Programmazione a oggetti e concorrente. 2003-04.
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=== Programmi Java da portare: --
 1. Single source shortest path as amoeba race.
 2. Bank account manager with graphical interface.
=== Domande: --
 1. Richiami sulla von Neumann Machine [P1: Cap.2]
 2. Passaggio dei parametri: by value, by reference [hp].
 3. Recursion and Backtracking: Dispositions, Permutations,
    n-queens con interfaccia grafica. [hp]
 4. Classes and Objects. Inheritance. Interfaces. [hp]
 5. Polymorphism. Overloading. Overriding. [hp]
 6. Threads: start(), join(), sleep(n), notify(), notifyAll() [CP]
 7. Fibonacci in tempo O(n). QuickSort in parallel. [hp]
 8. Mutual exclusion. Peterson's algorithm. Sua correttezza in CCS. [CP]
 9. Monitors (Hoare's approach and Java approach) and Semaphores.
10. Bounded buffer: con monitor e con semafori. Queue monitor. [CP]
11. Alternating Bit Protocol. Sua correttezza in CCS with value passing. [CP]
12. Prefix sums in tempo O(n log n) e O(n). [CP]
13. Distributed termination. [CP]
14. Databases. Serializability. 2-phase locking protocols. [CP]
15. Nozioni di base su UML. [hp]
16. Nozioni di base su Swing e Applets. [hp]
=== Riferimenti: --
[P1] Quaderni di Informatica Parte I
[CP] Elements of Concurrent Programming
[hp] Home Page del corso