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Andrew S. Tanenbaum is certainly qualified to write a book on Operating Systems, as he wrote one of (if not the) first open source operating system, called Minix. It is not widely known that Minix was actually the inspiration for Linus Torvalds to write Linux.

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Andrew S. Tanenbaum has an S.B. degree from M.I.T. and a Ph.D. from the University of California at Berkeley. He is currently a Professor of Computer Science at the Vrije Universiteit in Amsterdam, The Netherlands. He was formerly Dean of the Advanced School for Computing and Imaging, an interuniversity graduate school doing research on advanced parallel, distributed, and imaging systems.

The widely anticipated revision of this worldwide best seller incorporates the latest developments in operating systems technologies. Hundreds of pages of new material on a wealth of subjects have been added. This authoritative, example-based reference offers practical, hands-on information in constructing and understanding modern operating systems. Continued in this second edition are the "big picture" concepts, presented in the clear and entertaining style that only Andrew S. Tanenbaum can provide. Tanenbaum's long experience as the designer or co-designer of three operating systems brings a knowledge of the subject and wealth of practical detail that few other books can match. FEATURES\ NEW--New chapters on computer security, multimedia operating systems, and multiple processor systems. NEW--Extensive coverage of Linux, UNIX(R), and Windows 2000(TM) as examples. NEW--Now includes coverage of graphical user interfaces, multiprocessor operating systems, trusted systems, viruses, network terminals, CD-ROM file systems, power management on laptops, RAID, soft timers, stable storage, fair-share scheduling, three-level scheduling, and new paging algorithms. NEW--Most chapters have a new section on current research on the chapter's topic. NEW--Focus on "single-processor" computer systems; a new book for a follow-up course on distributed systems is also available from Prentice Hall. NEW--Over 200 references to books and papers published since the first edition. NEW--The Web site for this book contains PowerPoint slides, simulators, figures in various formats, and other teaching aids.

For Introductory Courses in Operating Systems in Computer Science, Computer Engineering, and Electrical Engineering programs. The widely anticipated revision of this worldwide best-seller incorporates the latest developments in operating systems (OS)technologies. The Third Edition includes up-to-date materials on relevant. OS such as Linux, Windows, and embedded real-time and multimedia systems. Tanenbaum also provides information on current research based on his experience as an operating systems researcher.

Modern Operating Systems, Fourth Edition, is intended for introductory courses in Operating Systems in Computer Science, Computer Engineering, and Electrical Engineering programs. It also serves as a useful reference for OS professionals ; The widely anticipated revision of this worldwide best-seller incorporates the latest developments in operating systems (OS) technologies. The Fourth Edition includes up-to-date materials on relevant;OS. Tanenbaum also provides information on current research based on his experience as an operating systems researcher. ; Modern Operating Systems, Third Editionwas the recipient of the 2010 McGuffey Longevity Award. The McGuffey Longevity Award recognizes textbooks whose excellence has been demonstrated over time.;http://taonline.net/index.html ;¿ Teaching and Learning Experience This program will provide a better teaching and learning experience-for you and your students. It will help: ¿ Provide Practical Detail on the Big Picture Concepts: A clear and entertaining writing style outlines the concepts every OS designer needs to master. Keep Your Course Current: This edition includes information on the latest OS technologies and developments Enhance Learning with Student and Instructor Resources: Students will gain hands-on experience using the simulation exercises and lab experiments.

For a one-semester undergraduate course in operating systems for computer science, computer engineering, and electrical engineering majors. Winner of the 2009 Textbook Excellence Award from the Text and Academic Authors Association (TAA)! Operating Systems: Internals and Design Principles is a comprehensive and unified introduction to operating systems. By using several innovative tools, Stallings makes it possible to understand critical core concepts that can be fundamentally challenging. The new edition includes the implementation of web based animations to aid visual learners. At key points in the book, students are directed to view an animation and then are provided with assignments to alter the animation input and analyze the results. The concepts are then enhanced and supported by end-of-chapter case studies of UNIX, Linux and Windows Vista. These provide students with a solid understanding of the key mechanisms of modern operating systems and the types of design tradeoffs and decisions involved in OS design. Because they are embedded into the text as end of chapter material, students are able to apply them right at the point of discussion. This approach is equally useful as a basic reference and as an up-to-date survey of the state of the art.

Appropriate for Computer Networking or Introduction to Networking courses at both the undergraduate and graduate level in Computer Science, Electrical Engineering, CIS, MIS, and Business Departments. Tanenbaum takes a structured approach to explaining how networks work from the inside out. He starts with an explanation of the physical layer of networking, computer hardware and transmission systems; then works his way up to network applications. Tanenbaum's in-depth application coverage includes email; the domain name system; the World Wide Web (both client- and server-side); and multimedia (including voice over IP, Internet radio video on demand, video conferencing, and streaming media.

NEW EDITION COMING IN 2001. This textbook offers students a clear explanation of the fundamental concepts of operating systems. The book is divided into two parts: part one focuses on centralized operating systems with discussions of DOS and UNIX, part two moves to distributed systems and includes an overview of MACH and AMOEBA.

When you think about how far and fast computer science has progressed in recent years, it's not hard to conclude that a seven-year old handbook may fall a little short of the kind of reference today's computer scientists, software engineers, and IT professionals need. With a broadened scope, more emphasis on applied computing, and more than 70 chap

This unique textbook/reference presents unified coverage of bioinformatics topics relating to both biological sequences and biological networks, providing an in-depth analysis of cutting-edge distributed algorithms, as well as of relevant sequential algorithms. In addition to introducing the latest algorithms in this area, more than fifteen new distributed algorithms are also proposed. Topics and features: reviews a range of open challenges in biological sequences and networks; describes in detail both sequential and parallel/distributed algorithms for each problem; suggests approaches for distributed algorithms as possible extensions to sequential algorithms, when the distributed algorithms for the topic are scarce; proposes a number of new distributed algorithms in each chapter, to serve as potential starting points for further research; concludes each chapter with self-test exercises, a summary of the key points, a comparison of the algorithms described, and a literature review.

Computing Handbook, Third Edition: Computer Science and Software Engineering mirrors the modern taxonomy of computer science and software engineering as described by the Association for Computing Machinery (ACM) and the IEEE Computer Society (IEEE-CS). Written by established leading experts and influential young researchers, the first volume of this popular handbook examines the elements involved in designing and implementing software, new areas in which computers are being used, and ways to solve computing problems. The book also explores our current understanding of software engineering and its effect on the practice of software development and the education of software professionals. Like the second volume, this first volume describes what occurs in research laboratories, educational institutions, and public and private organizations to advance the effective development and use of computers and computing in today's world. Research-level survey articles provide deep insights into the computing discipline, enabling readers to understand the principles and practices that drive computing education, research, and development in the twenty-first century.

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