

Real-Time Java™ Programming

With Java RTS



Eric J. Bruno ■ Greg Bollella

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Real-Time Java Programming Eric J. Bruno, Greg Bollella, 2009-06-01 The Definitive Guide to Java RTS for Developers and Architects For Java developers and architects moving to real time and real time developers moving to Java Walks through start to finish case study applications identifying their constraints and discussing the APIs and design patterns used to address them Written by the former leader of the real time Java standards process and one of Wall Street's top real time developers Sun Microsystems Java Real Time System Java RTS is proving itself in numerous wide ranging environments including finance control systems manufacturing and defense Java RTS and the RTSJ standard JSR 001 eliminate the need for complicated specialized real time languages and operating environments saving money by leveraging Java's exceptional productivity and familiarity In *Real Time Java Programming* two of Sun's top real time programming experts present the deep knowledge and realistic code examples that developers need to succeed with Java RTS and its APIs As they do so the authors also illuminate the foundations of real time programming in any RTSJ compatible environment Key topics include Real time principles and concepts and the unique requirements of real time application design and development How Java has been adapted to real time environments A complete chapter on garbage collection concepts and Java SE collectors Using the Java RTS APIs to solve actual real time system problems as efficiently as possible Utilizing today's leading Java RTS development and debugging tools Understanding real time garbage collection threads scheduling and dispatching Programming new RTSJ memory models Dealing with asynchronous event handling and asynchronous transfer of control

Real-time Java Programming Gregory Bollella, 2009 *Real-Time Java! Programming* Eric J. Bruno, 1900 This is the eBook version of the printed book If the print book includes a CD ROM this content is not included within the eBook version The Definitive Guide to Java RTS for Developers and Architects [Real-Time Java Programming](#) Bruno, 2009 [The British National](#)

[Bibliography](#) Arthur James Wells, 2009 **The Real-time Specification for Java** Gregory Bollella, 2000 Real time programming is a critical component in the development of many consumer and industrial devices The long awaited Real Time Java specification has arrived delivering the powerful benefits of Java to the embedded software development community The Real Time Specification for Java introduces the new specification in detail giving developers all the information and insight they need to start building powerful Java based software The book is the definitive reference to the semantics extensions and modifications to the Java programming language that enable the Java platform to meet the requirements and constraints of real time development For all Java programmers embedded systems programmers and system architects **Real-time Java Platform Programming** Peter Dibble, 2002 Annotation Build powerful real time Java TM TM platform applications The complete reference to the Real Time Specification for Java RTSJ for every Java developer who wants to master real time programming Covers practical real time development considerations scheduling theory garbage collection rate monotonic analysis and other key issues Closures thread interrupt asynchronous events timers CT

physical and immortal memory program structure distributed RT applications exceptions and more Real time programming is critical to the development of a wide range of consumer industrial system and military devices Using the new Real Time Specification for Java RTSJ developers can create verify analyze execute and manage Java code that ensures the correctness timeliness and execution predictability that are essential to real time programming This book written by one of RTSJ s creators offers a practical introduction to real time programming for every Java developer even those with no real time experience at all Replete with example code this book gives any Java developer the skills and expertise to build powerful real time applications Peter Dibble begins with an overview of the key issues associated with Java real time development He covers garbage collection priority scheduling and deadline scheduling in real time environments then introduces rate monotonic analysis a powerful set of techniques for analyzing timing be **Concurrent and Real-Time Programming in Java** Andrew Wellings,2004-11-22 Real time functionality is essential for developing many consumer industrial and systems devices While the C C programming language is most often used in the creation of real time software the Java language with its simple and familiar object oriented programming model offers many advantages over current real time practices Concurrent and Real Time Programming in Java covers the motivations for and semantics of the extensions and modifications to the Java programming environment that enable the Java platform Virtual Machine to meet the requirements and constraints of real time development Key aspects of concurrent and real time programming and how they are implemented in Java are discussed such as concurrency memory management real time scheduling and real time resource sharing

Proceedings of the 5th International Workshop on Java Technologies for Real-time and Embedded Systems Greg Bollella,2007 Concurrent and Real-Time Programming in Java Andrew J. Wellings,Wellings Andrew,2004 Real time functionality is essential for developing many consumer industrial and systems devices While the C C programming language is most often used in the creation of real time software the Java language with its simple and familiar object oriented programming model offers many advantages over current real time practices Concurrent and Real Time Programming in Java covers the motivations for and semantics of the extensions and modifications to the Java programming environment that enable the Java platform Virtual Machine to meet the requirements and constraints of real time development Key aspects of concurrent and real time programming and how they are implemented in Java are discussed such as concurrency memory management real time scheduling and real time resource sharing Efficient Java Programming for High-performance Real-time Applications Reinholtz,2003 Concurrent, Real-Time and Distributed Programming in Java Badr Benmammar,2017-12-27 This book provides an introduction to concurrent real time distributed programming with Java object oriented language support as an algorithm description tool It describes in particular the mechanisms of synchronization cooperative and competitive and sharing of data internal class static variables between threads in Java He then discusses the use of Java for real time applications Consequently a presentation of the RTSJ Real Time Specification for

Java specification dedicated to the development of real time applications in Java is also introduced in this book Finally a presentation of programming distributed in Java is presented in this book We are particularly interested in communication using the TCP Sockets and high level communication using Java Remote Method Invocation RMI The book also contains an annex which contains a practical set of application exercises in relation to the theme of the book Knowledge of the Java language is a prerequisite for understanding the book

Distributed, Embedded and Real-time Java Systems M. Teresa Higuera-Toledano, Andy J. Wellings, 2012-02-07 Research on real time Java technology has been prolific over the past decade leading to a large number of corresponding hardware and software solutions and frameworks for distributed and embedded real time Java systems This book is aimed primarily at researchers in real time embedded systems particularly those who wish to understand the current state of the art in using Java in this domain Much of the work in real time distributed embedded and real time Java has focused on the Real time Specification for Java RTSJ as the underlying base technology and consequently many of the Chapters in this book address issues with or solve problems using this framework Describes innovative techniques in scheduling memory management quality of service and communication systems supporting real time Java applications Includes coverage of multiprocessor embedded systems and parallel programming Discusses state of the art resource management for embedded systems including Java s real time garbage collection and parallel collectors Considers hardware support for the execution of Java programs including how programs can interact with functional accelerators Includes coverage of Safety Critical Java for development of safety critical embedded systems

Experiments with Sun Java Real-Time System M. Auguston, T. S. Cook, D. Drusinsky, J. B. Michael, T. W. Otani, M. Shing, Naval Postgraduate School (U.S.), United States. Missile Defense Agency, 2007 This is our second report on the Sun Java Real Time System RTS experiments In this report we describe the findings on RTS 2 0 beta release that includes the real time garbage collector RTGC We performed a number of experiments to determine whether the availability of RTGC will result in a better software architecture for the Global Integrated Fire Control System GIFC a component of the C2BMC element of the Ballistic Missile Defense System BMDS Our experiment shows that it is possible to use only the Real Time Java threads that use the heap memory for the GIFC software SUN RTJ 2 0 gives programmers more control over the priority of the garbage collection We developed a real time monitor design pattern to support the implementation of time constrained computations that use the heap memory and a methodology to determine the RTS run time parameters thread priorities memory usage process load and task deadlines necessary for the timely execution of these time constrained computations

[Java Programming 24-Hour Trainer](#) Yakov Fain, 2011-10-12 A unique book and video package presented by Java guru Yakov Fain As one of the most popular software languages for building Web applications Java is often the first programming language developers learn The latest version includes numerous updates that both novice and experienced developers need to know With this invaluable book and video package Java authority Yakov Fain fully covers Java s new features as well as its language extensions classes

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Wellington,2017-07-14 This book is designed to teach beginners how to program in Java Beyond teaching the basics of Java it focuses on how to use state of the art techniques to solve real world problems Readers will gain expertise by following a progression of practical examples that lead the reader through three distinct phases Phase 1 explains how to read Java code The reader watches code execute in the Eclipse debugger and learns to predict the behavior that various Java constructs cause Phase 2 introduces JUnit tests to practice writing code using the primary Java constructs Phase 3 progresses to real world problem solving using test driven development TDD Written with a friendly tone this book covers the normal introductory programming material with a unique approach Concepts are presented in a progressively detailed format Readers will quickly be able to understand complete basic Java programs Later as they learn more complex details they will re visit coding topics applying the more advanced concepts to building new more advanced programs Each chapter contains a lab that not only reinforces the material but also develops the reader s ability to think independently and use development tools in the same way that developers working in the software industry use them [Declarative real-time concurrent programming in Java](#) Marc Alfons Terrones Carratalà,2006 **Programming Languages for Real-time Industrial**

Applications ,1998 **Experiments with Sun Java Real-Time System - Part II** ,2007 This is our second report on the Sun Java Real Time System RTS experiments In this report we describe the findings on RTS 2 0 beta release that includes the real time garbage collector RTGC We performed a number of experiments to determine whether the availability of RTGC will result in a better software architecture for the Global Integrated Fire Control System GIFC a component of the C2BMC element of the Ballistic Missile Defense System BMDS Our experiment shows that it is possible to use only the Real Time Java

threads that use the heap memory for the GIFC software SUN RTJ 2.0 gives programmers more control over the priority of the garbage collection. We developed a real time monitor design pattern to support the implementation of time constrained computations that use the heap memory and a methodology to determine the RTS run time parameters: thread priorities, memory usage, process load, and task deadlines necessary for the timely execution of these time constrained computations.

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