C++ Concurrency in Action: Practical Multithreading

By Anthony Williams

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Summary

C++ Concurrency in Action is a reference and guide to the new C++ 11 Standard for experienced C++ programmers as well as those who have never written multithreaded code. This book will show you how to write robust multithreaded applications in C++ while avoiding many common pitfalls.

About the Technology

Multiple processors with multiple cores are the norm these days. The C++11 version of the C++ language offers beefed-up support for multithreaded applications, and requires that you master the principles, techniques, and new language features of concurrency to stay ahead of the curve.

About the Book

Without assuming you have a background in the subject, *CC++ Concurrency in Action* gradually enables you to write robust and elegant multithreaded applications in C++11. You'll explore the threading memory model, the new multithreading support library, and basic thread launching and synchronization facilities. Along the way, you'll learn how to navigate the trickier bits of programming for concurrency.

Written for C++ programmers who are new to concurrency and others who may have written multithreaded code using other languages, APIs, or platforms.

Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

What's Inside

- Written for the new C++11 Standard
- Programming for multiple cores and processors
- Small examples for learning, big examples for practice

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10. Testing and debugging multithreaded applications

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- Sales Rank: #35034 in Books
- Published on: 2012-02-28
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x 1.06" w x 7.38" l, 1.92 pounds
- Binding: Paperback
- 528 pages

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Editorial Review

About the Author

Anthony Williams is a UK-based developer and consultant with many years experience in C++. He has been an active member of the BSI C++ Standards Panel since 2001, and is author or coauthor of many of the C++ Standards Committee papers that led up to the inclusion of the thread library in the new C++ Standard, known as C++11 or C++0x. He has been the maintainer of the Boost Thread library since 2006, and is the developer of the just::thread implementation of the C++11 thread library from Just Software Solutions Ltd. Anthony lives in the far west of Cornwall, England.

Users Review

From reader reviews:

Betty Lavery:

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Barbara Corbin:

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