

---

# *Index*

---

Abstract types, 30  
`accept()`, 65, 66  
 Acceptor-Connector pattern, 15  
 Acceptors, nonblocking, 145  
 ACE (ADAPTIVE Communication Environment), 8, 12–17  
     building, 19  
     C++ wrapper facade layer, 14–15  
     displaying classes, 50  
     downloading, 12  
     evolution of, 259–267  
     framework layer, 15–16  
     future for, 267–268  
     layered architecture of, 12, 13  
     network services, 16–17  
     OS adaptation layer, 13–14  
     web site for, 14  
`ACE::read_n()`, 76  
`ACE::select()`, 141, 151–152  
`ACE::write_n()`, 76  
`ACE_Addr`, 49–52  
     `hash()`, 51  
     `operator!=()`, 51  
     `operator==()`, 51  
`ACE_Atomic_Op`, 221  
`ACE_Condition_Thread_Mutex`, 208, 229–230  
     `broadcast()`, 229  
     `signal()`, 229  
`wait()`, 229  
`ACE_const_cast`, 176  
`ACE_Data_Block`, 72  
`ACE_DEBUG`, 93  
`ACE_dynamic_cast`, 176  
`ACE_ERROR`, 93  
`ACE_ERROR_RETURN`, 92, 93  
`ACE_FILE_Connector`, 85  
`ACE_FILE_IO`, 85  
`ACE_Guard`, 208–212, 216–217  
`ACE_Handle_Set`, 140–147  
     `clr_bit()`, 143  
     `fdset()`, 143  
     `is_set()`, 143  
     `max_set()`, 143  
     `num_set()`, 143  
     `reset()`, 143  
     `set_bit()`, 143  
     `sync()`, 143  
`ACE_Handle_Set_Iterator`, 140, 147–151  
     `operator()`, 148  
`ACE_Hash_Map_Manager`, 154, 155  
`ACE_INET_Addr`, 49–52  
     `addr_to_string()`, 52  
     `get_host_name()`, 52  
     `get_port_number()`, 52  
     `string_to_addr()`, 52  
`ACE_InputCDR`, 76–80

---

good\_bit(), 78  
 operator>>(), 78  
 steal\_contents(), 78  
**ACE\_IPC\_SAP**, 52–53  
 disable(), 53, 62  
 enable(), 53, 62  
 get\_handle(), 53  
 set\_handle(), 53  
**ACE\_Log\_Msg**::log(), 93  
**ACE\_Mem\_Map**, 66  
**ACE\_Message\_Block**, 72–76  
 clone(), 74  
 clr\_flags(), 74  
 copy(), 74  
 duplicate(), 74  
 length(), 74  
 msg\_priority(), 74  
 msg\_type(), 74  
 next(), 74  
 prev(), 74  
 rd\_ptr(), 74  
 release(), 74  
 set\_flags(), 74  
 size(), 74  
 total\_length(), 74  
 wr\_ptr(), 74  
**ACE\_Message\_Queue**, 72  
**ACE\_Null\_Condition**, 208, 230–231  
**ACE\_Null\_Mutex**, 208, 212–217  
**ACE\_Null\_Semaphore**, 208, 222–229  
**ACE\_Object\_Manager**, 217–218  
**ACE\_OutputCDR**, 76–80  
 begin(), 78  
 end(), 78  
 good\_bit(), 78  
 operator<<(), 78  
 total\_length(), 78  
**ACE\_Process**, 160–165  
 child(), 163  
 exit\_code(), 162  
 getpid(), 162  
 kill(), 163  
 parent(), 163  
 prepare(), 162  
 spawn(), 162  
 terminate(), 162  
 unmanage(), 162  
 wait(), 162  
**ACE\_Process\_Manager**, 160, 182  
 close(), 170  
 instance(), 170  
 open(), 170  
 spawn(), 170  
 spawn\_n(), 170  
 wait(), 170  
**ACE\_Process\_Manager**, 169  
**ACE\_Process\_Mutex**, 208, 212–217  
**ACE\_Process\_Options**, 160,  
 165–169  
 avoid\_zombies(), 168  
 creation\_flags(), 168  
 set\_process\_attributes(),  
 168  
 command\_line(), 167  
 pass\_handle(), 167  
 set\_handles(), 167  
 setenv(), 167  
 seteuid(), 168  
 setruid(), 168  
 working\_directory(), 167  
**ACE\_Process\_Semaphore**, 208,  
 222–229  
**ACE\_Read\_Guard**, 208–212, 219–221  
**ACE\_Recursive\_Thread\_Mutex**,  
 231–233  
**ACE\_reinterpret\_cast**, 176  
**ACE\_RW\_Process\_Mutex**, 208,  
 219–221  
**ACE\_RW\_Thread\_Mutex**, 208,  
 219–221  
**ACE\_Sched\_Params**, 186, 198–201  
 next\_priority(), 199  
 prev\_priority(), 199  
 priority\_max(), 199

---

priority\_min(), 199  
 ACE::select(), 140  
 ACE\_SOCK, 54–55  
     close(), 55  
     get\_local\_addr(), 55  
     get\_option(), 55  
     get\_remote\_addr(), 55, 85, 88  
     open(), 55  
     set\_option(), 55  
 ACE\_SOCK\_Acceptor, 64–67  
     accept(), 66  
     open(), 66  
 ACE\_SOCK\_Connector, 56–60  
     complete(), 58  
     connect(), 58  
 ACE\_SOCK\_IO, 60–64  
 ACE\_SOCK\_Stream, 60–64  
     recv(), 62  
     recv\_n(), 62  
     recvv\_n(), 62  
     send(), 62  
     send\_n(), 62  
     sendv\_n(), 62  
 ACE\_static\_cast, 176  
 ACE\_Task, 205  
 ACE\_Thread\_Manager, 186–198  
     cancel\_all(), 189  
     close(), 189  
     exit(), 189  
     instance(), 189  
     join(), 189  
     spawn(), 189  
     spawn\_n(), 189  
     testcancel(), 189  
     wait(), 189  
 ACE\_Thread\_Mutex, 208, 212–217  
 ACE\_Thread\_Semaphore, 208,  
     222–229  
 ACE\_Time\_Value, 58, 62  
 ACE\_TSS, 186, 187, 201–205  
     cleanup(), 203  
     operator->(), 203  
 ACE\_Write\_Guard, 208–212,  
     219–221  
 Active Object, 205  
 Active Object pattern, 16, 133  
 addr\_to\_string(), 52  
 Address family, 37  
 Arrays of primitive types, 77  
 Asynchronous I/O, 108  
 Asynchronous message exchange,  
     synchronous versus, 26–28  
 avoid\_zombies(), 168  
 Barrier synchronization, 197  
 begin(), 78  
 Blocking, 56, 58, 61, 62, 65  
 broadcast(), 229  
 C++ code, displaying, 50  
 C++ iostreams, 76  
 C++ wrapper facade layer, 14  
 cancel\_all(), 189  
 Casts, 176  
 child(), 163  
 cleanup(), 203  
 clone(), 74  
 close(), 55, 170, 189  
 clr\_bit(), 143  
 clr\_flags(), 74  
 COM+, 9  
 command\_line(), 167  
 Commercial off-the-shelf (COTS), 9,  
     10  
 Common middleware services layer,  
     role of, 9  
 Communication design  
     connectionless versus  
         connection-oriented protocols,  
         23–26  
     message passing versus shared  
         memory, 28–31  
     synchronous versus  
         asynchronous message  
         exchange, 26–28

---

Communication dimensions, 6  
 Communication domain, 36  
`complete()`, 58  
 Component, 16  
 Component Configurator Pattern, 16–17  
 Concrete class, 30  
 Concurrency design, 6  
     concurrent servers, 105–106  
     iterative servers, 103–105  
     limitations with OS, 135–136  
     process/thread spawning  
         strategies, 112–114  
     processes versus threads, 109–112  
     reactive servers, 106–108  
     real-time scheduling, 119–121  
     task- versus message-based  
         architectures, 121–122  
     threading models, 114–119  
     time-shared scheduling, 119–121  
 Concurrency framework, 15  
 Concurrent servers, 105–106  
 Condition variables, 133–134  
 Configuration dimensions, 6  
`connect()`, 56, 58  
 Connection establishment and  
     termination, Socket API, 35  
 Connection establishment  
     framework, 15  
 Connectionless versus  
     connection-oriented protocols, 23–26  
`const_cast`, 176  
 Container classes, 155  
 Contention scope, 114  
 Cooperative cancelation, 190–191, 197  
`copy()`, 74  
 CORBA, 9, 29  
     Common Data Representation  
         (CDR), 77  
 Cost containment, 11  
`CreateProcess()`, 109, 161  
`CreateThread()`, 110, 129  
`creation_flags()`, 168  
`CreateProcess()`, 128  
 Data framing strategies, 24  
 Data transfer mechanism, Socket  
     API, 35  
 Data-mode socket, 56  
 Deadlocks, 107  
 Debugging macros, 93  
 Demarshaling, 9, 11, 76–77  
`dequeue_head()`, 227–228  
 Descriptor, *see* Handles  
`disable()`, 53, 62  
 Dispatching framework, 15  
 Distributed shared memory (DSM), 30–31  
 Distribution middleware, role of, 8–9  
 Domain analysis, 5  
 Domain-crossing penalty, 91  
 Domain-specific middleware services  
     layer, role of, 9  
 Double-Checked Locking  
     Optimization pattern, 191, 192, 203  
`duplicate()`, 74  
`dynamic_cast`, 176  
 Eager spawning, 112  
`echo_server()`, 237  
`echo_server`, 37–38  
 Efficiency issues, 46  
`enable()`, 53, 62  
`end()`, 78  
 Endpoints, 34  
`enqueue_tail()`, 226–227  
`errno`, 130, 202  
 Error macros, 93  
 Error propagation strategies, 137  
 Escape hatches, 237–238  
 Event demultiplexing framework, 15

synchronous, 125–127  
 Event loops, 125  
`exit()`, 111, 128, 189  
`exit_code()`, 162  
`ExitProcess()`, 111, 128  
`ExitThread()`, 129  
  
`FD_CLR()`, 127  
`FD_ISSET()`, 127  
`FD_SET()`, 127  
`fd_set`, 126, 141–143, 148–150  
`FD_ZERO()`, 127  
`fdset()`, 143  
 First-in, first-out (FIFO), 120, 198  
`for` loop, 147  
`fork()`, 109, 128, 161, 164  
 Framework layer, 15–16  
  
`get_handle()`, 53, 238  
`get_host_name()`, 52  
`get_local_addr()`, 55  
`get_option()`, 55  
`get_port_number()`, 52  
`get_remote_addr()`, 55, 85, 88  
`gethostbyname()`, 84  
`getpid()`, 162  
`GetThreadPriority()`, 130  
`good_bit()`, 78  
  
 Half-Sync/Half-Async pattern, 16, 112, 206  
`handle_connections()`, 84, 91, 93, 156  
`handle_connections`, 177–179  
`handle_data()`, 84, 91, 94, 146, 156–157, 196–197  
 Handles, 34  
     errors and, 37–40  
`hash()`, 51  
 Hook methods, Logging\_Server, 83–84  
 Host infrastructure middleware layer, role of, 8, 10–13  
  
 Hybrid-threading model, 116–117  
  
`instance()`, 170, 189  
 Internet Protocol (IP), 24  
 Interprocess communication (IPC),  
     local and remote, 33  
`iovec` structure, 63  
`is_set()`, 143  
 Iterative servers, 103–105  
`Iterative_Logging_Server`, 91–95  
 Iterator pattern, 148  
  
 Java Packages, 8  
 Java RMI, 9  
 JAWS, 265  
 Jitter, 11  
`join()`, 189  
  
 Kernel-threading model, 115–116  
`kill()`, 161, 163  
  
 Last-in, first-out (LIFO), 218  
 Leader/Followers pattern, 112  
`length()`, 74  
 Lightweight processes (LWPs), 116–117  
 Linearization, 76  
 Local context management, Socket API, 35  
 Local shared memory, 29  
 Lock-step sequence, 27  
 Locking, 203, 210–212, 218–224  
`log_record()`, 91  
 Logging service  
     asynchronous request/response protocol, 28  
     client application, 95–98  
     example of, 17–19  
     initial, 80–95  
     message framing protocol, 86  
     message passing, 31  
     TCP/IP connection, 25  
 Logging service, implementing

---

ACE\_InputCDR, 72–80  
 ACE\_OutputCDR, 76–80  
**Logging\_Client**::send(), 95–97  
**Logging\_Handler**, 86–91  
 log\_record(), 91  
 recv\_log\_record(), 87–90  
 write\_log\_record(), 90–91  
**Logging\_Process**, 180–182  
**Logging\_Server**, 81–86  
 handle\_connections(), 84, 91  
 handle\_data(), 84, 91  
 hook methods, 83–84  
 make\_log\_file(), 85–86  
 open(), 83–84  
 run(), 83  
 wait\_for\_multiple\_events(), 84

**Macros**  
 debugging and error, 93  
 guard, 216  
**main()**, 94, 157  
 make\_log\_file(), 85–86, 92, 156  
**Marshaling**, 9, 11, 76–77  
**max\_set()**, 143  
**Memory management unit (MMU)**, 109  
**Memory-mapped files**, 29–30  
**Message exchange**, synchronous versus asynchronous, 26–28  
**Message passing** versus shared memory, 28–31  
**Message(s)**  
 composite, 73  
 framing protocol, 86  
 simple, 73  
**Message-based concurrency** architecture, 121–122  
**Message-oriented middleware (MOM)**, 29  
**Message\_Queue**, 223–229  
**Microsoft Windows**, 34  
**Middleware standards**, 263–264

Monitor Object pattern, 133, 224  
**msg\_priority()**, 74  
**msg\_type()**, 74  
**Multiplexing connections**, 24–25  
**Multiprocessing**  
 advantages and disadvantages of, 109–110  
 mechanisms, 127–128  
 spawning strategies, 112–114  
**Multiprocessing wrapper facades**  
 ACE\_Process, 161–165  
 ACE\_Process\_Manager, 169–182  
 ACE\_Process\_Options, 165–169  
 overview of, 159–161

**Multithreading**  
 advantages and disadvantages of, 110–112  
 mechanisms, 129–130  
 models, 114–119  
 spawning strategies, 112–114

**Multithreading wrapper facades**  
 ACE\_Sched\_Params, 186, 198–201  
 ACE\_Thread\_Manager, 186–198  
 ACE\_TSS, 186, 187, 201–205  
 overview of, 185–187

**Mutual exclusion (mutex) locks**, *see also* ACE\_Condition\_Thread\_Mutex, ACE\_Null\_Mutex, ACE\_Process\_Mutex, ACE\_RW\_Process\_Mutex, ACE\_RW\_Thread\_Mutex, and ACE\_Thread\_Mutex, 105, 132, 134

N:1 user-threading model, 114–115  
 N:M hybrid-threading model, 116–117  
 Nagle's algorithm, 55, 63, 64  
 Network addressing, Socket API, 36  
 Network services, library of, 16–17  
 Networked applications  
 challenges of, 1–4

design dimensions, 5–7  
     example of, 2–3  
`next()`, 74  
`next_priority()`, 199  
 Nonblocking, 56, 58, 61, 62, 65  
 Nonmultiplexing connections, 25  
`num_set()`, 143

Object Lifetime Manager pattern, 218  
 Object Request Brokers (ORBs), 9  
 Object, differences between a thread and an, 194

Object-oriented middleware  
     benefits of host infrastructure, 10–13  
     layers, 7–10  
     role of, 7, 9–10

On-demand spawning, 113  
 1:1 kernel-threading model, 115–116  
`open()`, 55, 66, 155, 170  
     Logging\_Server, 83–84, 92  
`operator!=()`, 51  
`operator()`, 148  
`operator->()`, 203  
`operator<<()`, 78–79  
`operator==()`, 51  
`operator>>()`, 78–80  
 Options management, Socket API, 36  
 OS adaptation layer, 13–14

`parent()`, 163  
`pass_handle()`, 167  
 Passive-mode socket, 56

Pattern  
     Acceptor-Connector, *see*  
         Acceptor-Connector pattern  
     Active Object, *see* Active Object pattern  
     Component Configurator, *see*  
         Component Configurator pattern

Double-Checked Locking Optimization, *see*  
     Double-Checked Locking Optimization pattern  
 Half-Sync/Half-Async, *see*  
     Half-Sync/Half-Async pattern  
 Iterator, *see* Iterator pattern  
 Leader/Followers, *see*  
     Leader/Followers pattern  
 Monitor Object, *see* Monitor Object pattern  
 Object Lifetime Manager, *see*  
     Object Lifetime Manager pattern  
 Pipes and Filters, *see* Pipes and Filters pattern  
 Proactor, *see* Proactor framework  
 Reactor, *see* Reactor framework  
 Singleton, *see* Singleton pattern  
 Thread-Safe Interface, *see*  
     Thread-Safe Interface pattern  
 Wrapper Facade, *see* Wrapper Facade pattern

`PEER_ADDR`, 57  
`PEER_STREAM`, 57  
 Pipes and Filters pattern, 16  
`poll()`, 126  
 Portability, 46, 52, 135, 136, 152, 164, 176  
     lack of, Socket API, 41–43  
 Ports, ephemeral, 51  
 POSIX, 161, 163  
`prepare()`, 162  
`prev()`, 74  
`prev_priority()`, 199  
 Primitive types, 77  
     arrays of, 77  
`printf()`, 93  
 Priority inversion, 25  
`priority_max()`, 199  
`priority_min()`, 199  
 Proactive servers, 108

---

Proactor framework, 15  
 Process, *see also* Multiprocessing  
     contention scope, 114  
     lifetime operations, 128  
     pool, 106  
     property operations, 128  
     synchronization operations, 128  
 Process-per-connection, 171–180  
 Protocol stacks, 7  
 Protocols  
     connectionless versus  
         connection-oriented, 23–26  
     defined, 23  
     family, 36  
`pthread_cancel()`, 129, 187  
`pthread_create()`, 110, 129  
`pthread_exit()`, 129  
`pthread_getschedparam()`, 130  
`pthread_getspecific()`, 130  
`pthread_join()`, 129  
`pthread_key_create()`, 130  
`pthread_kill()`, 188  
`pthread_setschedparam()`, 130  
`pthread_setspecific()`, 130  
`pthread_testcancel()`, 187  
  
 Quality of service (QoS)  
     requirements, 10–11  
  
 Race conditions, 130–132  
`rd_ptr()`, 74  
 Reactive servers, 106–108  
 Reactor framework, 15  
`read_n()`, 76  
 Readers/writer locks, 132–133  
 Real-time scheduling, 119–121  
`recv()`, 56, 62  
`recv_log_record()`, 87–90  
`recv_n()`, 62  
`recvv_n()`, 62  
`reinterpret_cast`, 176  
`release()`, 74  
  
 Request/response protocols,  
     asynchronous and  
     synchronous, 26–28  
`reset()`, 143  
 Reuse, 10  
 Round-robin, 120, 198–199  
 RPC, 29  
`run()`, 83, 173, 174  
`run_master()`, 174–175  
`run_svc()`, 194–196  
`run_worker()`, 175–176  
  
 Scheduler activations, 116  
 Scoped Locking, 203, 210–212, 224  
`select()`, 107, 126–127, 140,  
     151–152  
 Semantic variations, 187  
 Semaphores, *see also*  
     ACE\_Null\_Semaphore,  
     ACE\_Process\_Semaphore, and  
     ACE\_Thread\_Semaphore, 105,  
     133–134  
`send()`, 56, 62  
`send_n()`, 62  
`sendv_n()`, 62  
 Serialization, 30  
 Service configurator framework,  
     16–17  
 Service dimensions, 6  
 Service initialization framework, 15  
`set_bit()`, 143  
`set_flags()`, 74  
`set_handle()`, 53, 238  
`set_handles()`, 167  
`set_option()`, 55  
`set_process_attributes()`, 168  
`setenv()`, 167  
`seteuid()`, 168  
`setruid()`, 168  
`SetThreadPriority()`, 130  
 Shared memory  
     C++ objects and, 30  
     distributed, 30–31

- local, 29–30
  - message passing versus, 28–31
- `signal()`, 229
- Singleton pattern, 191, 192
- `size()`, 74
- Sleep locks, 133
- `sockaddr`, 49
- Socket API
  - address family, 37
  - Connection establishment and termination, 35
  - Data transfer mechanisms, 35
  - limitations of, 37–43
  - local context management, 35
  - network addressing, 36
  - nonportable and nonuniform, 41–43
  - options management, 36
  - protocol family, 36
  - role of, 34
- Socket wrapper facades
  - `ACE_Addr`, 49–52
  - `ACE_INET_Addr`, 49–52
  - `ACE_IPC_SAP`, 52–53
  - `ACE SOCK`, 54–55
  - `ACE SOCK_Acceptor`, 64
  - `ACE SOCK_Connector`, 56–60
  - `ACE SOCK_IO`, 60–64
  - `ACE SOCK_Stream`, 60–64
  - benefits of, 46
  - overview of, 45–49
  - relationships between, 47
  - structure of, 46
  - using traits for, 57
- Sockets, 34
  - `spawn()`, 162, 170, 189
  - `spawn_n()`, 170, 189
- Spawning
  - of threads, 195
  - of worker processes, 175, 178
  - strategies for processes and threads, 112–114
- Spin locks, 132
- Stand-alone applications, example of, 2
- Standards, open, 10
- `static_cast`, 176
- `steal_contents()`, 78
- Strategic focus, 9
- Strategized Locking pattern, 215
- Streams framework, 16
- `string_to_addr()`, 52
- `structtimeval`, 127
- `sync()`, 143
- Synchronization mechanisms, 130–134
- Synchronization wrapper facades
  - `ACE_Condition_Thread_Mutex`, 208, 229–230
  - `ACE_Guard`, 208–212, 216–217
  - `ACE_Null_Condition`, 208, 230–231
  - `ACE_Null_Mutex`, 208, 212–217
  - `ACE_Null_Semaphore`, 208, 222–229
  - `ACE_Process_Mutex`, 208, 212–217
  - `ACE_Process_Semaphore`, 208, 222–229
  - `ACE_Read_Guard`, 208–212, 219–221
  - `ACE_Recursive_Thread_Mutex`, 231–233
  - `ACE_RW_Process_Mutex`, 208, 219–221
  - `ACE_RW_Thread_Mutex`, 208, 219–221
  - `ACE_Thread_Mutex`, 208, 212–217
  - `ACE_Thread_Semaphore`, 208, 222–229
  - `ACE_Write_Guard`, 208–212, 219–221
- overview of, 207–209

---

Synchronous event demultiplexing, 125–127  
 Synchronous event demultiplexing, wrapper facades  
     ACE::select(), 141, 151–152  
     ACE\_Handle\_Set, 141–147  
     ACE\_Handle\_Set\_Iterator, 147–151  
     ACE\_Handle\_Set, 140  
     ACE\_Handle\_Set\_Iterator, 140  
     overview of, 139–141  
 Synchronous versus asynchronous message exchange, 26–28  
 Syntactic variations, 187  
 System contention scope, 114  
 System V STREAMS, 73  
 System V UNIX shared memory, 29  
 TAO, 264–265  
 Task, 205  
 Task framework, 15  
 Task-based concurrency architecture, 121  
 Template method,  
     Logging\_Server::run(), 83  
 terminate(), 162  
 TerminateProcess(), 128, 161  
 TerminateThread(), 129  
 testcancel(), 189  
 THR\_DETACHED, 190  
 THR\_JOINABLE, 190  
 thr\_kill(), 188  
 THR\_NEW\_LWP, 190  
 THR\_SCOPE\_PROCESS, 190  
 THR\_SCOPE\_SYSTEM, 190  
 Thread, *see also* Multithreading  
     difference between an object and a, 194  
     lifetime operations, 129  
     pool, 106  
     property operations, 130  
     spawning of, 195  
     specific storage, 130  
     synchronization operations, 129  
 Thread-per-connection, 106, 191–198  
 Thread-per-request concurrent server, 105–106  
 Thread-Safe Interface pattern, 224, 226  
 Thread-specific storage (TSS), *see also* ACE\_TSS, 130  
 Timed socket operations, 56, 58, 60–62, 65  
 Timeouts, 62–64, 152  
 timeval, 127  
 TlsAlloc(), 130  
 TlsGetValue(), 130  
 TlsSetValue(), 130  
 total\_length(), 74, 78  
 TP4, 24  
 Traits, 57  
 Transmission Control Protocol (TCP), 24–26  
 TSS, *see* Thread-specific storage  
 Type errors, 46  
 UNIX, 34, 35, 161, 163  
 unmanage(), 162  
 User Datagram Protocol (IP), 24  
 User-threading model, 114–115  
 Virtual methods, 30  
 wait(), 128, 162, 170, 189, 229  
 wait\_for\_multiple\_events(), 84, 93, 144–145, 155–156  
 WaitForMultipleObjects(), 107, 126, 128, 129, 161  
 WaitForSingleObject(), 128, 129, 161  
 waitpid(), 128, 161  
 Wildcard, 51  
 Win32, 161  
 working\_directory(), 167  
 wr\_ptr(), 74

Wrapper Facade pattern, 14, 45, 85  
  hide platform differences,  
    248–254  
  hierarchies to enhance clarity  
    and extensibility, 246–248  
  optimize for efficiency, 255–257  
  simplify for common case,  
    238–246  
  to enhance type safety, 236–238  
`write_log_record()`, 90–91  
`write_n()`, 76  
`writev()`, 63  
`WSASend()`, 63

XTP, 24