

## Distributed Programming With Java

**Build, deploy, and manage robust Web-enabled database applications with Java!** Integrate J2EE, Oracle, Linux, and legacy databases. Covers JDBC®, RMI, Swing, Apache JServ, and much more. Practical techniques for enhancing reusability and day-to-day manageability. Need to build, enhance, integrate, or manage an enterprise-class Java-based distributed database system? Tired of "toy examples"? Want to see how everything fits together in a live, breathing system? Here's your chance. Stewart Birnam shows experienced professionals all they need to create and administer robust database applications leveraging Java technologies, and running on today's key platforms-Oracle 8.x and Linux. You won't just learn a laundry list of APIs and technologies; you'll master real-world strategies for integrating them in reliable, deployable systems-and discover proven solutions for the problems that stand in your way. Understand every issue associated with building scalable, efficient, multi-tier Java code, including server configuration, brokers, client interaction, and maximizing system price/performance. Make the most of Java's database APIs; and master powerful database access techniques, from queuing to complex joins, multimedia content delivery to Oracle-specific features. Learn how to build and administer RMI servers; streamline deployment and distribution of enterprise applications; maximize code reusability; and manage your distributed application as efficiently as possible. Stewart Birnam is a Senior Database/Systems Developer at a leading visual effects and computer animation company in northern California.

**Distributed Object Computing** teaches readers the fundamentals of CORBA, the leading architecture for design of software used in parallel and distributed computing applications. Since CORBA is based on open standards, it is the only effective way to learn object-oriented programming for distributed systems. This language independent book allows material to be taught using Java, C++ or other Object Oriented Programming Languages.

It is a pleasure to present the proceedings of the 22nd European Conference on Object-Oriented Programming (ECOOP 2008) held in Paphos, Cyprus. The conference continues to serve a broad object-oriented community with a tech- cal program spanning theory and practice and a healthy mix of industrial and academic participants. This year a strong workshop and tutorial program complemented the main technical track. We had 13 workshops and 8 tutorials, as well as the co-located Dynamic Language Symposium (DLS). Finally, the program was rounded out with a keynote by Rachid Guerraoui and a banquet speech by James Noble. As in previous years, two Dahl-Nygaard awards were selected by AITO, and for the 1st time, the ECOOP Program Committee gave a best paper award. The proceedings include 27 papers selected from 138 submissions. The papers were reviewed in a single-blind process with three to 7ve reviews per paper. Preliminary versions of these reviews were made available to the authors a week before the PC meeting to allow for short (500 words or less) author responses. The responses were discussed at the PC meeting and were instrumental in reaching decisions. The PC discussions followed Oscar Nierstrasz' Champion pattern. PC papers had 7ve reviews and were held at a higher standard.

The leading guide for Java developers who build business applications with CORBA. Acknowledged experts present advanced techniques and real-world examples for building both simple and complex programs using Java with CORBA. The authors begin with a quick overview of CORBA, Java, object request brokers (ORBs), and EJB components, then quickly move on to show how to use them to build complete Java applications. This new volume features in-depth code examples, as well as expanded coverage of cutting-edge topics, including Portable Object Adaptor (POA), Remote Method Invocation (RMI) over IIOP, and EJB.

Sharing Objects with Java

Object Oriented, Concurrent, and Distributed Computing in Java

Implementing, Testing, and Debugging Multithreaded Java and C++/Pthreads/Win32 Programs

## MapReduce Design Patterns

Distributed, Embedded and Real-time Java Systems

Software - Programming Languages.

This book provides graduate students and practitioners with knowledge of the CORBA standard and practical experience of implementing distributed systems with CORBA's Java mapping. With tested code examples that will run immediately!

Principles of Concurrent and Distributed Programming provides an introduction to concurrent programming focusing on general principles and not on specific systems. Software today is inherently concurrent or distributed - from event-based GUI designs to operating and real-time systems to Internet applications. The new edition of this classic introduction to concurrency has been completely revised in view of the growing importance of concurrency constructs embedded in programming languages and of formal methods such as model checking that are widely used in industry.

In modern computing a program is usually distributed among several processes. The fundamental challenge when developing reliable and secure distributed programs is to support the cooperation of processes required to execute a common task, even when some of these processes fail. Failures may range from crashes to adversarial attacks by malicious processes. Cachin, Guerraoui, and Rodrigues present an introductory description of fundamental distributed programming abstractions together with algorithms to implement them in distributed systems, where processes are subject to crashes and malicious attacks. The authors follow an incremental approach by first introducing basic abstractions in simple distributed environments, before moving to more sophisticated abstractions and more challenging environments. Each core chapter is devoted to one topic, covering reliable broadcast, shared memory, consensus, and extensions of consensus. For every topic, many exercises and their solutions enhance the understanding. This book represents the second edition of "Introduction to Reliable Distributed Programming". Its scope has been extended to include security against malicious actions by non-cooperating processes. This important domain has become widely known under the name "Byzantine fault-tolerance".

Building Effective Algorithms and Analytics for Hadoop and Other Systems

Training Course

Distributed Virtual Worlds

An Evaluation of CORBA and DCOM

Distributed Computing in Java 9

Implementing Distributed Systems with Java and CORBA

Der Band bietet eine kompakte Einführung in die Nichtsequentielle Programmierung als gemeinsamen Kern von Vorlesungen über Betriebssysteme, Verteilte Systeme, Parallele Algorithmen, Echtzeitprogrammierung und Datenbanktransaktionen. Basiskonzepte zur Synchronisation und Kommunikation nebenläufiger Prozesse werden systematisch dargestellt: Schlosser, Semaphore, Monitore, lokale und netzweiter Botschaftenaustausch. Die Algorithmen sind in der Programmiersprache Google Go formuliert, mit der viele Synchronisationskonzepte ausgedrückt werden können.

Concurrent and Distributed Computing in Java addresses fundamental concepts in concurrent computing with Java examples. The book consists of two parts. The first part deals with techniques for programming in shared-memory based systems. The book covers concepts in Java such as threads, synchronized methods, waits, and notify to expose students to basic concepts for multi-threaded programming. It also includes algorithms for mutual exclusion, consensus, atomic objects, and wait-free data structures. The second part of the book deals with programming in a message-passing system. This part covers resource allocation problems, logical clocks, global property detection, leader election, message ordering, agreement algorithms, checkpointing, and message logging. Primarily a textbook for upper-level undergraduates and graduate students, this thorough treatment will also be of interest to professional programmers.

Dive into key topics in network architecture and Go, such as data serialization, application level protocols, character sets and encodings. This book covers network architecture and gives an overview of the Go language as a primer, covering the latest Go release. Beyond the fundamentals, Network Programming with Go covers key networking and security issues, such as HTTP and HTTPS, templates, remote procedure call (RPC), web sockets including HTML5 web sockets, and more. Additionally, author Jan Newmarch guides you in building and connecting to a complete web server based on Go. This book can serve as both as an essential learning guide and reference on Go. This book can serve as both as an essential learning guide and reference on Go. This book can serve as both as an essential learning guide and reference on Go. This book can serve as both as an essential learning guide and reference on Go.

networking. What You Will Learn Master network programming with Go Carry out data serialization Use application-level protocols Manage character sets and encodings Deal with HTTP(S) Build a complete Go-based web server Work with RPC, web sockets, and more Who This Book Is For Experienced Go programmers and other programmers with some experience with the Go language.

This book shows how to build software in which two or more computers cooperate to produce results. It covers Java's RMI (Remote Method Invocation) facility, in addition to CORBA and strategies for developing a distributed framework. It pays attention to often-neglected issues such as protocol design, security, and bandwidth requirements.

Java in Distributed Systems

Worldwide Computing and Its Applications

Java Network Programming and Distributed Computing

Java Distributed Objects

Modern Multithreading

Java Distributed Computing

*An introduction to fundamental theories of concurrent computation and associated programming languages for developing distributed and mobile computing systems. Starting from the premise that understanding the foundations of concurrent programming is key to developing distributed computing systems, this book first presents the fundamental theories of concurrent computing and then introduces the programming languages that help develop distributed computing systems at a high level of abstraction. The major theories of concurrent computation—including the  $\lambda$ -calculus, the actor model, the join calculus, and mobile ambients—are explained with a focus on how they help design and reason about distributed and mobile computing systems. The book then presents programming languages that follow the theoretical models already described, including Pict, SALSA, and JoCaml. The parallel structure of the chapters in both part one (theory) and part two (practice) enable the reader not only to compare the different theories but also to see clearly how a programming language supports a theoretical model. The book is unique in bridging the gap between the theory and the practice of programming distributed computing systems. It can be used as a textbook for graduate and advanced undergraduate students in computer science or as a reference for researchers in the area of programming technology for distributed computing. By presenting theory first, the book allows readers to focus on the essential components of concurrency, distribution, and mobility without getting bogged down in syntactic details of specific programming languages. Once the theory is understood, the practical part of implementing a system in an actual programming language becomes much easier.*

*Foundations of Multithreaded, Parallel, and Distributed Programming covers, and then applies, the core concepts and techniques needed for an introductory course in this subject. Its emphasis is on the practice and application of parallel systems, using real-world examples throughout. Greg Andrews teaches the fundamental concepts of multithreaded, parallel and distributed computing and relates them to the implementation and performance processes. He presents the appropriate breadth of topics and supports these discussions with an emphasis on performance. Features Emphasizes how to solve problems, with correctness the primary concern and performance an important, but secondary, concern Includes a number of case studies which cover such topics as pthreads, MPI, and OpenMP libraries, as well as programming languages like Java, Ada, high performance Fortran, Linda, Occam, and SR Provides examples using Java syntax and discusses how Java deals with monitors, sockets, and remote method invocation Covers current programming techniques such as semaphores, locks, barriers, monitors, message passing, and remote invocation Concrete examples are executed with complete programs, both shared and distributed Sample applications include scientific computing and distributed systems 0201357526B04062001*

*Up-to-the-minute coverage based on Jini 1.1 and JDK 1.4 with advanced distributed/parallel programming techniques: optimization, security, deadlock avoidance, and making the most of parallelism. JavaSpaces technology simplifies distributed computing, providing a shared virtual space where tasks, requests, and information can easily be exchanged in the form of Java objects.*

*Complete, Hands-On Guide to Building Advanced Distributed Applications with Ruby Distributed programming techniques make applications easier to scale, develop, and deploy—especially in emerging cloud computing environments. Now, one of the Ruby community's leading experts has written the first definitive guide to distributed programming with Ruby. Mark Bates begins with a simple distributed application, and then walks through an increasingly complex series of examples, demonstrating solutions to the most common distributed programming problems. Bates presents the industry's most useful coverage of Ruby's standard distributed programming libraries, DRb and Rinda. Next, he introduces powerful third-party tools, frameworks, and libraries designed to simplify Ruby distributed programming, including his own Distribunaut. If you're an experienced Ruby programmer or architect, this hands-on tutorial and practical reference will help you meet any distributed programming challenge, no matter how complex. Coverage includes Writing robust, secure, and interactive applications using DRb—and managing its drawbacks Using Rinda to build applications with improved flexibility, fault tolerance, and service discovery Simplifying DRb service management with RingyDingy Utilizing Starfish to facilitate communication between distributed programs and to write MapReduce functions for processin large data sets Using Politics to customize the processes running on individual server instances in a cloud computing environment Providing reliable distributed queuing with the low-overhead Starling messaging server implementing comprehensive enterprise messaging with RabbitMQ and Advanced Message Queuing Protocol (AMQP) Offloading heavyweight tasks with BackgroundDRb and DelayedJob*

*International Conference, WUCA '97, Tsukuba, Japan, March 10-11, 1997 Proceedings.*

*JavaTech, an Introduction to Scientific and Technical Computing with Java*

*Design Principles and Patterns*

*Advanced Techniques for Building Distributed Applications*

*Fundamentals of Distributed Object Systems*

*A Foundational Approach*

Recently, with the success of Java and the existence of different interfaces between VRML and Java, it became possible to implement three-dimensional internet applications on standard VRML browsers (Plugins) using Java. With the widespread use of VRML-Browsers, e.g., as part of the Netscape Communicator and Microsoft's Internet Explorer standard distributions, everyone connected to the internet via a PC (and some other platforms) can directly enter a virtual world without installing a new kind of software. The VRML technology offers the basis for new forms of customer services, e.g., interactive three-dimensional product configuration, spare part ordering, or customer training. Also this technology can be used for CSW in intranets. This book has a theoretical and a practical part. The theoretical part is intended more for teachers and researchers, while the practical part is intended for web designers, programmers and students, who want to have both a hands-on approach to implementing Web 3D applications and a technically detailed overview of existing solutions for specific problems in this area.

This book is a comprehensive guide to Java distributed computing. The book covers networking, distributed computing architectures, advanced Java facilities, security, data managing, and specific distributed computing techniques including sockets, Remote Method Invocation, Java servlets, Microsoft's Distributed Component Model, and the Common Object Request Broker Architecture.

This book provides an introduction to concurrent, real-time, distributed programming with Java object-oriented language support as an algorithm description tool. It describes in particular the mechanisms of synchronization (cooperative and competitive) and sharing of data (internal class, static variables) between threads in Java. He then discusses the use of Java for real-time applications. Consequently, a presentation of the RTSJ (Real Time Specification for Java) specification dedicated to the development of real-time applications in Java is also introduced in this book. Finally, a presentation of programming distributed in Java is presented in this book. We are particularly interested in communication using the TCP Sockets and high-level communication using Java Remote Method Invocation (RMI). The book also contains an annex which contains a practical set of application exercises in relation to the theme of the book. Knowledge of the Java language is a prerequisite for understanding the book.

For programmers already familiar with Java, this book offers new techniques on how to develop distributed applications. Although it discusses four paradigms--low-level Sockets, Remote Method Invocation, CORBA, and Mobile Agents--this book does not favor any one of these technologies. It also allows the reader to judge the easiest approach for a particular domain of applications.

Java Programming with CORBA

Foundations and Implementation Techniques Using VRML, Java, and CORBA

Principles of Concurrent and Distributed Programming

Distributed Programming with Ruby

Java RMI

Foundations of Multithreaded, Parallel, and Distributed Programming

Explore the power of distributed computing to write concurrent, scalable applications in Java About This Book Make the best of Java 9 features to write succinct code Handle large amounts of data using HPC Make use of AWS and Google App Engine along with Java to establish a powerful remote computation system Who This Book Is For This book is for basic to intermediate level Java developers who is aware of object-oriented programming and Java basic concepts. What You Will Learn Understand the basic concepts of parallel and distributed computing/programming Achieve performance improvement using parallel processing, multithreading, concurrency, memory sharing, and hpc cluster computing Get an in-depth understanding of Enterprise Messaging concepts with Java Messaging Service and Web Services in the context of Enterprise Integration Patterns Work with Distributed Database technologies Understand how to develop and deploy a distributed application on different cloud platforms including Amazon Web Service and Docker CaaS Concepts Explore big data technologies Effectively test and debug distributed systems Gain thorough knowledge of security standards for distributed applications including two-way Secure Socket Layer In Detail Distributed computing is the concept with which a bigger computation process is accomplished by splitting it into multiple smaller logical activities and performed by diverse systems, resulting in maximized performance in lower infrastructure investment. This book will teach you how to improve the performance of traditional applications through the usage of parallelism and optimized resource utilization in Java 9. After a brief introduction to the fundamentals of distributed and parallel computing, the book moves on to explain different ways of communicating with remote systems/objects in a distributed architecture. You will learn about asynchronous messaging with enterprise integration and related patterns, and how to handle large amount of data using HPC and implement distributed computing for databases. Moving on, it explains how to deploy distributed applications on different cloud platforms and self-contained application development. You will also learn about big data technologies and understand how they contribute to distributed computing. The book concludes with the detailed coverage of testing, debugging, troubleshooting, and security aspects of distributed applications so the programs you build are robust, efficient, and secure. Style and approach This is a step-by-step practical guide with real-world examples.

Research on real-time Java technology has been prolific over the past decade, leading to a large number of corresponding hardware and software solutions, and frameworks for distributed and embedded real-time Java systems. This book is aimed primarily at researchers in real-time embedded systems, particularly those who wish to understand the current state of the art in using Java in this domain. Much of the work in real-time distributed, embedded and real-time Java has focused on the Real-time Specification for Java (RTSJ) as the underlying base technology, and consequently many of the Chapters in this book address issues with, or solve problems using, this framework. Describes innovative techniques in scheduling, memory management, quality of service and communication systems supporting real-time Java applications; Includes coverage of safety-critical embedded systems and real-time programming; Discusses state-of-the-art resource management for embedded systems, including Java's real-time garbage collection and parallel collectors; Considers hardware support for the execution of Java programs including how programs can interact with functional accelerators; Includes coverage of Safety Critical Java for development of safety critical embedded systems.

Master the essentials of concurrent programming including testing and debugging This textbook examines languages and libraries for multithreaded programming. Readers learn how to create threads in Java and C++ and develop essential concurrent programming and problem-solving skills. Moreover, the textbook sets itself apart from other comparable works by helping readers to become proficient in keytesting and debugging techniques. Among the topics covered, readers are introduced to the relevant aspects of Java, the POSIX Pthreads library, and the Windows Win32 Applications Programming Interface. The authors have developed and fine-tuned this book through the concurrent programming courses they have taught for the past twenty years. The material, which emphasizes practical tools and techniques to solve concurrent programming problems, includes original results from the authors' research. Chapters include: \* Introduction to concurrent programming \* The critical section problem \* Semaphores and locks \* Monitors \* Message-passing \* Message-passing in distributed programs \* Testing and debugging concurrent programs As an aid to both students and instructors, class libraries have been implemented to provide working examples of all the material that is covered. These libraries and the testing techniques they support can be used to assess student-written programs. Each chapter includes exercises that build skills in programming and help ensure that readers have mastered the chapter's key concepts. The source code for all the listings in the text and/or the synchronization libraries is also provided, as well as startup files and test cases for the exercises. This textbook is designed for upper-level undergraduates and graduate students in computer science. With its abundance of practical material and inclusion of working code, coupled with an emphasis on testing and debugging, it is also a highly useful reference for practicing programmers.

Theory and Practice presents a practical and rigorous method to develop distributed programs that correctly implement their specifications. The method also covers how to write specifications and how to use them. Numerous examples such as bounded buffers, distributed locks, message-passing services, and distributed termination detection illustrate the method. Larger examples include data transfer protocols, distributed shared memory, and TCP network sockets. Distributed Programming: Theory and Practice bridges the gap between books that focus on specific concurrent programming languages and books that focus on distributed algorithms. Programs are written in a 'real-life' programming notation, along the lines of Java and Python with explicit instantiation of threads and programs. Students and programmers will see these as programs and not 'merely' algorithms in pseudo-code. The programs implement interesting algorithms and solve problems that are large enough to serve as projects in programming classes and software engineering classes. Exercises and examples are included in the end of each chapter with on-line access to the solutions. Distributed Programming: Theory and Practice is designed as an advanced-level text book for students in computer science and electrical engineering. Programmers, software engineers and researchers working in this field will also find this book useful.

Java Network Programming

A distributed programming environment in Ada95Java

Theory and Practice

Creating Components

Introduction to Reliable and Secure Distributed Programming

Concurrency, Distribution and Persistence

*This text takes complicated and almost unapproachable parallel programming techniques and presents them in a simple, understandable manner. It covers the fundamentals of programming for distributed environments like Internets and Intranets as well as the topic of Web Based Agents.*

*Java's rich, comprehensive networking interfaces make it an ideal platform for building today's networked, Internet-centered applications, components, and Web services. Now, two Java networking experts demystify Java's complex networking API, giving developers practical insight into the key techniques of network development, and providing extensive code examples that show exactly how it's done. David and Michael Reilly begin by reviewing fundamental Internet architecture and TCP/IP protocol concepts all network programmers need to understand, as well as general Java features and techniques that are especially important in network programming, such as exception handling and input/output. Using practical examples, they show how to write clients and servers using UDP and TCP; how to build multithreaded network applications; and how to utilize HTTP and access the Web using Java. The book includes detailed coverage of server-side application development; distributed computing development with RMI and CORBA; and email-enabling applications with the powerful JavaMail API.*

*For all beginning to intermediate Java programmers, network programmers who need to learn to work with Java.*

*A guide to developing network programs covers networking fundamentals as well as TCP and UDP sockets, multicasting protocol, content handlers, servlets, I/O, parsing, Java Mail API, and Java Secure Sockets Extension.*

*Practical Introduction to Java for use in scientific and technical computing.*

*Essential Skills for Using and Securing Networks*

*Distributed programming with Java and CORBA*

*Concurrent Programming in Java*

*JavaSpaces Example by Example*

*ECOOP 2008 - Object-Oriented Programming*

*22nd European Conference Paphos, Cyprus, July 7-11, 2008, Proceedings*

In modern computing a program is usually distributed among several processes. The fundamental challenge when developing reliable distributed programs is to support the cooperation of processes required to execute a common task, even when some of these processes fail. Guerraoui and Rodrigues present an introductory description of fundamental reliable distributed programming abstractions as well as algorithms to implement these abstractions. The authors follow an incremental approach by first introducing basic abstractions in simple distributed environments, before moving to more sophisticated abstractions and more challenging environments. Each core chapter is devoted to one specific class of abstractions, covering reliable delivery, shared memory, consensus and various forms of agreement. This textbook comes with a companion set of running examples implemented in Java. These can be used by students to get a better understanding of how reliable distributed programming abstractions can be implemented and used in practice. Combined, the chapters deliver a full course on reliable distributed programming. The book can also be used as a complete reference on the basic elements required to build reliable distributed applications.

Large and complex software systems, such as Internet applications, depend on distributed applications. Although Java has helped reduce the complexity of distributed systems, developers still have to contend with diverse hardware platforms, remote communication over networks, and system failures. Java in Distributed Systems provides a comprehensive guide for anyone wishing to deepen their knowledge of Java in distributed applications. Beginning with a tutorial guide to distributed programming in the Java environment, it shows you how building blocks from threads to Jini can help you to fulfil Sun's vision, that 'the Network is the Computer'. It then goes on to focus on aspects that are still challenging researchers such as concurrency, distribution, and persistence. Key Features: - One of the few books to focus specifically on Java for building distributed applications - Coverage includes threads & sockets, RMI, CORBA, Voyager, Mobile agents, JDBC, object-oriented databases, Java spaces and Jini - Includes advanced chapters on the cutting edge of Java language development, including the author's own proposed DeJav (Distributed Java), an open-source project that offers a unified approach to concurrency, distribution and persistence Content Description #Includes bibliographical references and index.

If you're a distributed Java or Enterprise JavaBeans programmer, then you've undoubtedly heard of Java's Remote Method Invocation (RMI). Java programmers use RMI to write efficient, fault-tolerant distributed applications with very little time or effort. Whether you're networking across a LAN or across the Internet, RMI provides Java programmers with a lightweight solution to a heavyweight problem. Java RMI contains a wealth of experience in designing and implementing applications that use Remote Method Invocation. Novice readers will quickly be brought up to speed on why RMI is such a powerful yet easy-to-use tool for distributed programming, while experts can gain valuable experience for constructing their own enterprise and distributed systems. The book also provides strategies for working with: Serialization, Threading, the RMI registry, Sockets and socket factories, Activation, dynamic class downloading, HTTP tunnelling, Distributed garbage collection, JNDI, CORBA. In short, a treasure trove of valuable RMI knowledge packed into one book!

Threads, RTSJ and RMI

Database Development

Parallel and Distributed Programming Using C++

Distributed Programming

Synchronization of Concurrent Processes: Communication - Cooperation - Competition

Network Programming with Go

*Concurrency is a powerful technique for developing efficient and lightning-fast software. For instance, concurrency can be used in common applications such as online order processing to speed processing and ensure transaction reliability. However, mastering concurrency is one of the greatest challenges for both new and veteran programmers. **Software***

*Until now, design patterns for the MapReduce framework have been scattered among various research papers, blogs, and books. This handy guide brings together a unique collection of valuable MapReduce patterns that will save you time and effort regardless of the domain, language, or development framework you're using. Each pattern is explained in context, with pitfalls and caveats clearly identified to help you avoid common design mistakes when modeling your big data architecture. This book also provides a complete overview of MapReduce that explains its origins and implementations, and why design patterns are so important. All code examples are written for Hadoop. Summarization patterns: get a top-level view by summarizing and grouping data filtering patterns: view data subsets such as records generated from one user Data organization patterns: reorganize data to work with other systems, or to make MapReduce analysis easier Join patterns: analyze different datasets together to discover interesting relationships Metapatterns: piece together several patterns to solve multi-stage problems, or to perform several algorithms in the same job Input and output patterns: customize the way you use Hadoop to load or store data "A clear exposition of MapReduce programs for common data processing patterns--this book is indispensable for anyone using Hadoop." --Tom White, author of Hadoop: The Definitive Guide*

*Distributed Java 2 Platform*

*The CORBA Perspective*

*Concurrent and Distributed Computing in Java*

*Distributed Programming with Java*

*Nonsequential and Distributed Programming with Go*

*Introduction to Reliable Distributed Programming*