

Multi-Threaded Programming in C++

Mark Walmsley

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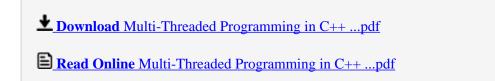
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This is a clear introduction to the basic concepts of multi-threading complemented by a detailed description of the multi-threading facilities available under the UNIX and Windows operating systems. The implementation mechanisms are hidden within C++ classes, which then provide standardized interfaces to the functionality. With traditional single-threaded programming, objects serve as passive repositories of functionality that are invoked by external codemulti-threading allows objects to become active entities that independently perform their own processing.



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