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Xview an the X window system; The X view programmer's model; Creating Xview applications; Frames; Canvases and openwin; Handling input; Panels; Text subwindows; TTY subwindows; Scrollbars; Menus; Notices; Cursors; Icons; Nonvisual objects; Fonts; Resources; The selection service; The notifier; Color; Error recovery and help; Xview internals; Appendixes; Figures; Examples; Tables. The book is intended as a programmer's introduction to the use of SIMD on PCs. It presents the underlying technology of SIMD processing on current PCs and looks at tools to exploit this including the Intel SIMD library and the Parallel Processing Language Vector Pascal. It explains how to cast algorithms in parallel to exploit the parallel processing capability of standard PCs obtaining large performance gains relative to conventional sequential compilers. It assumes a familiarity with imperative programming but not specifically with Pascal. It does not assume any prior familiarity with the SIMD programming model. The language translation system will be available either as a downloadable for Linux or Windows in association with the book. This book will be particularly useful for programmers in the rapidly growing area of games and multi-media entertainment, and it would also to academics interested in parallel programming techniques or array programming languages. The Coding Manual teaches you everything you need to become a great programmer. Whether you need to boost your coding skills for school, work or just as a hobby, this comprehensive guide introduces the tools, terms and concepts that take you from a beginner to an experienced developer. Simple explanations and step-by-step guides ease you through the features of the Python programming language, providing you with everything you need to write code in the real world. Traditional machining has many limitations in today's technology-driven world, which has caused industrial professionals to begin implementing various optimization techniques within their machining

processes. The application of methods including machine learning and genetic algorithms has recently transformed the manufacturing industry and created countless opportunities in non-traditional machining methods. Significant research in this area, however, is still considerably lacking. Machine Learning Applications in Non-Conventional Machining Processes is a collection of innovative research on the advancement of intelligent technology in industrial environments and its applications within the manufacturing field. While highlighting topics including evolutionary algorithms, micro-machining, and artificial neural networks, this book is ideally designed for researchers, academicians, engineers, managers, developers, practitioners, industrialists, and students seeking current research on intelligence-based machining processes in today's technology-driven market. An indispensable tutorial and technical reference manual for the KornShell--from aliases to variables--with hundreds of examples to get users started. Many complete, ready-to-run programs, including an interactive calendar program, are provided. This book is a must for the novice and experienced UNIX shell programmer. An introduction to embedding systems for C and C++ programmers encompasses such topics as testing memory devices, writing and erasing Flash memory, verifying nonvolatile memory contents, and much more. Original. (Intermediate). Comes with a CD-ROM packed with a variety of problem-solving projects. This edition has been revised to stress the use of modern Fortran throughout: Key features: lots of clear, simple and complete examples highlighting the, core language features of modern Fortran including data typing, array processing, control structures functions, subroutines, user defined types and pointers, pinpoints common problems that occur when programming, has sample output from a variety of compilers, expands on the first edition, by introducing modules as soon as the fundamental language features have been covered. Modules are the major organisational feature of Fortran and are the equivalent of classes in other languages, major new features covered in this edition include, introduction to object oriented programming in Fortran introduction to parallel programming in Fortran using MPI, OpenMP and Coarray Fortran, this edition has three target audiences the complete beginner existing Fortran programmers wishing to update their code those with programming experience in other languages Ian Chivers and Jane Sleightholme are the joint owners of comp-fortran-90 which is a lively forum for the exchange of technical details of the Fortran language. Ian is the editor of the ACM Fortran Forum and both Jane and Ian have both been involved in the Fortran standardisation process. The authors have been teaching and supporting Fortran and related areas for over 30 years and their latest book reflects the lessons that have been learnt from this. The Motif Programming Manual is a source for complete, accurate, and insightful guidance on Motif application programming. There is no other book that covers the ground as thoroughly or as well as this one. The book has been updated to Motif 1.2, but is still usable with Motif 1.1. The Motif Programming Manual describes how to write applications using the Motif toolkit from the Open Software Foundation (OSF). The book goes into detail on every Motif widget class, with useful examples that will help programmers to develop their own code. Anyone doing Motif programming who doesn't want to have to figure it out on their own needs this book. In addition to information on Motif, the book is full of tips about programming in general and about user interface design. Contents include: An introduction to the Motif programming model, how it is based on the X Toolkit Intrinsics, and how it differs from them. Chapters on each of the Motif widget classes, explaining them in depth, with useful examples that will help you to improve your own code. For example, the chapter on menus shows how to develop utility functions that generalize and simplify menu creation. All of the code shown in the book is available free of charge over the Internet or via UUCP. Coverage of the drag-and-drop mechanism for transferring data. Two extensive examples show how to implement custom drag source and drop site functionality in a Motif application. A tutorial on UIL. The chapters on UIL describe all of the techniques used to create an interface with this prototyping tool. The numerous examples cover the basics and explore ways to use UIL to facilitate rapid prototyping. The book assumes competence with the C programming language, as well as familiarity with fundamental X Window System concepts. The Motif Programming Manual is not only the most comprehensive guide to writing applications with

Motif, it is an integral part of the most widely used series of books on X as a whole. It complements and builds upon the earlier books in the X Window System Series from O'Reilly & Associates, as well as on OSF's own Motif Style Guide. Best when paired with Volume 6B, Motif Reference Manual . Presents a collection of more than one hundred programming challenges along with information on key theories and concepts in computer programming. The Oric-1 8-bit home computer was released in 1982 and would go on to sell more than 150,000 units in the UK alone. It was considered a rival to the popular ZX Spectrum, with its advantage being a much better keyboard than Sir Clive's rubber monster. Despite official production ceasing just two years after its launch, clones of the machine were produced in Eastern Europe well into the 1990s. First published in 1983, this guide helped buyers of the Oric-1 get to grips with their new purchase. For many people, this would be the very first computer they would ever experience, so the guide had to appeal to a wide range of abilities - from absolute beginners to those with advanced knowledge of other machines. Ultimately this book helped many fans of the Oric take their first steps in programming and remains a handy guide to the platform even today. * * * As the introduction states: Congratulations! You are the possessor of one of the most advanced micro-computers available today. This book will be required reading to those of you who have never used a computer before. It will also be useful to anyone coming from other systems, as the ORIC-1 has many features that make it more powerful than other machines. You will learn a lot from reading the manual, but you will only become proficient by using your ORIC frequently. We hope that you will find it a friendly computer that will become the heart of an expanding system. You will soon discover about ORIC's 'drivability'. Even beginners will find computing is easy with ORIC. * * * Acorn Books is proud to present its Retro Reproduction Series, a collection of classic computing works from the 1980s and 90s, lovingly reproduced in the 21st century. From standards of programming reference no self-respecting microcomputer user would want to be without, to obscure works not found in print anywhere else, these modern reprints are perfect for any connoisseur of retro computing. The world of workstations changed dramatically with the release of the X Window System. Users could finally count on a consistent interface across almost all makes and models of computers. At the same time, graphics applications became easily portable. Until recently, X supported only 2D graphics. Now, however, by means of the PEX extensions to X, together with the PEXlib applications programming interface, native, 3D graphics have come to the X Window System. PEXlib allows the programmer to create graphics programs of any complexity, and also provides the basis for higher-level graphics systems and toolkits. The PEXlib Programming Manual is the definitive programmer's guide to PEXlib, covering PEX versions 5.0 and 5.1. Containing over 200 illustrations and 19 color plates, it combines a thorough and gentle tutorial approach with valuable reference features. Along the way, it presents the reader with numerous programming examples, as well as a library of helpful utility routines--all of which are available online. You do not need any prior graphics programming experience to use this manual. Written by Tom Gaskins--the widely recognized authority who also authored the O'Reilly and Associates PHIGS Programming Manual--this book is the only programming guide to PEXlib you will ever need. Describes how to write applications using the Motif toolkit from the Open Software Foundation (OSF), going into detail on every Motif widget class, with useful examples to help programmers develop their own code. Tips on programming in general are also included. The authors assume competence with C and familiarity with fundamental X Window System concepts. Chapters are marked by uncut tabs for easy location. The manual is updated for Motif 1.2, but still usable for Motif 1.1. Annotation copyright by Book News, Inc., Portland, OR A complete programmer's reference for X library functions, which is the lowest level of programming interface to X. Reference pages for each Xlib function A permuted index to the Xlib functions reference pages for each event type Description of macros A listing of the standard color name database Alphabetical index and description of structures Alphabetical index and description of defined symbols A list of keysyms and their meanings, including sample characters A list and illustration of the standard cursor font A list of standard fonts with illustration of each font A function

group index, for finding the right routine for a particular task Single-page reference aids for the GC and window attributes This reference manual provides reference pages for each Xlib function, a permuted index to the Xlib functions, reference pages for each event type, description of macros, a listing of the standard color database, an alphabetic index and description of structures and defined symbols, a list of keysyms and their meanings, a list and illustration of the standard cursor font, an illustrated list of the standard fonts, a function group index, for finding the right routine for a particular task, and single-page reference aids for the GC and window attributes. The "XView Programming Manual has been revised and expanded for XView Version 3.2. XView was developed by Sun Microsystems and is derived from Sun's proprietary programming toolkit, SunView. It is an easy-to-use object-oriented toolkit that provides an OPEN LOOK user interface for X applications. The major additions for XView Version 3 are: Internationalization support for XView programs.A new drag-and-drop package that lets the user transfer data between applications by dragging an interface object to a region.A mouseless input model that means XView applications can be controlled from the keyboard without a mouse. Soft function keys are also supported.The Notices package has been completely rewritten to incorporate Notice objects.The Selection package has been rewritten, replacing the SunView- style selection service.New panel items such as multiline text items and drop target items have been included. The Panels chapter has been reworked to clarify and simplify panel usage. XView 3.2 includes bug fixes (in the software and the documentation) but does not add significant new functionality. The Attribute Summary from the previous edition of the "XView Programming Manual has been expanded and is now published as a companion volume, the "XView Reference Manual. It contains alphabetical listings of XView attributes, functions, and macros, as well as other reference information essential for XView programmers. GEORGE is an automatic high-speed electronic digital computer designed and constructed by ANL. Operating features of GEORGE are described, and a practical set of instructions is given that will enable a prospective user to construct codes, operate the machine and its auxiliary equipment, use the basic routines available in the routine library, and decide whether a particular problem is suitable on the basis of capacity, speeds and auxiliary equipment. A complete guide to programming with Xt Intrinsics, the library of C language routines that facilitate the design of user interfaces, with reusable components called widgets. This new edition is rewritten to separate the knowledge needed by programmers that use existing widgets from the knowledge needed by programmers that write new widgets. This manual seeks to provide hands-on advice and technical tips on how to use the Korn Shell features effectively, to customize the Unix/Linux environment, and write, test and debug Korn Shell scripts. It contains hundreds of examples plus complete ready to run sample scripts. The manual describes LISP, a formal mathematical language. LISP differs from most programming languages in three important ways. The first way is in the nature of the data. The LISP language is designed primarily for symbolic data processing used for symbolic calculations in differential and integral calculus, electrical circuit theory, mathematical logic, game playing, and other fields of artificial intelligence. The manual describes LISP, a formal mathematical language. LISP differs from most programming languages in three important ways. The first way is in the nature of the data. In the LISP language, all data are in the form of symbolic expressions usually referred to as S-expressions, of indefinite length, and which have a branching tree-type of structure, so that significant subexpressions can be readily isolated. In the LISP system, the bulk of the available memory is used for storing S-expressions in the form of list structures. The second distinction is that the LISP language is the source language itself which specifies in what way the S-expressions are to be processed. Third, LISP can interpret and execute programs written in the form of S-expressions. Thus, like machine language, and unlike most other high level languages, it can be used to generate programs for further executions. This is the top secret manual said to be found by accident in 1986 by an employee of Boeing Aircraft. He bought a surplus IBM copier for scrap parts at a government sale and found the manual inside. The manual outlines a plan to control the masses through manipulation of industry, education and politics, and to divert the public's attention from what is really going on. Surprisingly, it

is claimed that much of what is outlined has come to pass, and makes interesting reading for those exploring the deeper levels of our social structure and how it may be controlled or influenced. This Book Tree edition includes all of the important charts and diagrams not seen in other versions. It is an exact replica of the original, aside from some minor alterations to correct print quality. Found in this edition only is a new, four-page Introduction. It explains why we may never be certain of the true origin of this document, despite the fact that someone has stepped forward and claimed that they assembled it from multiple sources. This book is a complete programmer's guide to the X library, which is the lowest level of programming interface to X. It includes chapters on: The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: Ownership and borrowing, lifetimes, and traits Using Rust's memory safety guarantees to build fast, safe programs Testing, error handling, and effective refactoring Generics, smart pointers, multithreading, trait objects, and advanced pattern matching Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions. A number of widely used contemporary processors have instruction-set extensions for improved performance in multi-media applications. The aim is to allow operations to proceed on multiple pixels each clock cycle. Such instruction-sets have been incorporated both in specialist DSPchips such as the Texas C62xx (Texas Instruments, 1998) and in general purpose CPU chips like the Intel IA32 (Intel, 2000) or the AMD K6 (Advanced Micro Devices, 1999). These instruction-set extensions are typically based on the Single Instruction-stream Multiple Data-stream (SIMD) model in which a single instruction causes the same mathematical operation to be carried out on several operands, or pairs of operands, at the same time. The level of parallelism supported ranges from two floating point operations, at a time on the AMD K6 architecture to 16 byte operations at a time on the Intel P4 architecture. Whereas processor architectures are moving towards greater levels of parallelism, the most widely used programming languages such as C, Java and Delphi are structured around a model of computation in which operations takeplace on a single value at a time. This was appropriate when processors worked this way, but has become an impediment to programmers seeking to make use of the performance offered by multi-media instruction -sets. The introduction of SIMD instruction sets (Peleg et al. An all-in-one programmer's guide to the personal computer industry's most powerful chip--with information on the Intel 486 DX2 microprocessor. Also covers the Intel 486 SX microprocessor for affordable and upgradeable entry-level system performance. This book is organized in five parts, including application programming, system programming, numeric processing, compatibility, and the instruction set. Complete guide to programming with the Xt Intrinsics. Guide to using widgets and to writing new widgets. Concept and examples of how to use various X Toolkit routines. Updated for Release 4. Annotation copyrighted by Book News, Inc., Portland, OR

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