Programming,3rd Edition, focuses entirely on awk, exploring it in the greatest depth of the three awk titles we carry. It's an excellent companion piece to the more broadly focused second edition. This book provides

complete coverage of the gawk 3.1 language as well as the most up-to-date coverage of the POSIX standard for awk available anywhere. Author Arnold Robbins clearly distinguishes standard awk features from GNU awk (gawk)-specific features, shines light into many of the "dark corners" of the language (areas to watch out for when programming), and devotes two full chapters to example programs. A brand new chapter is devoted to TCP/IP networking with gawk. He includes a summary of how the awk language evolved. The book also covers: Internationalization of gawk Interfacing to i18n at the awk level Two-way pipes TCP/IP networking via the two-way pipe interface The new PROCINFO array, which provides information about running gawk Profiling and pretty-printing awk programs In addition to covering the awk language, this book serves as the official "User's Guide" for the GNU implementation of awk (gawk), describing in an integrated fashion the extensions available to the System V Release 4 version of awk that are also available in gawk. As the official gawk User's Guide, this book will also be available electronically, and can be freely copied and distributed under the terms of the Free Software Foundation's Free Documentation License (FDL). A portion of the proceeds from sales of this book will go to the Free Software Foundation to support further development of free and open source software. The third edition of Effective awk Programming is a GNU Manual and is published by O'Reilly & Associates under the Free Software Foundation's Free Documentation License (FDL). A portion of the proceeds from the sale of this book is donated to the Free Software Foundation to further development of GNU software. This book is also available in electronic form; you have the freedom to modify this GNU Manual, like GNU software. Copies published by the Free Software Foundation raise funds for GNU development.

POSIX Programmers Guide - Donald Lewine

1991-04
Most UNIX systems today are POSIX compliant because the federal government requires it for its purchases. Given the manufacturer's documentation, however, it can be difficult to distinguish system-specific features from those features defined by POSIX. The POSIX Programmer's Guide, intended as an explanation of the POSIX standard and as a reference for the POSIX.1 programming library, helps you write more portable programs.

E-mail for Dummies - John R. Levine 1997-01-01
Offering advice on message management, etiquette, filtering techniques, newsgroups, downloading and more, this revised text should be of use to all those who are currently shying away from fax machines and the postal system, but who are joining the low cost e-mail revolution.

LPI Linux Certification in a Nutshell - Jeffrey Dean 2001
Covering the LPI General Linux Exams 101 and 102, this helpful test preparation guidebook offers a detailed summary of each exam, along with hands-on exercises, extensive explanations and review, and practice exams. Original. (Intermediate/Advanced)

Unix in a Nutshell - Arnold Robbins 2005-10-26
As an open operating system, Unix can be improved on by anyone and everyone: individuals, companies, universities, and more. As a result, the very nature of Unix has been altered over the years by numerous extensions formulated in an assortment of versions. Today, Unix encompasses everything from Sun's Solaris to Apple's Mac OS X and more varieties of Linux than you can easily name. The latest edition of this bestselling reference brings Unix into the 21st century. It's been reworked to keep current with the broader state of Unix in today's world and highlight the strengths of this operating system in all its various flavors. Detailing all Unix commands and options, the informative

guide provides generous descriptions and examples that put those commands in context. Here are some of the new features you'll find in Unix in a Nutshell, Fourth Edition: Solaris 10, the latest version of the SVR4-based operating system, GNU/Linux, and Mac OS X Bash shell (along with the 1988 and 1993 versions of ksh) tsch shell (instead of the original Berkeley csh) Package management programs, used for program installation on popular GNU/Linux systems, Solaris and Mac OS X GNU Emacs Version 21 Introduction to source code management systems Concurrent versions system Subversion version control system GDB debugger As Unix has progressed, certain commands that were once critical have fallen into disuse. To that end, the book has also dropped material that is no longer relevant, keeping it taut and current. If you're a Unix user or programmer, you'll recognize the value of this complete, up-to-date Unix reference. With chapter overviews, specific examples, and detailed command.