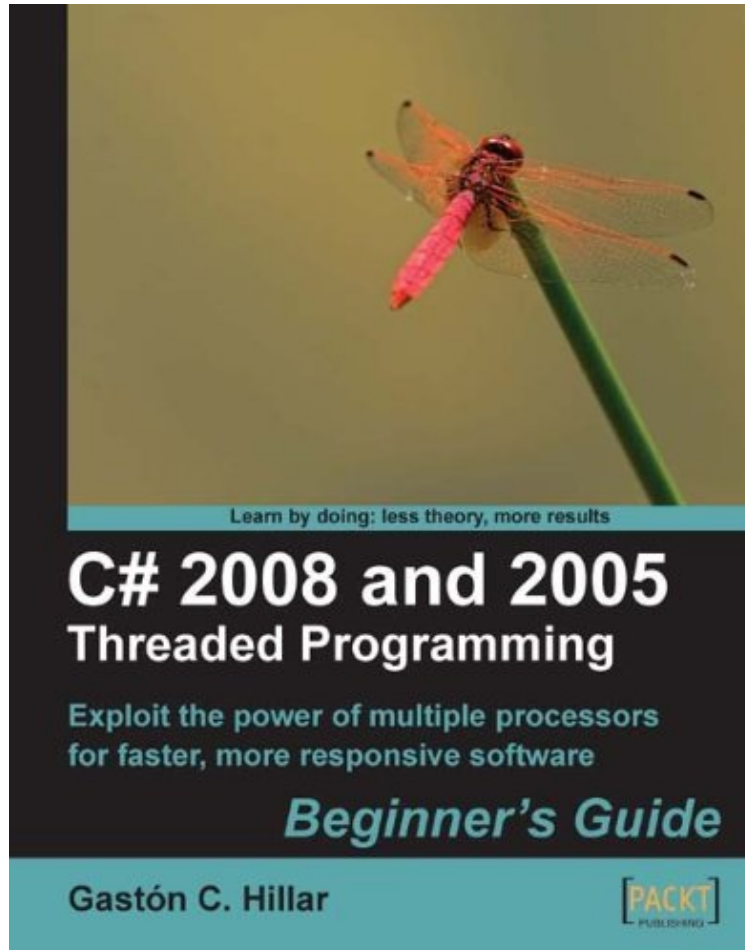


C# 2008 and 2005 Threaded Programming: Beginner's Guide

Von Gastn C. Hillar

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Von Gastn C. Hillar : C# 2008 and 2005 Threaded Programming: Beginner's Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised C# 2008 and 2005 Threaded Programming: Beginner's Guide:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. A nice book just on Multithreading with C#Von Christian TerbovenI found there are quite a few books available that cover the .NET Thread class when talking about Windows programming in general, but the book C# 2008 and 2005 Threaded Programming: Beginner's Guide is only about, well, Multithreading with C#. The subtitle Exploit the power of multiple processors for faster, more responsive software also states that both algorithmic parallelization as well as the separation of computation from a graphical user interface (GUI) is covered in here, and this is exactly what I was looking for. The book is clearly marked as a Beginner's Guide and is well-written for that aspect, so if you already know about Multithreading and just want to learn about how to do this with C#, you might find the book to proceed

too slowly. If you are uncertain or clearly new to this subject, then this book might do its job very well for you. Chapters one and two start with a brief motivation of why the shift towards multicore processors has such an important influence on how software has to be designed and written nowadays and also contain a brief description of the typical pitfalls you may run into when parallelizing software. Chapter three describes the BackgroundWorker component, which is the simplest facility to separate the computation from the user interface in order to keep it responsible. Chapters four and five cover the most important aspects of the Thread class as well as how to use Visual Studio to debug multithreaded programs. Chapters six to nine describe how to apply parallelization to a range of common problems and design cases, for example how object-oriented features of C# and the garbage collector of .NET play along with the Thread class and what to take care for when doing Input/Output and Data Access. Chapter ten explains in detail how GUIs and Threads work together (or not) and how to design your GUI and your application to report progress to the GUI from threads, for example. When doing so there are some rules one has to obey and I found the issues that I was not aware of before very well-explained. Chapter eleven gives a brief overview of the .NET Parallel Extensions ' which will be part of .NET 4.0 ' such as the Parallel class and PLINQ. The final chapter twelve tries to put all things together into a single application. Most aspects of Multithreading with C# are introduced by first stating a problem / motivation (with respect to the example code), then showing the solution in C# code and discussing the effects of it and finally explaining the concept in some more detail, if needed. The two example codes, a text message encryption and decryption software and an image analysis tool, are consistently extended with the new features that have been introduced. I personally did not like that there is so much example code shown in the book, although people new to Multithreading might find studying the source code helpful. With a strong focus on explaining and discussing example the book is not well-suited as a reference, but it does not say to do so. Actually I think that once you are familiar with certain aspects of Multithreading with C#, MSDN does a good job of serving as a reference. The book is published by Packt Publishing and has been released in January 2009. The price of about 30 Euro for about 420 pages at .de in Germany is affordable for students, I think.

Kurzbeschreibung This is a concise practical guide that will help you learn C# threaded programming, with lot of examples and clear explanations. It is packed with screenshots to aid your understanding of the process. Whether you are a beginner to working with threads or an old hand that is looking for a reference, this book should be on your desk. This book will help you to build scalable, high performance software using parallel programming techniques. Students learning introductory threaded programming in C# will also gain benefits from this book.

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ber den Autor und weitere Mitwirkende Gastn C. Hillar has been working with computers since he was eight. He began programming with the legendary Texas TI-99/4A and Commodore 64 home computers in the early 80's. He has a Bachelor degree in Computer Science, graduated with honors and an MBA (Master in Business Administration), graduated with an outstanding thesis. He worked as developer, architect, and project manager for many companies in Buenos Aires, Argentina. Now, he is an independent IT consultant and a freelance author always looking for new adventures around the world. He also works with electronics (he is an electronics technician). He is always researching about new technologies and writing about them. He owns an IT and electronics laboratory with many servers, monitors and measuring instruments. He is the author of more than 40 books in Spanish about computer science, modern hardware, programming, systems development, software architecture, business applications, balanced scorecard applications, IT project management, Internet and electronics. He usually writes articles for Spanish magazines "Mundo Linux", "Solo Programadores" and "Resistor".