Erlang OTP

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Erlang is a new functional programming language originally developed by Ericsson for telecom applications. Erlang is an open source project available under a BSD-style License. Some of its characteristics: Modular Secure Strong Production ready Highly concurrent The ability to embed it in other applications Highly fault tolerant Static typed Combine the above characteristics and you'll get an easy-to-deploy and powerful language. Few of its very good characteristics: Compilers Erlang compilers generate code that's easy to maintenance and hard to change. They hide the implementation details and provide libraries that are easier to reuse. Flexible The language was designed from the ground up with concurrency and distribution in mind Highly concurrent Erlang programs are distributed and run in parallel, based on message passing. Highly fault tolerant Erlang programs are fault tolerant, avoiding the point of failure and making it easier to debug and fix. Small The language is small, with only a fraction of a standard C++ program Widely implemented The language is widely implemented, is open source and has access to a large number of adversaries. Erlang Application Basics: It’s the definition of a module that includes functions and data types that can be reused by other modules. Erlang has a distinctive style of thinking. The OTP (Open Telecom Platform) components in Erlang are based on concurrent programming. Erlang Application Development Almost every task can be split into two parts: coding and compilation. Erlang is a functional programming language, which means that, for example, if the “addition” function is defined like this in Erlang: erlang> add(X, Y) -> {X+Y, X} We do not get a binary addition operation with a result at the end, but a function whose definition is not completed until we call it. Since we can start the compilation without actually executing the code, we can easily add an error checking function to the addition function: erlang> add(X, Y) -> {X+Y, error

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(from Erlang/OTP (Open Telecom Platform) is an innovative open source project that aims at creating the world's first programming environment for building multi-platform real-time embedded systems for communication, broadcasting, multimedia and Internet applications. Erlang/OTP is built around the Erlang virtual machine, an efficient, high-level functional programming language that is being used in telecommunications, banking, search engines, games and other Internet applications. Erlang/OTP 5 is a complete rewrite of the Erlang/OTP 4.5 series. The goal is to move the Erlang/OTP community to the Erlang/OTP 5 infrastructure (gen_server, debugger,...). Several parts of Erlang/OTP 5 have been rewritten from scratch, others have been improved, and many of the old parts have been re-engineered. Erlang/OTP 5 is built on top of the Mono compiler. Erlang Virtual Machine: (from The Erlang virtual machine can be used for any program written in Erlang. Beowulf Cluster: (from An Erlang node in a cluster can act as both an OS process (like any UNIX process) as well as a Erlang process. A Beowulf cluster consists of many nodes, where a node is an Erlang process (let's call it "process X" for the sake of simplicity). Since Erlang is a native code language, all Erlang processes run on the OS level in a node, but code is shared among all processes by using the BEAM bytecode. A Beowulf cluster has to be started in a certain way (called "bootstrap") and it will run "headless" (no graphics). For more details, please look at the Erlang documentation. Erlang Programming: There are many ways of writing code in Erlang. There are several paradigms: - Procedural (Erlang/C like): Maintains state and uses OTP to call functions to perform behavior - Object-oriented (like Smalltalk): Has explicit state, uses functions to perform behavior. - Imperative functional b7e8fdf5c8

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The Erlang language was initially developed in the 1980s by Joe Armstrong, and it's his company, Ericsson, that heavily promotes this language. It was initially used for building distributed systems but nowadays it's mostly applied to highly scalable and fault-tolerant systems. The main idea behind Erlang is that of describing computations as mathematical functions that can be simultaneously and completely distributed. The syntax is highly functional, but it can be quite tricky when dealing with system design. The OTP (Open Telecom Platform) specification is a term used to refer to Erlang's included set of primitives: actor, ports, processes, messages, and supervisor. If you'd like to learn more about how these concepts work in Erlang, it's worth it to read the sections from Erlang book by OTP documentation. Erlang Distribution Model and Types: Before getting started with Erlang you should understand the distribution model behind it. Erlang is a concurrent, fault-tolerant, and distributed programming language. Instead of dealing with objects, Erlang deals with processes. Though processes are like tiny entities, they behave like objects with the ability to send and receive messages. Processes are similar to threads in C or Java, but they are asynchronous. This means that they don't necessarily need to complete a task in a defined amount of time. Instead, they finish the task when they do so with the ability to be completely distributed and to communicate with other processes. All Erlang processes share the same memory space and run on the same physical machine. By adding processes, applications will become distributed and scalable. This distributed programming is achieved by looking at the applications as a whole. Processes can be created based on the need of each application, and the communication between processes is done either via multicasting, message passing, or by passing references. This is also one of the main reasons why Erlang can be called a functional programming language, because all its code works with functions. When it comes to programming in Erlang you have three major types of processes. These are: Processes: Processes are like regular threads, but they don't live in the same environment, and they can be divided into smaller units. They are also able to communicate with each other and to create new processes. Actors: Actors are the counterpart to regular threads. They are like processes, but they can handle and react to messages. They communicate with other actors by means of messages. Supervisors

What's New in the Erlang OTP?

The Erlang online tool suite is a collection of utilities written in the Erlang programming language. Erlang is a general-purpose programming language specifically designed for concurrency, reliability, fault tolerance, and distribution. This creates a very strong foundation for building network applications. Erlang has a single compilation unit, called an Erlang application, and one runtime environment, called an Erlang virtual machine. The single compilation unit can consist of several processes or it can be a single process, in which case the Erlang process is the single compilation unit. The Erlang virtual machine is designed as a multitasking operating system for application-programming systems and consists of three layers: the OS kernel, a foreign function interface, and the Erlang virtual machine monitor. It runs within a single address space, which is normally the same as the user space and is partitioned according to task, process, and message. This means that all Erlang programs behave as a single process and have the same set of address spaces. The Erlang virtual machine monitors applications and, when errors occur, notifies the user and takes over control of the program. The Erlang virtual machine is equipped with a number of features that improve the performance of the Erlang programming environment: for example, immutable data structures and polymorphism. The Erlang virtual machine can be run on multiple platforms. It is particularly suited for distributed computing using message passing because it supports efficient communication between processes and is very fast. Erlang Programming Environment: Erlang is a multi-paradigm programming environment with traditional OOP features such as message passing and functional programming constructs. Erlang's code is compiled to bytecode and run on a virtual machine. Erlang's type system guarantees type safety, which contributes to the dynamic nature of the language. The OOP features in Erlang include object hierarchies, modules, and literals. The messaging constructs in Erlang include pipes, channels, and ports. In addition to the object constructs, the Erlang programming language includes functional constructs that provide users with convenient ways to define, test, and structure programs. Erlang Compiler Overview: Erlang's compiler outputs LLVM bytecode for the virtual machine, which can be interpreted and run directly by the Erlang virtual machine. Erlang applications are stored in files that contain a data part, an application interface, and a module part. The data part contains Erlang term records, which are the data types used by the Erlang programming language. For example,

System Requirements:

– OS: Windows XP SP3, Vista, Windows 7, Windows 8, Windows 10 – Processor: 1.5GHz processor recommended – Memory: 512MB RAM required – Graphics: DirectX 9 – Hard Drive: Minimum 15GB free – Sound Card: DirectX 9 – DirectX compatible video card. – Internet connection required – Wi-Fi connection required For information on the online multiplayer mode, visit the The Vampire Queen is an action adventure game where you control the fate of a young woman