

Adaptive Code Via C Class And Interface Design Design Patterns And Solid Principles

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A Parallel Object-oriented System for Realizing Reusable and Efficient Data Abstractions - Chu-Cheow Lim 1993

Modern Software Tools for Scientific Computing - A. Bruaset 2012-12-06
Looking back at the years that have passed since

the realization of the very first electronic, multi-purpose computers, one observes a tremendous growth in hardware and software performance. Today, researchers and engineers have access to computing power and software that can solve numerical problems which are not fully understood in terms of existing mathematical theory. Thus, computational sciences must in many respects be viewed as experimental disciplines. As a consequence, there is a demand for high quality, flexible software that allows, and even encourages, experimentation with alternative numerical strategies and mathematical models. Extensibility is then a key issue; the software must provide an efficient environment for incorporation of new methods and models that will be required in future problem scenarios. The development of such kind of flexible software is a challenging and expensive task. One way to achieve these goals is to invest much work in the design and implementation of generic software tools which

can be used in a wide range of application fields. In order to provide a forum where researchers could present and discuss their contributions to the described development, an International Workshop on Modern Software Tools for Scientific Computing was arranged in Oslo, Norway, September 16-18, 1996. This workshop, informally referred to as Sci Tools '96, was a collaboration between SINTEF Applied Mathematics and the Departments of Informatics and Mathematics at the University of Oslo.

Adaptive Code - Gary McLean Hall 2017-04-18
Write code that can adapt to changes. By applying this book's principles, you can create code that accommodates new requirements and unforeseen scenarios without significant rewrites. Gary McLean Hall describes Agile best practices, principles, and patterns for designing and writing code that can evolve more quickly and easily, with fewer errors, because it doesn't impede change. Now revised, updated, and expanded, *Adaptive Code*, Second Edition adds

indispensable practical insights on Kanban, dependency inversion, and creating reusable abstractions. Drawing on over a decade of Agile consulting and development experience, McLean Hall has updated his best-seller with deeper coverage of unit testing, refactoring, pure dependency injection, and more. Master powerful new ways to:

- Write code that enables and complements Scrum, Kanban, or any other Agile framework
- Develop code that can survive major changes in requirements
- Plan for adaptability by using dependencies, layering, interfaces, and design patterns
- Perform unit testing and refactoring in tandem, gaining more value from both
- Use the “golden master” technique to make legacy code adaptive
- Build SOLID code with single-responsibility, open/closed, and Liskov substitution principles
- Create smaller interfaces to support more-diverse client and architectural needs
- Leverage dependency injection best practices to improve code adaptability
- Apply dependency inversion

with the Stairway pattern, and avoid related anti-patterns About You This book is for programmers of all skill levels seeking more-practical insight into design patterns, SOLID principles, unit testing, refactoring, and related topics. Most readers will have programmed in C#, Java, C++, or similar object-oriented languages, and will be familiar with core procedural programming techniques.

The Sixth Copper Mountain Conference on Multigrid Methods, Part 1 - 1993

[Competence in High Performance Computing 2010](#) - Christian Bischof 2012-02-13

This book presents the state-of-the-art in simulation on supercomputers. Leading researchers present results achieved on systems of the Gauss-Allianz, the association of High-Performance Computing centers in Germany. The reports cover all fields of computational science and engineering, ranging from CFD to Computational Physics and Biology to Computer

Science, with a special emphasis on industrially relevant applications. Presenting results for large-scale parallel microprocessor-based systems and GPU and FPGA-supported systems, the book makes it possible to compare the performance levels and usability of various architectures. Its outstanding results in achieving the highest performance for production codes are of particular interest for both scientists and engineers. The book includes a wealth of color illustrations and tables.

Government Reports Announcements & Index - 1992

Official Gazette of the United States Patent and Trademark Office - 2001

Deciphering Object-Oriented Programming with C++ - Dorothy R. Kirk 2022-09-23

Embrace object-oriented programming and explore language complexities, design patterns, and smart programming techniques using this

hands-on guide with C++ 20 compliant examples
Key Features
Apply object-oriented design concepts in C++ using direct language features and refined programming techniques
Discover sophisticated programming solutions with nuances to become an efficient programmer
Explore design patterns as proven solutions for writing scalable and maintainable C++ software
Book Description
Even though object-oriented software design enables more easily maintainable code, companies choose C++ as an OO language for its speed. Object-oriented programming in C++ is not automatic – it is crucial to understand OO concepts and how they map to both C++ language features and OOP techniques. Distinguishing your code by utilizing well-tested, creative solutions, which can be found in popular design patterns, is crucial in today's marketplace. This book will help you to harness OOP in C++ to write better code. Starting with the essential C++ features, which serve as building blocks for the key chapters, this

book focuses on explaining fundamental object-oriented concepts and shows you how to implement them in C++. With the help of practical code examples and diagrams, you'll learn how and why things work. The book's coverage furthers your C++ repertoire by including templates, exceptions, operator overloading, STL, and OO component testing. You'll discover popular design patterns with in-depth examples and understand how to use them as effective programming solutions to solve recurring OOP problems. By the end of this book, you'll be able to employ essential and advanced OOP concepts to create enduring and robust software. What you will learn Quickly learn core C++ programming skills to develop a base for essential OOP features in C++ Implement OO designs using C++ language features and proven programming techniques Understand how well-designed, encapsulated code helps make more easily maintainable software Write robust C++ code that can handle programming

exceptions Design extensible and generic code using templates Apply operator overloading, utilize STL, and perform OO component testing Examine popular design patterns to provide creative solutions for typical OO problems Who this book is for Programmers wanting to utilize C++ for OOP will find this book essential to understand how to implement OO designs in C++ through both language features and refined programming techniques while creating robust and easily maintainable code. This OOP book assumes prior programming experience; however, if you have limited or no prior C++ experience, the early chapters will help you learn essential C++ skills to serve as the basis for the many OOP sections, advanced features, and design patterns.

Numerical Methods and Software Tools in Industrial Mathematics - A. Tveito 2012-12-06
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Scientific and Technical Aerospace Reports -
 1991

Energy Research Abstracts - 1994-08

**Proceedings of the Scalable Parallel
 Libraries Conference - 1993**

**Metalevel Architectures and Separation of
 Crosscutting Concerns - Akinori Yonezawa**

2003-06-30

This volume constitutes the proceedings of REFLECTION 2001, the Third International Conference on Metalevel Architectures and Separation of Crosscutting Concerns, which was held in Kyoto, September 25-28, 2001. Metalevel architectures and reflection have drawn the attention of researchers and practitioners throughout computer science. Reflective and metalevel techniques are being used to address real-world problems in such areas as: programming languages, operating systems, databases, distributed computing, expert systems and web computing. Separation of concerns has been a guiding principle of software engineering for nearly 30 years, but its known benefits are seldom fully achieved in practice. This is primarily because traditional mechanisms are not powerful enough to handle many kinds of concerns that occur in practice. Over the last 10 years, to overcome the limitations of traditional frameworks, many researchers, including several

from the reflection community, have proposed new approaches. For the first time, papers on advanced approaches to separation of concerns were explicitly solicited. Following the success of previous conferences such as IMSA'92 in Tokyo, Reflection'96 in San Francisco, and Reflection'99 in Saint Malo, we hope that the conference provided an excellent forum for researchers with a broad range of interests in metalevel architectures, reflective techniques, and separation of concerns in general.

Proceedings - 2002

This text contains information on database and information systems presented at the 5th IEEE international symposium on Object-Oriented Real-Time Distributed Computing (ISORC 2002).

Intelligent Agents in the Evolution of Web and Applications - Ngoc Thanh Nguyen

2008-10-10

Intelligent agents have revolutionised the way we do business, we teach, we learn, design systems, and so on. Agent applications are increasingly

being developed in - mains as diverse as meteorology, manufacturing, war gaming, UAV mission management and the evolution of Web [1]. The Web has also has the same effect on our daily life as the intelligent agents. We use Web for information search, shopping, news, communication and so on. We wonder how we lived without Web in the past [2]. The book presents a sample of some of the most innovative research on the use of intelligent agents in the evolution of Web. There are thirteen chapters in the book. Chapters are on theoretical foundations as well as practical applications. We are grateful to the contributors and reviewers for their contribution. We believe that the research reported in the book will encourage researchers to develop the robust human-like intelligent machines for the service of humans. We sincerely thank Springer-Verlag for their editorial support during the preparation of the manuscript. The editors appreciate the resources provided by Wroclaw University of

Technology and the University of South Australia to edit this volume.

Resource Management in Satellite Networks - Giovanni Giambene 2007-04-20

This book provides significant knowledge on innovative radio resource management schemes for satellite communication systems that exploit lower layer adaptivity and the knowledge of layer 3 IP QoS support and transport layer behavior. The book integrates competencies considering all the parts of system design: propagation aspects, radio resource management, access protocols, network protocols, transport layer protocols, and more, to cover both broadband and mobile satellite systems.

IEEE International Conference on Software Maintenance--1999 - 1999

Proceedings of the August 1999 conference on software maintenance. Sixty-one contributions discuss reverse engineering, tools, migration, visualization and understanding, architectures and frameworks, management, testing, object-

oriented technology, reuse and validation, models and processes, processes and technology, measurement and improvement, architecture, software change and impact analysis, software maintenance--the future, and on the threshold of Y2K. Lacks a subject index. Annotation copyrighted by Book News, Inc., Portland, OR.

Adaptive and Natural Computing Algorithms

- Bernadete Ribeiro 2005-03-08

The papers in this volume present theoretical insights and report practical applications both for neural networks, genetic algorithms and evolutionary computation. In the field of natural computing, swarm optimization, bioinformatics and computational biology contributions are no less compelling. A wide selection of contributions report applications of neural networks to process engineering, robotics and control. Contributions also abound in the field of evolutionary computation particularly in combinatorial and optimization problems. Many papers are

dedicated to machine learning and heuristics, hybrid intelligent systems and soft computing applications. Some papers are devoted to quantum computation. In addition, kernel based algorithms, able to solve tasks other than classification, represent a revolution in pattern recognition bridging existing gaps. Further topics are intelligent signal processing and computer vision.

STAR - 1979-11

ACM SIGPLAN Notices - 1991

Adaptive Code Via C# - Gary McLean Hall 2014
Your process may be agile, but are you building agility directly into the code base? This book teaches .NET programmers how to give code the flexibility to adapt to changing requirements and customer demands by applying cutting-edge techniques, including SOLID principles, design patterns, and other industry best practices. Understand why composition is preferable to

inheritance and how flexible the interface really can be Gain deep knowledge of key design patterns and anti-patterns, when to apply them, and how to give their code agility Bridge the gap between the theory behind SOLID principles, design patterns, and industry best practices by pragmatically solving real-world problems Get code samples written in upcoming version of Microsoft Visual C# Topics include: Agile with Scrum process; dependencies and layering; the interface; patterns and anti-patterns; introduction to SOLID principles, including open/closed and dependency interjection; and using application templates

Advances in DUNE - Andreas Dedner 2012-04-23 DUNE, the Distributed and Unified Numerics Environment, is an open-source modular toolbox for solving partial differential equations with grid-based methods. This book covers recent advances in the development and usage of DUNE. It consists of a collection of 13 articles which mainly evolved from talks given at the

First DUNE User Meeting in Stuttgart, Germany, 6.-8.10.2010. The articles nicely illustrate the advanced capabilities and the strong versatility of the DUNE framework. The first part presents extensions of the DUNE core modules, including the construction of local finite element spaces, a discretization toolbox, and two meta-grids, as well as a discussion of performance pitfalls. The second part introduces several external DUNE modules dealing with, e.g., reduced basis methods, unfitted discontinuous Galerkin methods, optimal control problems, and porous media applications. Specific methods and applications are subject of the third part, ranging from two-phase flow in porous media over the implementation of hybrid discontinuous Galerkin and heterogeneous multi-scale methods up to the coupling of DUNE with an existing finite element package.

Advances in Wireless, Mobile Networks and Applications - Salah S. Al-Majeed 2011-06-11 This book constitutes the refereed proceedings of

the Third International Conference on Wireless, Mobile Networks and Applications, WiMoA 2011, and the First International Conference on Computer Science, Engineering and Applications, ICCSEA 2011, held in Dubai, United Arab Emirates, in May 2011. The book is organized as a collection of papers from WiMoA 2011 and ICCSEA 2011. The 8 revised full papers presented in the WiMoA 2011 part were carefully reviewed and selected from 63 submissions. The 20 revised full papers presented in the ICCSEA 2011 part were carefully reviewed and selected from 110 submissions.

Scientific Computing and Algorithms in Industrial Simulations - Michael Griebel

2017-10-30

The contributions gathered here provide an overview of current research projects and selected software products of the Fraunhofer Institute for Algorithms and Scientific Computing SCAI. They show the wide range of challenges that scientific computing currently faces, the

solutions it offers, and its important role in developing applications for industry. Given the exciting field of applied collaborative research and development it discusses, the book will appeal to scientists, practitioners, and students alike. The Fraunhofer Institute for Algorithms and Scientific Computing SCAI combines excellent research and application-oriented development to provide added value for our partners. SCAI develops numerical techniques, parallel algorithms and specialized software tools to support and optimize industrial simulations. Moreover, it implements custom software solutions for production and logistics, and offers calculations on high-performance computers. Its services and products are based on state-of-the-art methods from applied mathematics and information technology.

Mastering PHP Design Patterns - Junade Ali

2016-09-28

Develop robust and reusable code using a multitude of design patterns for PHP 7 About This

Book Learn about advanced design patterns in PHP 7 Understand enhanced architectural patterns Learn to implement reusable design patterns to address common recurring problems Who This Book Is For This book is for PHP developers who wish to have better organization structure over their code through learning common methodologies to solve architectural problems against a backdrop of learning new functionality in PHP 7. What You Will Learn Recognize recurring problems in your code with Anti-Patterns Uncover object creation mechanisms using Creational Patterns Use Structural design patterns to easily access your code Address common issues encountered when linking objects using the splObserver classes in PHP 7 Achieve a common style of coding with Architectural Patterns Write reusable code for common MVC frameworks such as Zend, Laravel, and Symfony Get to know the best practices associated with design patterns when used with PHP 7 In Detail Design patterns are a clever way

to solve common architectural issues that arise during software development. With an increase in demand for enhanced programming techniques and the versatile nature of PHP, a deep understanding of PHP design patterns is critical to achieve efficiency while coding. This comprehensive guide will show you how to achieve better organization structure over your code through learning common methodologies to solve architectural problems. You'll also learn about the new functionalities that PHP 7 has to offer. Starting with a brief introduction to design patterns, you quickly dive deep into the three main architectural patterns: Creational, Behavioral, and Structural popularly known as the Gang of Four patterns. Over the course of the book, you will get a deep understanding of object creation mechanisms, advanced techniques that address issues concerned with linking objects together, and improved methods to access your code. You will also learn about Anti-Patterns and the best methodologies to adopt when building a

PHP 7 application. With a concluding chapter on best practices, this book is a complete guide that will equip you to utilize design patterns in PHP 7 to achieve maximum productivity, ensuring an enhanced software development experience. Style and approach The book covers advanced design patterns in detail in PHP 7 with the help of rich code-based examples.

Towards Practical Brain-Computer

Interfaces - Brendan Z. Allison 2012-08-21

Brain-computer interfaces (BCIs) are devices that enable people to communicate via thought alone. Brain signals can be directly translated into messages or commands. Until recently, these devices were used primarily to help people who could not move. However, BCIs are now becoming practical tools for a wide variety of people, in many different situations. What will BCIs in the future be like? Who will use them, and why? This book, written by many of the top BCI researchers and developers, reviews the latest progress in the different components of BCIs.

Chapters also discuss practical issues in an emerging BCI enabled community. The book is intended both for professionals and for interested laypeople who are not experts in BCI research.

Reconfigurable Computing - Joao Cardoso

2011-08-17

As the complexity of modern embedded systems increases, it becomes less practical to design monolithic processing platforms. As a result, reconfigurable computing is being adopted widely for more flexible design. Reconfigurable Computers offer the spatial parallelism and fine-grained customizability of application-specific circuits with the postfabrication programmability of software. To make the most of this unique combination of performance and flexibility, designers need to be aware of both hardware and software issues. FPGA users must think not only about the gates needed to perform a computation but also about the software flow that supports the design process. The goal of this book is to help designers become comfortable

with these issues, and thus be able to exploit the vast opportunities possible with reconfigurable logic.

Parallel Computing: Technology Trends - I. Foster
2020-03-25

The year 2019 marked four decades of cluster computing, a history that began in 1979 when the first cluster systems using Components Off The Shelf (COTS) became operational. This achievement resulted in a rapidly growing interest in affordable parallel computing for solving compute intensive and large scale problems. It also directly led to the founding of the ParCo conference series. Starting in 1983, the International Conference on Parallel Computing, ParCo, has long been a leading venue for discussions of important developments, applications, and future trends in cluster computing, parallel computing, and high-performance computing. ParCo2019, held in Prague, Czech Republic, from 10 - 13 September 2019, was no exception. Its papers, invited talks,

and specialized mini-symposia addressed cutting-edge topics in computer architectures, programming methods for specialized devices such as field programmable gate arrays (FPGAs) and graphical processing units (GPUs), innovative applications of parallel computers, approaches to reproducibility in parallel computations, and other relevant areas. This book presents the proceedings of ParCo2019, with the goal of making the many fascinating topics discussed at the meeting accessible to a broader audience. The proceedings contains 57 contributions in total, all of which have been peer-reviewed after their presentation. These papers give a wide ranging overview of the current status of research, developments, and applications in parallel computing.

Proceedings of the Scalable Parallel Libraries Conference , October 6-8, 1993, Mississippi State, Mississippi - 1994

Self-Organizing Architectures - Danny Weyns

2010-07-17

This book contains the refereed post-conference proceedings of the First International Self-Organizing Architectures Workshop (SOAR) in Cambridge, UK, in September 2009. The book includes 9 revised papers, which were selected from 17 submissions of the workshop, as well as 4 invited papers. The papers cover a broad range of topics related to self-organizing architectures, including self adaptive architectures, decentralized architectures, nature-inspired approaches, and learning approaches.

Object Oriented Methods for Interoperable Scientific and Engineering Computing - Michael E. Henderson 1999-01-01

Contains papers presented at the October 1998 SIAM Workshop on Object Oriented Methods for Interoperable Scientific and Engineering Computing that covered a variety of topics and issues related to designing and implementing computational tools for science and engineering.

ICT Systems and Sustainability - Milan Tuba

2022-01-04

This book proposes new technologies and discusses future solutions for ICT design infrastructures, as reflected in high-quality papers presented at the 6th International Conference on ICT for Sustainable Development (ICT4SD 2021), held in Goa, India, on 5–6 August 2021. The book covers the topics such as big data and data mining, data fusion, IoT programming toolkits and frameworks, green communication systems and network, use of ICT in smart cities, sensor networks and embedded system, network and information security, wireless and optical networks, security, trust, and privacy, routing and control protocols, cognitive radio and networks, and natural language processing. Bringing together experts from different countries, the book explores a range of central issues from an international perspective. [Flexible Method for Inter-object Communication in C++](#) - Brian P. Curlett 1994

Beginning iPhone Games Development - PJ
Cabrera 2010-08-03

iPhone games are hot! Just look at the numbers. Games make up over 25 percent of total apps and over 70 percent of the most popular apps. Surprised? Of course not! Most of us have filled our iPhone or iPod touch with games, and many of us hope to develop the next best-selling, most talked-about game. You've probably already read and mastered *Beginning iPhone 3 Development*; *Exploring the iPhone SDK*, the best-selling second edition of Apress's highly acclaimed introduction to the iPhone and iPod touch by developers Dave Mark and Jeff LaMarche. This book is the game-specific equivalent, providing you with the same easy-to-follow, step-by-step approach, more deep technical insights, and that familiar friendly style. While games are all about fun, at the same time, they're serious business. With this *Beginning iPhone Games Development* book, you're going to roll up your sleeves and get your hands dirty with some hardcore coding. While you may have

written games before, this book will take you further, immersing you in the following topics: Game graphics and animation with UIKit, Quartz, Core Animation, and OpenGL ES Game audio with OpenAL, MediaPlayer Framework, AV Foundation, and AudioSession Game networking with GameKit, Bonjour, and Internet sharing For those looking for iPad game development coverage and/or iOS 5 SDK specific game coverage, check out the published *Beginning iOS 5 Games Development* by Lucas Jordan from Apress.

Aspect-Oriented Database Systems - Awais
Rashid 2004-01-07

Focuses on the use of Aspect-Oriented Programming (AOP) techniques to modularise otherwise broadly scoped features in database systems like the transaction or the versioning model to improve their customisability, extensibility, and maintainability.

[The Internet of Things](#) - Hakima Chaouchi
2013-02-04

Internet of Things: Connecting Objects puts

forward the technologies and the networking architectures which make it possible to support the Internet of Things. Amongst these technologies, RFID, sensor and PLC technologies are described and a clear view on how they enable the Internet of Things is given. This book also provides a good overview of the main issues facing the Internet of Things such as the issues of privacy and security, application and usage, and standardization.

Meta-level Architectures and Reflection - 2001

WCDMA for UMTS - Harri Holma 2010-10-28
Now in its fifth edition, the bestselling book on UMTS has been updated to cover 3GPP WCDMA and High Speed Packet Access (HSPA) from Release 99 to Release 9. Written by leading experts in the field, the book explains HSPA performance based on simulations and field experience, and illustrates the benefits of HSPA evolution (HSPA+) both from the operators and

from the end user's perspective. It continues to provide updated descriptions of the 3GPP standard including the physical layer, radio protocols on layers 1-3 and a system architecture description. The challenges and solutions regarding terminal RF design are also discussed, including the benefits of HSPA+ power saving features. There is also the addition of a new chapter on femto cells as part of the updates to this fifth edition. Key updates include: HSPA evolution (HSPA+); Multicarrier HSPA solutions; HSPA femto cells (home base stations); TD-SCDMA system description; Terminal power consumption optimization. Updated description of LTE

ECOOP 2006 - Object-Oriented Programming - Dave Thomas 2006-06-26
This book constitutes the refereed proceedings of the 20th European Conference on Object-Oriented Programming, ECOOP 2006, held in Nantes, France in July 2006. 20 revised full papers, together with 3 keynote papers were

carefully reviewed and selected. The papers are organized in topical sections on program query and persistence, ownership and concurrency,

languages, type theory, types for object-oriented languages, tools, and modularity. 5 more papers celebrate the 20th anniversary of ECOOP.

[NASA Tech Briefs - 1990](#)