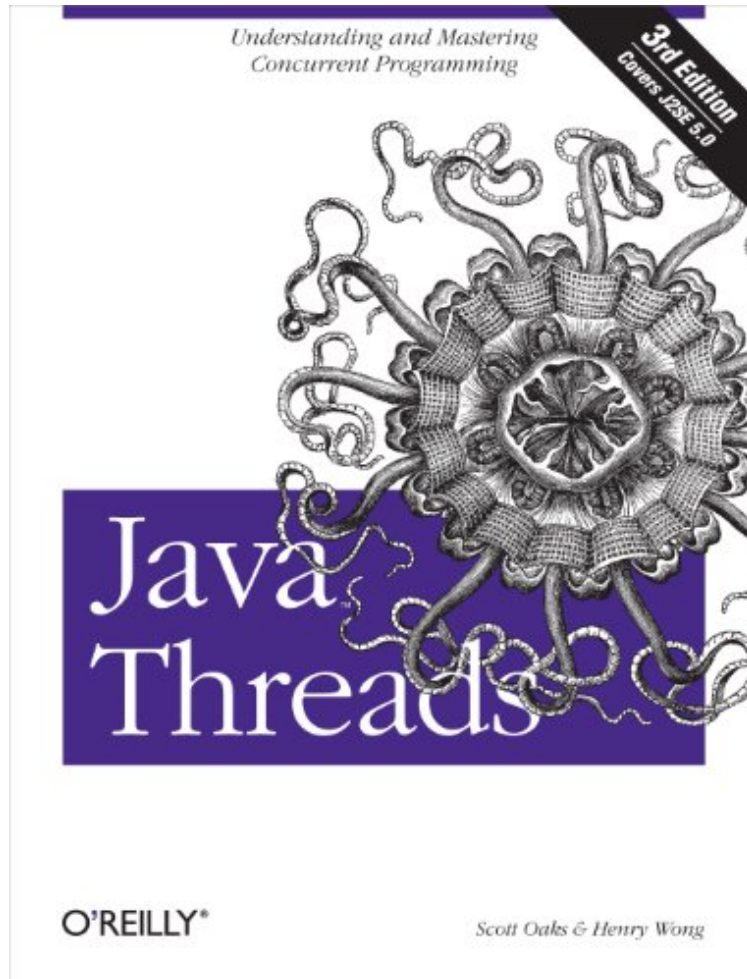


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Java Threads: Understanding and Mastering Concurrent Programming

Von *Scott Oaks, Henry Wong*
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Von Scott Oaks, Henry Wong : Java Threads: Understanding and Mastering Concurrent Programming before purchasing it in order to gage whether or not it would be worth my time, and all praised Java Threads: Understanding and Mastering Concurrent Programming:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. OutdatedVon Fabian MeierThis book is rather old and does not reflect the developments of the subject. Not recommended for Java 7 or 8.0 von 0 Kunden fanden die folgende Rezension hilfreich. Fast and GoodVon Johannes KberEspecially by searching for some arguments and better understanding for Threads it's a good lecture. Fast understanding by an clearly laid out.0 von 1 Kunden fanden die folgende Rezension hilfreich. Zu sehr veraltetVon TemhemDieses Buch war vor einigen Jahren vielleicht gut, jedoch hat sich Java verndert und die Beispiele sind

einfach schlecht. Die Erklärungen sind sehr schlecht, auch hier würde ich Internet Tutorials oder Youtube Tutorials eher nahe legen.

Kurzbeschreibung Threads are essential to Java programming, but learning to use them effectively is a nontrivial task. This new edition of the classic Java Threads shows you how to take full advantage of Java's threading facilities and brings you up-to-date with the watershed changes in Java 2 Standard Edition version 5.0 (J2SE 5.0). It provides a thorough, step-by-step approach to threads programming. Java's threading system is simple relative to other threading systems. In earlier versions of Java, this simplicity came with tradeoffs: some of the advanced features in other threading systems were not available in Java. J2SE 5.0 changes all that: it provides a large number of new thread-related classes that make the task of writing multithreaded programs that much easier. You'll learn where to use threads to increase efficiency, how to use them effectively, and how to avoid common mistakes. This book discusses problems like deadlock, race conditions, and starvation in detail, helping you to write code without hidden bugs. Java Threads, Third Edition, has been thoroughly expanded and revised. It incorporates the concurrency utilities from `java.util.concurrent` throughout. New chapters cover thread performance, using threads with Swing, threads and Collection classes, thread pools, and threads and I/O (traditional, new, and interrupted). Developers who cannot yet deploy J2SE 5.0 can use thread utilities provided in the Appendix to achieve similar functionality with earlier versions of Java. Topics include: Lock starvation and deadlock detection Atomic classes and minimal synchronization (J2SE 5.0) Interaction of Java threads with Swing, I/O, and Collection classes Programmatically controlled locks and condition variables (J2SE 5.0) Thread performance and security Thread pools (J2SE 5.0) Thread groups Platform-specific thread scheduling Task schedulers (J2SE 5.0) Parallelizing loops for multiprocessor machines In short, this new edition of Java Threads covers everything you need to know about threads, from the simplest animation program to the most complex applications. If you plan to do any serious work in Java, you will find this book invaluable. Scott Oaks is a senior software engineer for the Java Performance Engineering group at Sun Microsystems and the author of four books in the O'Reilly Java series. Formerly a senior systems engineer at Sun Microsystems, Henry Wong is an independent consultant working on various Java related projects.