A Fly-by-Wire Architecture for Multi-Threaded Windows Apps: How to Write Complex But Reliable Windows Applications Quickly (English Edition)

Von Will Warner
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Von Will Warner : A Fly-by-Wire Architecture for Multi-Threaded Windows Apps: How to Write Complex But Reliable Windows Applications Quickly (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised A Fly-by-Wire Architecture for Multi-Threaded Windows Apps: How to

Write Complex But Reliable Windows Applications Quickly (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Inspirierend!Von KurtIch war auf der Suche nach einem Buch zum Thema Multithreaded Windows Apps fr Hardware-Ansteuerung. Und genau das ist es. Es gibt eine Stelle, da bin ich nicht ganz einverstanden mit dem Author. Wichtig ist aber, dass er das Thema konktret angeht und am Beispiel einer realen Steuerungsanwendung erklrt. Ob man dem dann zu 100% folgt ist im Grunde egal. Man bekommt eine Mglichkeit gezeigt, wie man es machen knnte. Und das ist fr den Preis eine Empfehlung!

KurzbeschreibungA Fly-by-Wire Architecture for Multi-Threaded Windows Apps demonstrates the power and beauty of multi-threadingand its necessity in complex applications that perform lengthy processing or that wait for stimulus from outside of the program. The book presents an architecture for structuring multi-threaded Windows applications, brings readers to an understanding of these techniques, and prepares them to employ the concepts in their own Windows apps. The architecture is fly-by-wire because it is modeled after systems whose components are interconnected not directly but by a network over which the components communicate using messages. The author makes use of the fly-by-wire organization within Windows applications themselves. Thus structured, a program comprises nuggets of functionality, which do most of their work in child-threads and communicate by messages over a logical bus, all within the program itself. Borrowing another feature of digital circuitry, the author equips his programs with a software clock; its ticks drive processing, synchronizing activity and communication among the various threads. To illustrate the concepts, the book presents the design and source code for a completely functioning Windows application to control a hypothetical robot, and makes the source code available on a companion website. Visit www.flybywirewinapps.com to learn more. The author draws on his 35 years in the industry to make potentially controversial observations about software development process, aimed at recognizing the difference between theory and practice, and incorporates his views on what constitutes elegance in software design.KurzbeschreibungA Fly-by-Wire Architecture for Multi-Threaded Windows Apps demonstrates the power and beauty of multi-threadingand its necessity in complex applications that perform lengthy processing or that wait for stimulus from outside of the program. The book presents an architecture for structuring multi-threaded Windows applications, brings readers to an understanding of these techniques, and prepares them to employ the concepts in their own Windows apps. The architecture is fly-by-wire because it is modeled after systems whose components are interconnected not directly but by a network over which the components communicate using messages. The author makes use of the fly-by-wire organization within Windows applications themselves. Thus structured, a program comprises nuggets of functionality, which do most of their work in child-threads and communicate by messages over a logical bus, all within the program itself. Borrowing another feature of digital circuitry, the author equips his programs with a software clock; its ticks drive processing, synchronizing activity and communication among the various threads. To illustrate the concepts, the book presents the design and source code for a completely functioning Windows application to control a hypothetical robot, and makes the source code available on a companion website. Visit www.flybywirewinapps.com to learn more. The author draws on his 35 years in the industry to make potentially controversial observations about software development process, aimed at recognizing the difference between theory and practice, and incorporates his views on what constitutes elegance in software design.ber den Autor und weitere MitwirkendeWill Warner has worked as a software engineer for three decades, developing real-time and pseudo-real-time programs for scientific instruments, medical devices and automation equipment. For most of the past decade, Warner has focused on writing multi-threaded C# programs for these products. He holds a B.S. in mathematics from Michigan State University. Reach Will at will.warner@flybywirewinapps.com