

RESEARCH DIRECTIONS IN CONCURRENT OBJECT-ORIENTED PROGRAMMING

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Research Directions In Concurrent Object

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Research Directions In Concurrent Object:

Formal Methods for Open Object-based Distributed Systems Elie Najm, Jean-Bernard Stefani, 2016-02-13 Object based Distributed Computing is being established as the most pertinent basis for the support of large heterogeneous computing and telecommunications systems The advent of Open Object based Distributed Systems OODS brings new challenges and opportunities for the use and development of formal methods Formal Methods for Open Object based Distributed Systems presents the latest research in several related fields and the exchange of ideas and experiences in a number of topics including formal models for object based distributed computing semantics of object based distributed systems and programming languages formal techniques in object based and object oriented specification analysis and design refinement and transformation of specifications multiple viewpoint modeling and consistency between different models formal techniques in distributed systems verification and testing types service types and subtyping specification verification and testing of quality of service constraints and formal methods and the object life cycle It contains the selected proceedings of the International Workshop on Formal Methods for Open Object based Distributed Systems sponsored by the International Federation for Information Processing and based in Paris France in March 1996 [Formal Methods for Open Object-Based Distributed Systems](#) Paolo Ciancarini, Alessandro Fantechi, Roberto Gorrieri, 1999-02-28 Formal Methods for Open Object Based Distributed Systems presents the leading edge in several related fields specifically object orientated programming open distributed systems and formal methods for object oriented systems With increased support within industry regarding these areas this book captures the most up to date information on the subject Many topics are discussed including the following important areas object oriented design and programming formal specification of distributed systems open distributed platforms types interfaces and behaviour formalisation of object oriented methods This volume comprises the proceedings of the International Workshop on Formal Methods for Open Object based Distributed Systems FMOODS sponsored by the International Federation for Information Processing IFIP which was held in Florence Italy in February 1999 Formal Methods for Open Object Based Distributed Systems is suitable as a secondary text for graduate level courses in computer science and telecommunications and as a reference for researchers and practitioners in industry commerce and government **Software Reuse: Advances in Software Reusability** William B. Frakes, 2000-06-14 This book constitutes the refereed proceedings of the 6th International Conference on Software Reuse ICSR 6 held in Vienna Austria in June 2000 The 26 revised full papers presented were carefully reviewed and selected from numerous submissions The book is divided into topical sections on generative reuse and formal description languages object oriented methods product line architectures requirements reuse and business modeling components and libraries and design patterns **Modular Programming Languages** Jürg Gutknecht, Wolfgang Weck, 2006-12-31 The circle is closed The European Modula 2 Conference was originally launched with the goal of increasing the popularity of Modula 2 a programming language created

by Niklaus Wirth and his team at ETH Zurich has as a successor of Pascal. For more than a decade the conference has wandered through Europe passing Bled Slovenia in 1987, Loughborough UK in 1990, Ulm Germany in 1994 and Linz Austria in 1997. Now at the beginning of the new millennium it is back at its roots in Zurich Switzerland. While traveling through space and time the conference has mutated. It has widened its scope and changed its name to Joint Modular Languages Conference JMLC. With an invariant focus though on modular software construction in teaching research and out there in industry. This topic has never been more important than today ironically not because of insufficient language support but quite on the contrary due to a truly confusing variety of modular concepts offered by modern languages: modules, packages, classes and components, the newest and still controversial trend. The recent notion of component is still very vaguely defined so vaguely in fact that it almost seems advisable to ignore it. Wirth in his article *Records, Modules, Objects, Classes, Components* in honor of Hoare's retirement in 1999. Clarification is needed.

Computational Logic Ulrich Berger, Helmut Schwichtenberg, 2012-12-06. Recent developments in computer science clearly show the need for a better theoretical foundation for some central issues. Methods and results from mathematical logic in particular proof theory and model theory are of great help here and will be used much more in future than previously. This book provides an excellent introduction to the interplay of mathematical logic and computer science. It contains extensively reworked versions of the lectures given at the 1997 Marktoberdorf Summer School by leading researchers in the field. Topics covered include proof theory and specification of computation. J. Y. Girard, D. Miller, complexity of proofs and programs, S. R. Buss, S. S. Wainer, computational content of proofs, H. Schwichtenberg, constructive type theory, P. Aczel, H. Barendregt, R. L. Constable, computational mathematics, U. Martin, rewriting logic, J. Meseguer, and game semantics, S. Abramski.

Coordinating Distributed Objects Svend Frølund, 1996. Coordinating Distributed Objects presents a novel object oriented methodology to simplify the construction of distributed software systems. The methodology is based on a programming construct called synchronizer that allows the coordination of distributed application components to be programmed in a modular fashion and at a high level of abstraction. The methodology offers new insight into the problem of coordination in distributed systems and can be applied to a broad spectrum of distributed software systems such as process control, multimedia and groupware. Current methodologies for developing distributed applications do not adequately address the complexity of coordinating application components. The coherence between asynchronous application components for instance is usually implemented by explicitly programming a large number of messages and the responses to them. The synchronizer construct however implements coordination as abstract and reusable coordination constraints and thereby reduces code size and complexity by an order of magnitude. Synchronizers offer other attractions as well: they maintain procedural abstraction, data encapsulation and inherent concurrency. Overall they allow coordination to be expressed at a level of abstraction that is much closer to the mental model of code developers.

Communication-Based Systems Günter Hommel, 2000-02-29. Proceedings of the 3rd International Workshop held at the TU Berlin Germany 31

March 1 April 2000 Object Oriented Methods for Interoperable Scientific and Engineering Computing Michael E. Henderson, Christopher Radcliff Anderson, Stephen L. Lyons, 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 *Objective Coordination in Multi-Agent System Engineering* Michael Schumacher, 2003-06-29 Based on a suitably defined coordination model distinguishing between objective inter agent coordination and subjective intra agent coordination this book addresses the engineering of multi agent systems and thus contributes to closing the gap between research and applications in agent technology After reviewing the state of the art the author introduces the general coordination model ECM and the corresponding object oriented coordination language STL The practicability of ECM STL is illustrated by the simulation of a particular collective robotics application and the automation of an e commerce trading system Situated at the intersection of behavior based artificial intelligence and concurrent and distributed systems this monograph is of relevance to the agent R D community approaching agent technology from the distributed artificial intelligence point of view as well as for the distributed systems community , **Object-Oriented Analysis and Design with Applications** Grady Booch, Robert Maksimchuk, Michael Engle, Jim Conallen, Kelli Houston, Bobbi Young Ph.D., 2007-04-30 Object Oriented Design with Applications has long been the essential reference to object oriented technology which in turn has evolved to join the mainstream of industrial strength software development In this third edition the first revision in 13 years readers can learn to apply object oriented methods using new paradigms such as Java the Unified Modeling Language UML 2 0 and NET The authors draw upon their rich and varied experience to offer improved methods for object development and numerous examples that tackle the complex problems faced by software engineers including systems architecture data acquisition cryptanalysis control systems and Web development They illustrate essential concepts explain the method and show successful applications in a variety of fields You ll also find pragmatic advice on a host of issues including classification implementation strategies and cost effective project management New to this new edition are An introduction to the new UML 2 0 from the notation s most fundamental and advanced elements with an emphasis on key changes New domains and contexts A greatly enhanced focus on modeling as eagerly requested by readers with five chapters that each delve into one phase of the overall development lifecycle Fresh approaches to reasoning about complex systems An examination of the conceptual foundation of the widely misunderstood fundamental elements of the object model such as abstraction encapsulation modularity and hierarchy How to allocate the resources of a team of developers and manage the risks associated with developing complex software systems An appendix on object oriented programming languages This is the seminal text for anyone who wishes to use object oriented technology to manage the complexity inherent in many kinds of systems Sidebars Preface Acknowledgments About the Authors Section I Concepts Chapter 1 Complexity Chapter 2 The

Object Model Chapter 3 Classes and Objects Chapter 4 Classification Section II Method Chapter 5 Notation Chapter 6 Process Chapter 7 Pragmatics Chapter 8 System Architecture Satellite Based Navigation Chapter 9 Control System Traffic Management Chapter 10 Artificial Intelligence Cryptanalysis Chapter 11 Data Acquisition Weather Monitoring Station Chapter 12 Web Application Vacation Tracking System Appendix A Object Oriented Programming Languages Appendix B Further Reading Notes Glossary Classified Bibliography Index From Object-Oriented to Formal Methods Olaf Owe, Stein Krogdahl, Tom Lyche, 2004-03-31 This book is dedicated to the memory of Ole Johan Dahl who passed away in June 2002 at the age of 70 shortly after he had received together with his colleague Kristen Nygaard the ACM Alan M Turing Award For ideas fundamental to the emergence of object oriented programming through their design of the programming languages Simula I and Simula 67 This Festschrift opens with a short biography and a bibliography recollecting Ole Johan Dahl's life and work as well as a paper he wrote entitled The Birth of Object Orientation the Simula Languages The main part of the book consists of 14 scientific articles written by leading scientists who worked with Ole Johan Dahl as students or colleagues In accordance with the scope of Ole Johan Dahl's work and the book's title the articles are centered around object orientation and formal methods *PARLE '92, Parallel Architectures and Languages Europe* Daniel Etiemble, 1992-06-03 The 1992 Parallel Architectures and Languages Europe conference continues the tradition of a wide and representative international meeting of specialists from academia and industry in theory design and application of parallel computer systems set by the previous PARLE conferences held in Eindhoven in 1987 1989 and 1991 This volume contains the 52 regular and 25 poster papers that were selected from 187 submitted papers for presentation and publication In addition five invited lectures are included The regular papers are organized into sections on implementation of parallel programs graph theory architecture optimal algorithms graph theory and performance parallel software components data base optimization and modeling data parallelism formal methods systolic approach functional programming fine grain parallelism Prolog data flow systems network efficiency parallel algorithms cache systems implementation of parallel languages parallel scheduling in data base systems semantic models parallel data base machines and language semantics *Practical Aspects of Declarative Languages* Manuel Hermenegildo, Daniel Cabeza, 2005-01-14 This book constitutes the refereed proceedings of the 7th International Symposium on Practical Aspects of Declarative Languages PADL 2005 held in Long Beach CA USA in January 2005 The 17 revised full papers presented together with the abstracts of 2 invited talks were carefully reviewed and selected from 36 submissions All current aspects of declarative programming are addressed including implementational issues and applications in areas such as database management active networks software engineering decision support systems and music composition *Transactions and Database Dynamics* Gunter Saake, Kerstin Schwarz, Can Türker, 2003-06-26 These post proceedings contain the revised versions of the accepted papers of the international workshop Transactions and Database Dynamics which was the eighth workshop in a series focusing on foundations of models and

languages for data and objects FoMLaDO Seven long papers and three short papers were accepted for inclusion in the proceedings The papers address various issues of transactions and database dynamics criteria and protocols for global snapshot isolation in federated transaction management unified theory of concurrency control and replication control specification of evolving information systems inheritance mechanisms for deductive object databases with updates specification of active rules for maintaining database consistency integrity checking in subtransactions open nested transactions for multi tier architectures declarative specification of transactions with static and dynamic integrity constraints logic based specification of update queries as open nested transactions and execution guarantees and transactional processes in electronic commerce payments In addition to the regular papers there are papers resulting from two working groups The first working group paper discusses the basis for transactional computation In particular it addresses the specification of transactional software The second working group paper focuses on transactions in electronic commerce applications Among others Internet transactions payment protocols and concurrency control and persistence mechanisms are discussed Moreover there is an invited paper by Jari Veijalainen which discusses transactional aspects in mobile electronic commerce

Communicating Process Architectures 2007 Alistair A. McEwan, 2007 Deals with Computer Science and models of Concurrency This title emphasizes on hardware software co design and the understanding of concurrency that results from these systems It includes a range of papers on this topic from the formal modeling of buses in co design systems through to software simulation and development environments

ECOOP 2002 - Object-Oriented Programming Boris

Magnusson, 2003-08-02 This book constitutes the refereed proceedings of the 16th European Conference on Object Oriented Programming ECOOP 2002 held in Malaga Spain in June 2002 The 24 revised full papers presented together with one full invited paper were carefully reviewed and selected from 96 submissions The book offers topical sections on aspect oriented software development Java virtual machines distributed systems patterns and architectures languages optimization theory and formal techniques and miscellaneous

All About Maude - A High-Performance Logical Framework Manuel

Clavel, Francisco Durán, Steven Eker, Patrick Lincoln, Narciso Martí-Oliet, José Meseguer, Carolyn Talcott, 2007-07-19 Maude is a language and system based on rewriting logic In this comprehensive account you will discover how Maude and its formal tool environment can be used in three mutually reinforcing ways as a declarative programming language as an executable formal specification language and as a formal verification system Examples used throughout the book illustrate key concepts features and the many practical uses of Maude

Object-Technologies for Advanced Software Kokichi Futatsugi, Satoshi

Matsuoka, 1996-02-28 This book constitutes the refereed proceedings of the Second International Symposium on Object Technologies for Advanced Software ISOTAS 96 held in Ishikawa Japan in March 1996 ISOTAS 96 was sponsored by renowned Japanese and international professional organisations The 14 papers included in final full versions together with the abstracts of four invited papers were carefully reviewed and selected from a total of 56 submissions they address most

current topics in object software technology object oriented programming object oriented databases etc The volume is organized in sections on design and evolution parallelism and distribution meta and reflection and evolution of reuse

Formal Methods for Components and Objects Frank S. de Boer, Marcello M. Bonsangue, Susanne Graf, Willem-Paul de Roever, 2005-09-19 Formal methods have been applied successfully to the verification of medium sized programs in protocol and hardware design However their application to the development of large systems requires more emphasis on specification modelling and validation techniques supporting the concepts of reusability and modifiability and their implementation in new extensions of existing programming languages This book presents revised tutorial lectures given by invited speakers at the Third International Symposium on Formal Methods for Components and Objects FMCO 2004 held in Leiden The Netherlands in November 2004 The 14 revised lectures by leading researchers present a comprehensive account of the potential of formal methods applied to large and complex software systems such as component based systems and object systems The book provides an unique combination of ideas on software engineering and formal methods that reflect the expanding body of knowledge on modern software systems

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