



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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