

CONCURRENCY

Concurrency is naturally divided into:

- 1) Instruction level concurrency,
- 2) Statement level concurrency (executing two or more statements simultaneously),
- 3) Program unit level concurrency(execute two or more subprogram units simultaneously) and
- 4) Program level concurrency (executing two or more programs simultaneously).

References:

1. Sebesta, "Concept of programming Language", Pearson Edu
2. Louden, "Programming Languages: Principles & Practices" , Cengage Learning
3. Tucker, "Programming Languages: Principles and paradigms ", Tata McGraw -Hill.
4. E Horowitz, "Programming Languages", 2nd Edition, Addison Wesley

Related posts:

1. Sequence Control & Expression | PPL
2. PPL:Named Constants
3. Parse Tree | PPL | Prof. Jayesh Umre
4. Basic elements of Prolog
5. Loops | PPL | Prof. Jayesh Umre
6. Subprograms Parameter passing methods | PPL | Prof. Jayesh Umre
7. Programming Paradigms | PPL | Prof. Jayesh Umre
8. Subprograms Introduction | PPL | Prof. Jayesh Umre

9. Phases of Compiler | PPL | Prof. Jayesh Umre
10. Parse Tree | PPL
11. Influences on Language design | PPL | Prof. Jayesh Umre
12. Fundamentals of Subprograms | PPL | Prof. Jayesh Umre
13. Programming Paradigm
14. Influences on Language Design
15. Language Evaluation Criteria
16. OOP in C++ | PPL
17. OOP in C# | PPL
18. OOP in Java | PPL
19. PPL: Abstraction & Encapsulation
20. PPL: Semaphores
21. PPL: Introduction to 4GL
22. PPL: Variable Initialization
23. PPL: Conditional Statements
24. PPL: Array
25. PPL: Strong Typing
26. PPL: Coroutines
27. PPL: Exception Handler in C++
28. PPL: OOP in PHP
29. PPL: Character Data Type
30. PPL: Exceptions
31. PPL: Heap based storage management
32. PPL: Primitive Data Type
33. PPL: Data types
34. Programming Environments | PPL
35. Virtual Machine | PPL

36. PPL: Local referencing environments
37. Generic Subprograms
38. Local referencing environments | PPL | Prof. Jayesh Umre
39. Generic Subprograms | PPL | Prof. Jayesh Umre
40. PPL: Java Threads
41. PPL: Loops
42. PPL: Exception Handling
43. PPL: C# Threads
44. Pointer & Reference Type | PPL
45. Scope and lifetime of variable
46. Design issues for functions
47. Parameter passing methods
48. Fundamentals of sub-programs
49. Subprograms
50. Design issues of subprogram
51. Garbage Collection
52. Issues in Language Translation
53. PPL Previous years solved papers
54. Type Checking | PPL | Prof. Jayesh Umre
55. PPL RGPV May 2018 solved paper discussion| Prof. Jayesh Umre
56. PPL Viva Voce
57. PPL RGPV June 2017 Solved paper | Prof. Jayesh Umre
58. Basic elements of Prolog
59. Introduction and overview of Logic programming
60. Application of Logic programming
61. PPL: Influences on Language Design
62. Language Evaluation Criteria PPL

- 63. PPL: Sequence Control & Expression
- 64. PPL: Programming Environments
- 65. PPL: Virtual Machine
- 66. PPL: Programming Paradigm
- 67. PPL: Pointer & Reference Type
- 68. try-catch block in C++