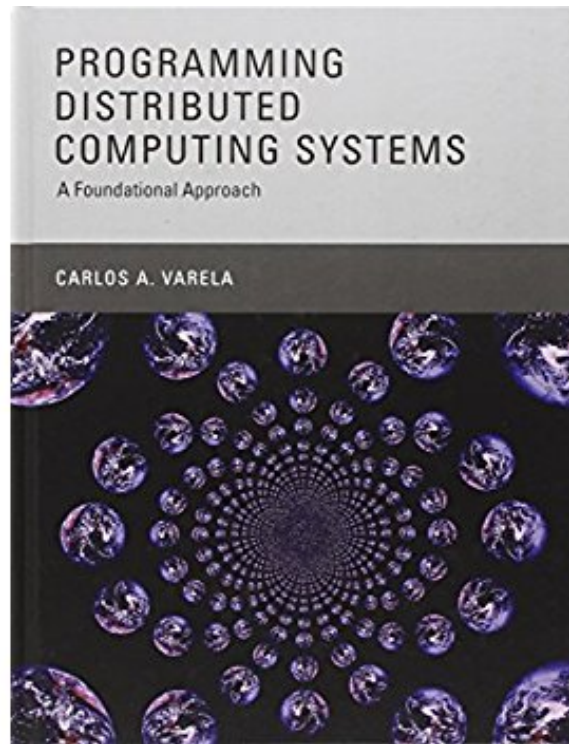


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Synopsis :

Review With the explosive growth of the Internet in the twenty-first century, distributed programming is at the very heart of today's digital society. But it remains a difficult skill to master, both conceptually and practically. Carlos Varela's book makes a big step toward remedying this situation. It uses three languages to cover a full spectrum of distributed abstractions. I highly recommend Varela's book to all developers and researchers who are looking for better ways to express their distributed thoughts! (Peter Van Roy, Professor at Université catholique de Louvain, Louvain-la-Neuve, Belgium) Programming Distributed Computing Systems fills the long-standing need for a self-contained account of distributed programming that combines presentation of underlying formal semantic models along with the design and use of distributed languages and frameworks based upon them. The book's primary focus on actor models makes it an especially useful resource for those studying the foundations of an increasing number of actor-based frameworks, languages, and platforms. Additional coverage of alternative models and languages provides a basis for those pursuing different ways of programming distributed systems. (Doug Lea, Computer Science Department, State University of New York at Oswego) This book deals with one of the most important topics in computer science -- it explains what a concurrent programming model is and what it's good for. While most books focus on a specific programming language or technology, this book really shows the power of the mathematical ideas at the basis of popular languages like Java or C#. (Paolo Ciancarini, Professor of Computer Science, Department of Informatics, University of Bologna) Read more About the Author Carlos A. Varela is Associate Professor in the Department of Computer Science at Rensselaer Polytechnic Institute. Gul Agha is Director of the Open Systems Laboratory at the University of Illinois at Urbana-Champaign and an Associate Professor in the Department of Computer Science. Read more The role of teachers in implementing curriculum changes dl.acm.org/citation.cfm?id=2445272 In 2011 New Zealand introduced computer science into high schools after a long period when computing was mainly focussed on training students to be users. History of video games - Wikipedia https://en.wikipedia.org/wiki/History_of_video_games The history of video games goes as far back as the early 1950s, when academic computer scientists began designing simple games and simulations as part of their research. BibMe: Free Bibliography & Citation Maker - MLA, APA ... www.bibme.org Using other people's research or ideas without giving them due credit is plagiarism. Since BibMe™ makes it easy to create citations, build bibliographies and ... <https://skillsmatter.com/conferences/7412-con-2016-the-...> The Cake Solutions team builds highly distributed and scalable systems using Kafka as their core data pipeline. Kafka has become the de facto platform for reliable ... Genetic Algorithms and Evolutionary Computation www.talkorigins.org/faqs/genalg/genalg.html The first and most important point is that genetic algorithms are intrinsically parallel. Most other algorithms are serial and can only explore the solution space to ... AI With The Best online conference for developers sai.withthebest.com Learn how to automate your systems, how to build chat bots and the future of deep learning. Explore the applications of machine learning, NLP, and computer vision ... Technology and Science News - ABC News abcnews.go.com/Technology/ Get the latest science news and technology news, read tech reviews and more at ABC News. Deeper Insights into the Illuminati Formula by Fritz ... whale.to/b/sp/springmeier.html [back] Deeper Insights. DEEPER

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