

Rajib Mall Real Time Systems Solutions

This volume constitutes the refereed proceedings of the 4th International Conference on Information Systems, Technology and Management, ICISTM 2010, held in Bangkok, Thailand, in March 2010. The 28 revised full papers presented together with 3 keynote lectures, 9 short papers, and 2 tutorial papers were carefully reviewed and selected from 86 submissions. The papers are organized in topical sections on information systems, information technology, information management, and applications.

Real-Time Systems Theory and Practice Pearson Education India

A superior primer on software testing and quality assurance, from integration to execution and automation This important new work fills the pressing need for a user-friendly text that aims to provide software engineers, software quality professionals, software developers, and students with the fundamental developments in testing theory and common testing practices. Software Testing and Quality Assurance: Theory and Practice equips readers with a solid understanding of: Practices that support the production of quality software Software testing techniques Life-cycle models for requirements, defects, test cases, and test results Process models for units, integration, system, and acceptance testing How to build test teams, including recruiting and retaining test engineers Quality Models, Capability Maturity Model, Testing Maturity Model, and Test Process Improvement Model Expertly balancing theory with practice, and complemented with an abundance of pedagogical tools, including test questions, examples, teaching suggestions, and chapter summaries, this book is a valuable, self-contained tool for professionals and an ideal introductory text for courses in software testing, quality assurance, and software engineering.

A survey of real-time systems and the programming languages used in their development. Shows how modern real-time programming techniques are used in a wide variety of applications, including robotics, factory automation, and control. A critical requirement for such systems is that the software must

This textbook, now in its Second Edition, addresses the rapid advancements to the area of mobile computing. Almost every chapter has been revised to make the book up to date with the latest developments. It covers the main topics associated with mobile computing and wireless networking at a level that enables the students to develop a fundamental understanding of the technical issues involved in this new and fast emerging discipline. This book first examines the basics of wireless technologies and computer communications that form the essential infrastructure required for building knowledge in the area of mobile computations involving the study of invocation mechanisms at the client end, the underlying wireless communication, and the corresponding server-side technologies. It includes coverage of development of mobile cellular systems, protocol design for mobile networks, special issues involved in the mobility management of cellular system users, realization and applications of mobile ad hoc networks (MANETs), design and operation of sensor networks, special constraints and requirements of mobile operating systems, and development of mobile computing applications. Finally, an example application of the mobile computing infrastructure to M-commerce is described in the concluding chapter of the book. The book is suitable for a one-semester course in mobile computing for the undergraduate students of Computer Science and Engineering, Information Technology, Electronics and Communication Engineering, Master of Computer Applications (MCA), and the undergraduate and postgraduate science courses in computer science and Information Technology. Key Features • Provides unified coverage of mobile computing and communication aspects • Discusses the mobile application development, mobile operating systems and mobile databases as part of the material devoted to mobile computing • Incorporates a survey of mobile operating systems and the latest developments

Acknowledgments. Basic Real-Time Concepts. Computer Hardware. Languages Issues. The Software Life Cycle. Real-Time Specification and Design Techniques. Real-Time Kernels. Intertask Communication and Synchronization. Real-Time Memory Management. System Performance Analysis and Optimization. Queuing Models. Reliability, Testing, and Fault Tolerance. Multiprocessing Systems. Hardware/Software Integration. Real-Time Applications. Glossary. Bibliography. Index.

Despite the growing interest in Real-Time Database Systems, there is no single book that acts as a reference to academics, professionals, and practitioners who wish to understand the issues involved in the design and development of RTDBS. Real-Time Database Systems: Issues and Applications fulfills this need. This book presents the spectrum of issues that may arise in various real-time database applications, the available solutions and technologies that may be used to address these issues, and the open problems that need to be tackled in the future. With rapid advances in this area, several concepts have been proposed without a widely accepted consensus on their definitions and implications. To address this need, the first chapter is an introduction to the key RTDBS concepts and definitions, which is followed by a survey of the state of the art in RTDBS research and practice. The remainder of the book consists of four sections: models and paradigms, applications and benchmarks, scheduling and concurrency control, and experimental systems. The chapters in each section are contributed by experts in the respective areas. Real-Time Database Systems: Issues and Applications is primarily intended for practicing engineers and researchers working in the growing area of real-time database systems. For practitioners, the book will provide a much needed bridge for technology transfer and continued education. For researchers, this book will provide a comprehensive reference for well-established results. This book can also be used in a senior or graduate level course on real-time systems, real-time database systems, and database systems or closely related courses.

This book introduces a modern approach to embedded system design, presenting software design and hardware design in a unified manner. It covers trends and challenges, introduces the design and use of single-purpose processors ("hardware") and general-purpose processors ("software"), describes memories and buses, illustrates hardware/software tradeoffs using a digital camera example, and discusses advanced computation models, controls systems, chip technologies, and modern design tools. For courses found in EE, CS and other engineering departments.

Contributed papers presented at a national conference organized by the School of Computer and Systems Sciences, Jawaharlal Nehru University, New Delhi.

Today's advancements in technology have brought about a new era of speed and simplicity for consumers and businesses. Due to these new benefits, the possibilities of universal connectivity, storage and computation are made tangible, thus leading the way to new Internet-of Things solutions. Resource Management and Efficiency in Cloud Computing Environments is an authoritative reference source for the latest scholarly research on the emerging trends of cloud computing and reveals the benefits cloud paths provide to consumers. Featuring coverage across a range of relevant perspectives and topics, such as big data, cloud security, and utility computing, this publication is an essential source for researchers, students and professionals seeking current research on the organization and productivity of cloud computing environments.

Real-time and embedded systems are essential to our lives, from controlling car engines and regulating traffic lights to monitoring plane takeoffs and landings to providing up-to-the-minute

stock quotes. Bringing together researchers from both academia and industry, the Handbook of Real-Time and Embedded Systems provides comprehensive coverage. Embedded Systems: An Integrated Approach is exclusively designed for the undergraduate courses in electronics and communication engineering as well as computer science engineering. This book is well-structured and covers all the important processors and their applications in a sequential manner. It begins with a highlight on the building blocks of the embedded systems, moves on to discuss the software aspects and new processors and finally concludes with an insightful study of important applications. This book also contains an entire part dedicated to the ARM processor, its software requirements and the programming languages. Relevant case studies and examples supplement the main discussions in the text.

This volume focuses on current and future trends in the interplay between software engineering and artificial intelligence. This interplay is now critical to the success of both disciplines, and it also affects a wide range of subject areas. The articles in this volume survey the significant work that has been accomplished, describe the state of the art, analyze the current trends, and predict which future directions have the most potential for success. Areas covered include requirements engineering, real-time systems, reuse technology, development environments and meta-environments, process representations, safety-critical systems, and metrics and measures for processes and products.

Interested in developing embedded systems? Since they don't tolerate inefficiency, these systems require a disciplined approach to programming. This easy-to-read guide helps you cultivate a host of good development practices, based on classic software design patterns and new patterns unique to embedded programming. Learn how to build system architecture for processors, not operating systems, and discover specific techniques for dealing with hardware difficulties and manufacturing requirements. Written by an expert who's created embedded systems ranging from urban surveillance and DNA scanners to children's toys, this book is ideal for intermediate and experienced programmers, no matter what platform you use. Optimize your system to reduce cost and increase performance Develop an architecture that makes your software robust in resource-constrained environments Explore sensors, motors, and other I/O devices Do more with less: reduce RAM consumption, code space, processor cycles, and power consumption Learn how to update embedded code directly in the processor Discover how to implement complex mathematics on small processors Understand what interviewers look for when you apply for an embedded systems job "Making Embedded Systems is the book for a C programmer who wants to enter the fun (and lucrative) world of embedded systems. It's very well written—entertaining, even—and filled with clear illustrations." —Jack Ganssle, author and embedded system expert.

This book is based upon work done under the project "Correct Software through Formal Methods" supported by the German Ministry of Research and Technology. As a case-study report on the practice of formal software development, this book systematically presents and compares 18 different approaches to the control of a real-world production cell. Mathematically precise, formal methods play an increasingly important role in software development, particularly in areas where failure of software would result in injury to people or, at best, significant loss of money. By analyzing the benefits and explaining the use and limitations of formal methods on a sample basis, this book provides a roadmap for the selection and application of appropriate approaches and thus helps in putting formal methods into industrial use.

Hard real-time systems are very predictable, but not sufficiently flexible to adapt to dynamic situations. They are built under pessimistic assumptions to cope with worst-case scenarios, so they often waste resources. Soft real-time systems are built to reduce resource consumption, tolerate overloads and adapt to system changes. They are also more suited to novel applications of real-time technology, such as multimedia systems, monitoring apparatuses, telecommunication networks, mobile robotics, virtual reality, and interactive computer games. This unique monograph provides concrete methods for building flexible, predictable soft real-time systems, in order to optimize resources and reduce costs. It is an invaluable reference for developers, as well as researchers and students in Computer Science.

This book is intended to provide a senior undergraduate or graduate student in electrical engineering or computer science with a balance of fundamental theory, review of industry practice, and hands-on experience to prepare for a career in the real-time embedded system industries. It is also intended to provide the practicing engineer with the necessary background to apply real-time theory to the design of embedded components and systems. Typical industries include aerospace, medical diagnostic and therapeutic systems, telecommunications, automotive, robotics, industrial process control, media systems, computer gaming, and electronic entertainment, as well as multimedia applications for general-purpose computing. This updated edition adds three new chapters focused on key technology advancements in embedded systems and with wider coverage of real-time architectures. The overall focus remains the RTOS (Real-Time Operating System), but use of Linux for soft real-time, hybrid FPGA (Field Programmable Gate Array) architectures and advancements in multi-core system-on-chip (SoC), as well as software strategies for asymmetric and symmetric multiprocessing (AMP and SMP) relevant to real-time embedded systems, have been added. Companion files are provided with numerous project videos, resources, applications, and figures from the book. Instructors' resources are available upon adoption. FEATURES: • Provides a comprehensive, up to date, and accessible presentation of embedded systems without sacrificing theoretical foundations • Features the RTOS (Real-Time Operating System), but use of Linux for soft real-time, hybrid FPGA architectures and advancements in multi-core system-on-chip is included • Discusses an overview of RTOS advancements, including AMP and SMP configurations, with a discussion of future directions for RTOS use in multi-core architectures, such as SoC • Detailed applications coverage including robotics, computer vision, and continuous media • Includes a companion disc (4GB) with numerous videos, resources, projects, examples, and figures from the book • Provides several instructors' resources, including lecture notes, Microsoft PP slides, etc.

The book is a compilation of high-quality scientific papers presented at the 3rd International Conference on Computer & Communication Technologies (IC3T 2016). The individual papers address cutting-edge technologies and applications of soft computing, artificial intelligence and communication. In addition, a variety of further topics are discussed, which include data mining, machine intelligence, fuzzy computing, sensor networks, signal and image processing, human-computer interaction, web intelligence, etc. As such, it offers

readers a valuable and unique resource.

More than ever, mission-critical and business-critical applications depend on object-oriented (OO) software. Testing techniques tailored to the unique challenges of OO technology are necessary to achieve high reliability and quality. "Testing Object-Oriented Systems: Models, Patterns, and Tools" is an authoritative guide to designing and automating test suites for OO applications. This comprehensive book explains why testing must be model-based and provides in-depth coverage of techniques to develop testable models from state machines, combinational logic, and the Unified Modeling Language (UML). It introduces the test design pattern and presents 37 patterns that explain how to design responsibility-based test suites, how to tailor integration and regression testing for OO code, how to test reusable components and frameworks, and how to develop highly effective test suites from use cases. Effective testing must be automated and must leverage object technology. The author describes how to design and code specification-based assertions to offset testability losses due to inheritance and polymorphism. Fifteen micro-patterns present oracle strategies--practical solutions for one of the hardest problems in test design. Seventeen design patterns explain how to automate your test suites with a coherent OO test harness framework. The author provides thorough coverage of testing issues such as: The bug hazards of OO programming and differences from testing procedural code How to design responsibility-based tests for classes, clusters, and subsystems using class invariants, interface data flow models, hierarchic state machines, class associations, and scenario analysis How to support reuse by effective testing of abstract classes, generic classes, components, and frameworks How to choose an integration strategy that supports iterative and incremental development How to achieve comprehensive system testing with testable use cases How to choose a regression test approach How to develop expected test results and evaluate the post-test state of an object How to automate testing with assertions, OO test drivers, stubs, and test frameworks Real-world experience, world-class best practices, and the latest research in object-oriented testing are included. Practical examples illustrate test design and test automation for Ada 95, C++, Eiffel, Java, Objective-C, and Smalltalk. The UML is used throughout, but the test design patterns apply to systems developed with any OO language or methodology. 0201809389B04062001

Learn how to exploit the impressive power of PHP 7 with this collection of practical project blueprints – begin building better applications for the web today! About This Book Don't just learn PHP 7 – follow a diverse range of practical knowledge to get started quickly Take advantage of PHP 7's newest features – and find out how to use them to solve real development challenges Put PHP to work for performance and scalability – we'll show you how, you do it! Who This Book Is For The book is for web developers, PHP consultants, and anyone who is working on multiple projects with PHP. Basic knowledge of PHP programming is assumed. What You Will Learn Build versatile projects using the newest features PHP 7 has to offer Learn how to use PHP 7's event-driven asynchronous features Find out how to improve the performance of your code with effective techniques and design patterns Get to grips with backend development and find out how to optimize session handling Learn how to use the PHP 7 Abstract Syntax Tree to improve the quality of your code and make it more maintainable Find out how to build a RESTful web service Build your own asynchronous microservice In Detail When it comes to modern web development, performance is everything. The latest version of PHP has been improvised and updated to make it easier to build for performance, improved engine execution, better memory usage, and a new and extended set of tools. If you're a web developer, what's not to love? This guide will show you how to make full use of PHP 7 with a range of practical projects that will not only teach you the principles, but also show you how to put them into practice. It will push and extend your skills, helping you to become a more confident and fluent PHP developer. You'll find out how to build a social newsletter service, a simple blog with a search capability using Elasticsearch, as well as a chat application. We'll also show you how to create a RESTful web service, a database class to manage a shopping cart on an e-commerce site and how to build an asynchronous microservice architecture. With further guidance on using reactive extensions in PHP, we're sure that you'll find everything you need to take full advantage of PHP 7. So dive in now! Style and approach This product focuses on helping developers build projects from scratch. But more than that, each project will help the reader to learn a new facet or feature of PHP 7 – it means the reader really will 'learn by doing.'

"This book is a comprehensive text for the design of safety critical, hard real-time embedded systems. It offers a splendid example for the balanced, integrated treatment of systems and software engineering, helping readers tackle the hardest problems of advanced real-time system design, such as determinism, compositionality, timing and fault management. This book is an essential reading for advanced undergraduates and graduate students in a wide range of disciplines impacted by embedded computing and software. Its conceptual clarity, the style of explanations and the examples make the abstract concepts accessible for a wide audience." Janos Sztipanovits, Director E. Bronson Ingram Distinguished Professor of Engineering Institute for Software Integrated Systems Vanderbilt University Real-Time Systems focuses on hard real-time systems, which are computing systems that must meet their temporal specification in all anticipated load and fault scenarios. The book stresses the system aspects of distributed real-time applications, treating the issues of real-time, distribution and fault-tolerance from an integral point of view. A unique cross-fertilization of ideas and concepts between the academic and industrial worlds has led to the inclusion of many insightful examples from industry to explain the fundamental scientific concepts in a real-world setting. Compared to the first edition, new developments in complexity management, energy and power management, dependability, security, and the internet of things, are addressed. The book is written as a standard textbook for a high-level undergraduate or graduate course on real-time embedded systems or cyber-physical systems. Its practical approach to solving real-time problems, along with numerous summary exercises, makes it an excellent choice for researchers and practitioners alike.

The first book to provide a comprehensive overview of the subject rather than a collection of papers. The author is a recognized authority in the field as well as an outstanding teacher lauded

for his ability to convey these concepts clearly to many different audiences. A handy reference for practitioners in the field.

The presence and use of real-time systems is becoming increasingly common. Examples of such systems range from nuclear reactors, to automotive controllers, and also entertainment software such as games and graphics animation. The growing importance of rea.

Computer Network Simulations Using NS2 provides a solid foundation of computer networking knowledge and skills, covering everything from simple operating system commands to the analysis of complex network performance metrics. The book begins with a discussion of the evolution of data communication techniques and the fundamental issues associated with performance evaluation. After presenting a preliminary overview of simulation and other performance evaluation techniques, the authors: Describe a number of computer network protocols and TCP/IP and OSI models, highlighting the networking devices used Explain a socket and its use in network programming, fostering the development of network applications using C and socket API Introduce the NS2 network simulator, exhibiting its internal architecture, constituent software packages, and installation in different operating systems Delve into simulation using NS2, elaborating on the use of Tcl and OTcl scripts as well as AWK scripting and plotting with Gnuplot Show how to simulate wired and wireless network protocols step by step, layer by layer Explore the idea of simulating very large networks, identifying the challenges associated with measuring and graphing the various network parameters Include nearly 90 example programs, scripts, and outputs, along with several exercises requiring application of the theory and programming Computer Network Simulations Using NS2 emphasizes the implementation and simulation of real-world computer network protocols, affording readers with valuable opportunities for hands-on practice while instilling a deeper understanding of how computer network protocols work.

Programming has become a significant part of connecting theoretical development and scientific application computation. Computer programs and processes that take into account the goals and needs of the user meet with the greatest success, so it behooves software engineers to consider the human element inherent in every line of code they write. Research Anthology on Recent Trends, Tools, and Implications of Computer Programming is a vital reference source that examines the latest scholarly material on trends, techniques, and uses of various programming applications and examines the benefits and challenges of these computational developments. Highlighting a range of topics such as coding standards, software engineering, and computer systems development, this multi-volume book is ideally designed for programmers, computer scientists, software developers, analysts, security experts, IoT software programmers, computer and software engineers, students, professionals, and researchers.

This unique volume presents the scientific achievements, significant discoveries and pioneering contributions of various academicians, industrialist and research scholars. The book is an essential source of reference and provides a comprehensive overview of the author's work in the field of mathematics, statistics and computer science. Contents: Databased Intrinsic Weights of Indicators of Multi-Indicator Systems and Performance Measures of Multivariate Rankings of Systemic Objects (G P Patil & S W Joshi) Statistical Aspects of SuDoKu-Based Experimental Designs (Jyotirmoy Sarkar & Bikas K Sinha) Multi Criteria Decision Making Model for Optimal Selection of Recovery Facility Location and Collection Routes for a Sustainable Reverse Logistics Network under Fuzzy Environment (J D Darbari, V Agarwal & P C Jha) Optimal allocation of SKU and Safety Stock in Supply Chain System Network (K Gandhi, K Goyal, A Jha & J D Darbari) Bi-Objective Optimization Model for Fault-Tolerant Embedded Systems Under Build-Or-Buy Strategy Incorporating Recovery Block Scheme (R Kaur, S Arora, P C Jha & S Madan) Study of a Problem of Annular Cylinder Under Two-Temperature Thermoelasticity with Thermal Relaxation Parameters (Santwana Mukhopadhyay & Roushan Kumar) Multi-Criteria Advertisement Allocation Model of Multiple Advertisers on a Television Network (G Kaur, S Aggarwal & P C Jha) Computation of Maximum Likelihood Estimates in Three Parameter Weibull for Censored Data (Sanjeeva Kumar Jha) On Statistical Quality Control Techniques Based on Ranked Set Sampling (Md Sarwar Alamand, Arun Kumar Sinha & Rahbar Ali) Approximate Solution for Nonlinear Oscillator with Cubic and Quintic Nonlinearities (Jitendra Singh) Fuzzy DEA Cross-Efficiency Model for Ranking and Performance Evaluation Using Ideal and Anti-Ideal Decision Making Units (Seema Gupta, K N Rajeshwari & P C Jha) Poverty Analysis Using Scan Statistic Methods (Arun Kumar Sinha & Mukesh Kumar) Joint Performance Evaluation Data Envelopment Analysis Problem: An Interactive Approach (Riju Chaudhary, Pankaj Kumar Garg & P C Jha) Stochastic Modeling of a Repairable System Under Different Weather Conditions (S C Malik) Estimation of Risk Surfaces and Identification of District Boundaries for Tuberculosis in North-Eastern Indian States (Sanjeeva Kumar Jha & Ningthoukhongjam Vikimchandra Singh) Optimal Advertisement Allocation for Product Promotion on Television Channels (A Kaul, S Aggarwal, P C Jha & A Gupta) Fitting Linear Regressions: Development and Scope (Pranesh Kumar & J N Singh) The Impact of Family Planning on Fertility in Jharkhand State (Dilip Kumar) Spatial Analysis of AFP Surveillance Strategy for Polio Eradication in India (Pankaj Srivastava & Arun Kumar Sinha) On the Stochastic Modeling and Analysis of Bloom Caster System of Continuous Casting Shop Area of an Integrated Steel Plant (S K Singh) A Generalized Exponential-Lindley Distribution (A Mishra & Binod Kumar Sah) On Estimating the Urban Populations Using Minimum Information (Arun Kumar Sinha, Vijay Kumar & Ravi B P Verma) Fitting of Some Statistical Distributions of Daily Precipitation Data on North West India (NWI) Regions (Ranjan Kumar Sahoo) On Systematic Sampling Strategies for a Varying Sample Size (K B Panda) Estimation of Measurement Variance Under Two-Stage Sampling: Estimation of Population Mean (Pulakesh Maiti) The Interior-Point Revolution in Mathematical Programming and its Place in Applied Mathematics (J N Singh) Combined Exponential Type Estimators of Population Mean in Stratified Random Sampling (R Pandey, K Yadav & N S Thakur) An Analytical Study on Fractional Fokker-Planck Equation by Homotopy Analysis Transform Method (Jitendra Singh & Rajeev Kumar) L-Primitive Words in Submonoids of a Free Monoid (Shubh Narayan Singh & K V Krishna) Comparison of the Performance of Ranked Set Sampling with the Linear Regression Estimation (Rahbar Ali & Arun Kumar Sinha) Optimal Selection of Logistics Operating Channels for a Sustainable Reverse Supply Chain (Vernika Agarwal, Jyoti Dhingra Darbari & P C Jha) Reliability Measures of a Parallel-Unit System with Arbitrary Distributions of Random Variables (Jitender Kumar, M S Kadyan & S C Malik) Adoption and Evolution of FOSS: Key Factors in the Development of the Apache Web Server (Ranjan Kumar, Subhash Kumar & Sukanta Deb) Android/Tizen Based Artificial Intelligence Techniques for Prognosis and Diagnosis of Electrical Machines (K V Satya Bharath, Sheikh Suhail Muhammad & Priya Ranjan) Performance Analysis of Quality of Service for Different Service Classes in WiMAX Network (Jokhu Lal & Neeraj Tyagi) A Review of Application of Artificial Neural Network in Ground Water Modeling (Neeta Kumari, Gopal Pathak & Om Prakash) Density Based Outlier Detection (DBOD) in Data Mining: A Novel Approach (Govind Kumar Jha, Neeraj Kumar, Prabhat Ranjan & K G

Sharma)Enhanced Velocity BPSO and Convergence Analysis on Dimensionality Reduction (Shikha Agarwal, R Rajesh & Prabhat Ranjan)Modification of the Android Operating System to Predict the Human Body Temperature Using Capacitive Touch (Shubhakar Upadhyay, Avadhesh Singh, Kumar Abhishek & M P Singh)Context-Aware Based Clustering in Wireless Sensor Networks — A Survey (Santu Paul, M P Singh, J P Singh & Prabhat Kumar)Speech Emotion Recognition Using Vowel Onset and Offset Points (Manish Kumar & Jainath Yadav)A Novel Algorithm for Magic Squares (Govind Kumar Jha, Neeraj Kumar, Prabhat Ranjan & A P Shakya)A Note on Intelligent Street Light System (J Satheesh Kumar & C G Sreekaviya)An Overview of Test Case Optimization Using Meta-Heuristic Approach (Sushant Kumar, Prabhat Ranjan & R Rajesh)Smart City Traffic Management and Surveillance System for Indian Scenario (Tarun Kumar, Rohit Kumar Sachan & Dharmender Singh Kushwaha)Improving Attribute Inference Attack Using Link Prediction in Online Social Networks (Ashish Kumar & N C Rathore)A Dynamic Model on Computer Virus (Upendra Kumar)State of the Art In-Service Condition Monitoring Techniques of Rotary Machines (Krishna Kant Agrawal, Shekhar Verma & G N Pandey)Image Segmentation: A survey (K M Pooja & R Rajesh)Empirical Reliability Modeling of Transaction Oriented Autonomic Grid Service (Dharmendra Prasad Mahato & Ravi Shankar Singh)Performance Degradation of Language Identification System in Noisy Environment (Randheer Bagi & Jainath Yadav)Analysis of Software Fault Detection and Correction Processes with Log-Logistic Testing-Effort (Md Zafar Imam, Ishrat Jahan Ara & N Ahmad)Skewness Removal of LEACH Protocol for Wireless Sensor Networks (Vishal Gupta & M N Doja)A Novel Approach for Fast Handoff in WLAN (Mithilesh Patel, Bhavna Singh, Sonam Gupta, Anurag Jajoo & Pavan Kumar Mishra)Facial Expression Recognition Using Histogram of Oriented Gradients (Jyoti Kumari & R Rajesh)Cloud Computing: Comparative Study Own Server vs Cloud Server (Surendra Kumar Singh)Mobile and GIS Framework for Plantations and Nursery (E-Plantations) (Shailesh Kumar Shrivastava & S K Mahendran)Internet Traffic Classification: A Survey (Gargi Srivastava, M P Singh, Prabhat Kumar & J P Singh)Comprehensive Study of Search Engine (Sarowar Kumar, Kumar Abhishek, Abhay Kumar & M P Singh)A Survey on Social Networks: Issues and Attacks (Anubha Maurya & M P Singh)Reduced Rule for Banknote Genuinity (Chhotu Kumar & Anil Kumar Dudyala)A Study on Medical Diagnosis Based on Inter Valued Fuzzy Cluster Analysis (Bhagwan Sahay Meena & Sharmila Bhattacharjee) Readership: Undergraduate students, graduate students and researchers in mathematics, computer science and statistics.

First Published in 2010. Routledge is an imprint of Taylor & Francis, an informa company.

In this text performance measures, scheduling, real-time architectures, and algorithms are treated, along with fault-tolerance technology. With "Real-Time Systems", students will gain a deeper insight into the material through the use of numerous exercises and examples. For instance, simple examples found in Chapter 2 illustrate the differences between real-time and non-real-time systems.

This book contains proceedings of the International Conference on Advances in Computing, Control and Communication Technology (IAC3T) organized by Centre for Computer Education, Institute of Professional Studies, University of Allahabad during March 25-27, 2016 at Allahabad. A total of 138 full papers were submitted to the conference, out of which about 40 papers were accepted and finally 35 papers were presented during the conference. This book contains these papers. The conference was a major multidisciplinary conference organized with the objective to expose the participants to the emerging trends in the area of computing, control and communication technology. The conference intended to serve as a major international forum for the exchange of ideas and to provide an interactive platform to the students (budding engineers), engineers, researchers and academicians to exchange their innovative ideas and experiences in the area of advancements in computing, control and communication technology.

In recent years, tremendous research has been devoted to the design of database systems for real-time applications, called real-time database systems (RTDBS), where transactions are associated with deadlines on their completion times, and some of the data objects in the database are associated with temporal constraints on their validity.

Examples of important applications of RTDBS include stock trading systems, navigation systems and computer integrated manufacturing. Different transaction scheduling algorithms and concurrency control protocols have been proposed to satisfy transaction timing data temporal constraints. Other design issues important to the performance of a RTDBS are buffer management, index accesses and I/O scheduling. Real-Time Database Systems: Architecture and Techniques summarizes important research results in this area, and serves as an excellent reference for practitioners, researchers and educators of real-time systems and database systems.

'... a very good balance between the theory and practice of real-time embedded system designs.' —Jun-ichiro Itojun Hagino, Ph.D., Research Laboratory, Internet Initiative Japan Inc., IETF IPv6 Operations Working Group (v6ops) co-chair 'A cl

Seeking to capture the essence of the current state of research in active media technology, this volume identifies the changes and opportunities - both current and future - in the field. The papers are taken from the Second International Conference on Active Media Technology, held in China in 2003. Researchers such as Professor Ning Zhong from the Maebashi Institute of Technology, Professor John Yen from the Pennsylvania State University, and Professor Sanker K. Pal from the Indian Statistical Institute present their research papers.

This new edition of the book, is restructured to trace the advancements made and landmarks achieved in software engineering. The text not only incorporates latest and enhanced software engineering techniques and practices, but also shows how these techniques are applied into the practical software assignments. The chapters are incorporated with illustrative examples to add an analytical insight on the subject. The book is logically organised to cover expanded and revised treatment of all software process activities. KEY FEATURES • Large number of worked-out examples and practice problems • Chapter-end exercises and solutions to selected problems to check students' comprehension on the subject • Solutions manual available for instructors who are confirmed adopters of the text • PowerPoint slides available online at www.phindia.com/rajibmall to provide integrated learning to the students NEW TO THE FIFTH EDITION • Several rewritten sections in almost every chapter to increase

readability • New topics on latest developments, such as agile development using SCRUM, MC/DC testing, quality models, etc. • A large number of additional multiple choice questions and review questions in all the chapters help students to understand the important concepts TARGET AUDIENCE • BE/B.Tech (CS and IT) • BCA/MCA • M.Sc. (CS) • MBA

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