

## **Concurrent and Real-Time Programming in Ada**

Alan Burns, Andy Wellings



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Ada is the only ISO-standard, object-oriented, concurrent, real-time programming language. It is intended for use in large, long-lived applications where reliability and efficiency are essential, particularly real-time and embedded systems. In this book, Alan Burns and Andy Wellings give a thorough, self-contained account of how the Ada tasking model can be used to construct a wide range of concurrent and real-time systems. This is the only book that focuses on an in-depth discussion of the Ada tasking model. Following on from the authors' earlier title Concurrency in Ada, this book brings the discussion up to date to include the new Ada 2005 language and the recent advances in real-time programming techniques. It will be of value to software professionals and advanced students of programming alike: indeed every Ada programmer will find it essential reading and a primary reference work that will sit alongside the language reference manual.

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