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Vert.x in Action Julien Ponge 2020-12-01 As enterprise applications become larger and more distributed, new architectural approaches like reactive designs, microservices, and event streams are required knowledge. Vert.x in Action teaches you to build highly-scalable reactive enterprise applications using the mature, rock-solid Vert.x framework. Vert.x in Action gets you up to speed in the basics of asynchronous programming as you learn to design and code reactive applications. Using the Vert.x asynchronous APIs, you'll build services including web stack, messaging, authentication, and access control. You'll also dive into deployment of container-native components with Docker, Kubernetes, and OpenShift. Along the way, you'll check your app's health and learn to test its resilience to external service failures. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

API Security in Action Neil Madden 2020-11-20 API Security in Action teaches you how to create secure APIs for any situation. By following this hands-on guide you'll build a social network API while mastering techniques for flexible multi-user security, cloud key management, and lightweight cryptography. Summary A web API is an efficient way to communicate with an application or service. However, this convenience opens your systems to new security risks. API Security in Action gives you the skills to build strong, safe APIs you can confidently expose to the world. Inside, you'll learn to construct secure and scalable REST APIs, deliver machine-to-machine interaction in a microservices architecture, and provide protection in resource-constrained IoT (Internet of Things) environments. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology APIs control data sharing in every service, server, data store, and web client. Modern data-centric designs—including microservices and cloud-native applications—demand a comprehensive, multi-layered approach to security for both private and public-facing APIs. About the book API Security in Action teaches you how to create secure APIs for any situation. By following this hands-on guide you'll build a social network API while mastering techniques for flexible multi-user security, cloud key management, and lightweight cryptography. When you're done, you'll be able to create APIs that stand up to complex threat models and hostile environments. What's inside Authentication Authorization Audit logging Rate limiting Encryption About the reader For developers with experience building RESTful APIs. Examples are in Java. About the author Neil Madden has in-depth knowledge of applied cryptography, application security, and current API security technologies. He holds a Ph.D. in Computer Science. Table of Contents PART 1 - FOUNDATIONS 1 What is API security? 2 Secure API development 3 Securing the Natter API PART 2 - TOKEN-BASED AUTHENTICATION 4 Session cookie authentication 5 Modern token-based authentication 6 Self-contained tokens and JWTs PART 3 - AUTHORIZATION 7 OAuth2 and OpenID Connect 8 Identity-based access control 9 Capability-based security and macaroons PART 4 - MICROSERVICE APIS IN KUBERNETES 10 Microservice APIs in Kubernetes 11 Securing service-to-service APIs PART 5 - APIS FOR THE INTERNET OF THINGS 12 Securing IoT communications 13 Securing IoT APIs
NBS Special Publication 1968

Modern Fortran Milan Curcic 2020-10-07 Modern Fortran teaches you to develop fast, efficient parallel applications using twenty-first-century Fortran. In this guide, you'll dive into Fortran by creating fun apps, including a tsunami simulator and a stock price analyzer. Filled with real-world use cases, insightful illustrations, and hands-on exercises, Modern Fortran helps you see this classic language in a whole new light. Summary Using Fortran, early and accurate forecasts for hurricanes and other major storms have saved thousands of lives. Better designs for ships, planes, and automobiles have made travel safer, more efficient, and less expensive than ever before. Using Fortran, low-level machine learning and deep learning libraries provide incredibly easy, fast, and insightful analysis of massive data. Fortran is an amazingly powerful and flexible programming language that forms the foundation of high performance computing for research, science, and industry. And it's come a long, long way since starting life on IBM mainframes in 1956. Modern Fortran is natively parallel, so it's uniquely suited for efficiently handling problems like complex simulations, long-range predictions, and ultra-precise designs. If you're working on tasks where speed, accuracy, and efficiency matter, it's time to discover—or re-discover—Fortran. About the technology For over 60 years Fortran has been powering mission-critical scientific applications, and it isn't slowing down yet! Rock-solid reliability and new support for parallel programming make Fortran an essential language for next-generation high-performance computing. Simply put, the future is in parallel, and Fortran is already there. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the book Modern Fortran teaches you to develop fast, efficient parallel applications using twenty-first-century Fortran. In this guide, you'll dive into Fortran by creating fun apps, including a tsunami simulator and a stock price analyzer. Filled with real-world use cases, insightful illustrations, and hands-on exercises, Modern Fortran helps you see this classic language in a whole new light. What's inside Fortran's place in the modern world Working with variables, arrays, and functions Module development Parallelism with coarrays, teams, and events Interoperating Fortran with C About the reader For developers and computational scientists. No experience with Fortran required. About the author Milan Curcic is a meteorologist, oceanographer, and author of several general-purpose Fortran libraries and applications. Table of Contents PART 1 - GETTING STARTED WITH MODERN FORTRAN 1 Introducing Fortran 2 Getting started: Minimal working app PART 2 - CORE ELEMENTS OF FORTRAN 3 Writing reusable code with functions and subroutines 4 Organizing your Fortran code using modules 5 Analyzing time series data with arrays 6 Reading, writing, and formatting your data PART 3 - ADVANCED FORTRAN USE 7 Going parallel with Fortran coarrays 8 Working with abstract data using derived types 9 Generic procedures and operators for any data type 10 User-defined operators for derived types PART 4 - THE FINAL STRETCH 11 Interoperability with C: Exposing your app to the web 12 Advanced parallelism with teams, events, and collectives

Deep Learning with Python François Chollet 2017-11-30 Summary Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Machine learning has made remarkable progress in recent years. We went from near-unusable speech and image recognition, to near-human accuracy. We went from machines that couldn't beat a serious Go player, to defeating a world champion. Behind this progress is deep learning—a combination of engineering advances, best practices, and theory that enables a wealth of previously impossible smart applications. About the Book Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. You'll explore challenging concepts and practice with applications in computer vision, natural-language processing, and generative models. By the time you finish, you'll have the knowledge and hands-on skills to apply deep learning in your own projects. What's Inside Deep learning from first principles Setting up your own deep-learning environment Image-classification models Deep learning for text and sequences Neural style transfer, text generation, and image generation About the Reader Readers need intermediate Python skills. No previous experience with Keras, TensorFlow, or machine learning is required. About the Author François Chollet works on deep learning at Google in Mountain View, CA. He is the creator of the Keras deep-learning library, as well as a contributor to the TensorFlow machine-learning framework. He also does deep-learning research, with a focus on computer vision and the application of machine learning to formal reasoning. His papers have been published at major conferences in the field, including the Conference on Computer Vision and Pattern Recognition (CVPR), the Conference and Workshop on Neural Information Processing Systems (NIPS), the International Conference on Learning Representations (ICLR), and others. Table of Contents PART 1 - FUNDAMENTALS OF DEEP LEARNING What is deep learning? Before we begin: the mathematical building blocks of neural networks Getting started with neural networks Fundamentals of machine learning PART 2 - DEEP LEARNING IN PRACTICE Deep learning for computer vision Deep learning for text and sequences Advanced deep-learning best practices Generative deep learning Conclusions appendix A - Installing Keras and its dependencies on Ubuntu appendix B - Running Jupyter notebooks on an EC2 GPU instance
New York Bight Project, Water Column Sampling Cruises No. 6-8 of the NOAA Ship FERREL, April-June 1974 1975

Infrastructure as Code, Patterns and Practices Rosemary Wang 2022-09-20 Use Infrastructure as Code (IaC) to automate, test, and streamline infrastructure for business-critical systems. In Infrastructure as Code, Patterns and Practices you will learn how to: Optimize infrastructure for modularity and isolate dependencies Test infrastructure configuration Mitigate, troubleshoot, and isolate failed infrastructure changes Collaborate across teams on infrastructure development Update infrastructure with minimal downtime using blue-green deployments Scale infrastructure systems supporting multiple business units Use patterns for provisioning tools, configuration management, and image building Deliver secure infrastructure configuration to production Infrastructure as Code, Patterns and Practices teaches you to automate infrastructure by applying changes in a codified manner. You'll learn how to create, test, and deploy infrastructure components in a way that's easy to scale and share across an entire organization. The book is full of flexible automation techniques that work whether you're managing your personal projects or making live

network changes across a large enterprise. A system administrator or infrastructure engineer will learn essential software development practices for managing IaC, while developers will benefit from in-depth coverage of assembling infrastructure as part of DevOps culture. While the patterns and techniques are tool agnostic, you'll appreciate the easy-to-follow examples in Python and Terraform. About the technology Infrastructure as Code is a set of practices and processes for provisioning and maintaining infrastructure using scripts, configuration, or programming languages. With IaC in place, it's easy to test components, implement features, and scale with minimal downtime. Best of all, since IaC follows good development practices, you can make system-wide changes with just a few code commits! About the book Infrastructure as Code, Patterns and Practices teaches flexible techniques for building resilient, scalable infrastructure, including structuring and sharing modules, migrating legacy systems, and more. Learn to build networks, load balancers, and firewalls using Python and Terraform, and confidently update infrastructure while your software is running. You'll appreciate the expert advice on team collaboration strategies to avoid instability, improve security, and manage costs. What's inside Optimize infrastructure for modularity and isolate dependencies Mitigate, troubleshoot, and isolate failed infrastructure changes Update infrastructure with minimal downtime using blue-green deployments Use patterns for provisioning tools, configuration management, and image building About the reader For infrastructure or software engineers familiar with Python, provisioning tools, and public cloud providers. About the author Rosemary Wang is an educator, contributor, writer, and speaker. She has worked on many infrastructure as code projects, and open source tools such as Terraform, Vault, and Kubernetes. Table of Contents PART 1 FIRST STEPS 1 Introducing infrastructure as code 2 Writing infrastructure as code 3 Patterns for infrastructure modules 4 Patterns for infrastructure dependencies PART 2 SCALING WITH YOUR TEAM 5 Structuring and sharing modules 6 Testing 7 Continuous delivery and branching models 8 Security and compliance PART 3 MANAGING PRODUCTION COMPLEXITY 9 Making changes 10 Refactoring 11 Fixing failures 12 Cost of cloud computing 13 Managing tools

Machine Learning in Action Peter Harrington 2012-04-03 Summary Machine Learning in Action is unique book that blends the foundational theories of machine learning with the practical realities of building tools for everyday data analysis. You'll use the flexible Python programming language to build programs that implement algorithms for data classification, forecasting, recommendations, and higher-level features like summarization and simplification. About the Book A machine is said to learn when its performance improves with experience. Learning requires algorithms and programs that capture data and ferret out the interesting useful patterns. Once the specialized domain of analysts and mathematicians, machine learning is becoming a skill needed by many. Machine Learning in Action is a clearly written tutorial for developers. It avoids academic language and takes you straight to the techniques you'll use in your day-to-day work. Many (Python) examples present the core algorithms of statistical data processing, data analysis, and data visualization in code you can reuse. You'll understand the concepts and how they fit in with tactical tasks like classification, forecasting, recommendations, and higher-level features like summarization and simplification. Readers need no prior experience with machine learning or statistical processing. Familiarity with Python is helpful. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside A no-nonsense introduction Examples showing common ML tasks Everyday data analysis Implementing classic algorithms like Apriori and Adaboos Table of Contents PART 1 CLASSIFICATION Machine learning basics Classifying with k-Nearest Neighbors Splitting datasets one feature at a time: decision trees Classifying with probability theory: naïve Bayes Logistic regression Support vector machines Improving classification with the AdaBoost meta algorithm PART 2 FORECASTING NUMERIC VALUES WITH REGRESSION Predicting numeric values: regression Tree-based regression PART 3 UNSUPERVISED LEARNING Grouping unlabeled items using k-means clustering Association analysis with the Apriori algorithm Efficiently finding frequent itemsets with FP-growth PART 4 ADDITIONAL TOOLS Using principal component analysis to simplify data Simplifying data with the singular value decomposition Big data and MapReduce

Einstein for the 21st Century Peter L. Galison 2018-02-27 More than fifty years after his death, Albert Einstein's vital engagement with the world continues to inspire others, spurring conversations, projects, and research, in the sciences as well as the humanities. Einstein for the 21st Century shows us why he remains a figure of fascination. In this wide-ranging collection, eminent artists, historians, scientists, and social scientists describe Einstein's influence on their work, and consider his relevance for the future. Scientists discuss how Einstein's vision continues to motivate them, whether in their quest for a fundamental description of nature or in their investigations in chaos theory; art scholars and artists explore his ties to modern aesthetics; a music historian probes Einstein's musical tastes and relates them to his outlook in science; historians explore the interconnections between Einstein's politics, physics, and philosophy; and other contributors examine his impact on the innovations of our time. Uniquely cross-disciplinary, Einstein for the 21st Century serves as a testament to his legacy and speaks to everyone with an interest in his work. The contributors are Leon Botstein, Lorraine Daston, E. L. Doctorow, Yehuda Elkana, Yaron Ezrahi, Michael L. Friedman, Jürg Fröhlich, Peter L. Galison, David Gross, Hanoch Gutfreund, Linda D. Henderson, Dudley Herschbach, Gerald Holton, Caroline Jones, Susan Neiman, Lisa Randall, Jürgen Renn, Matthew Ritchie, Silvan S. Schweber, and A. Douglas Stone.

Microservices in Action Morgan Bruce 2018-10-03 Summary Microservices in Action is a practical book about building and deploying microservice-based applications. Written for developers and architects with a solid grasp of service-oriented development, it tackles the challenge of putting microservices into production. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Invest your time in designing great applications, improving infrastructure, and making the most out of your dev teams. Microservices are easier to write, scale, and maintain than traditional enterprise applications because they're built as a system of independent components. Master a few important new patterns and processes, and you'll be ready to develop, deploy, and run production-quality microservices. About the Book Microservices in Action teaches you how to write and maintain microservice-based applications. Created with day-to-day development in mind, this informative guide immerses you in real-world use cases from design to deployment. You'll discover how microservices enable an efficient continuous delivery pipeline, and explore examples using Kubernetes, Docker, and Google Container Engine. What's inside An overview of microservice architecture Building a delivery pipeline Best practices for designing multi-service transactions and queries Deploying with containers Monitoring your microservices About the Reader Written for intermediate developers familiar with enterprise architecture and cloud platforms like AWS and GCP. About the Author Morgan Bruce and Paulo A. Pereira are experienced engineering leaders. They work daily with microservices in a production environment, using the techniques detailed in this book. Table of Contents PART 1 - The lay of the land Designing and running microservices Microservices at SimpleBank PART 2 - Design Architecture of a microservice application Designing new features Transactions and queries in microservices Designing reliable services Building a reusable microservice framework PART 3 - Deployment Deploying microservices Deployment with containers and schedulers Building a delivery pipeline for microservices PART 4 - Observability and ownership Building a monitoring system Using logs and traces to understand behavior Building microservice teams

Functional Programming in Kotlin Marco Vermeulen 2021-10-05 In Functional Programming in Kotlin you will learn: Functional programming techniques for real-world applications Write combinator libraries Common structures and idioms in functional design Simplicity and modularity (and fewer bugs!) Functional Programming in Kotlin is a reworked version of the bestselling Functional Programming in Scala, with all code samples, instructions, and exercises translated into the powerful Kotlin language. In this authoritative guide, you'll take on the challenge of learning functional programming from first principles. Complex concepts are demonstrated through exercises that you'll love to test yourself against. You'll start writing Kotlin code that's easier to read, easier to reuse, better for concurrency, and less prone to bugs and errors. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Improve performance, increase maintainability, and eliminate bugs! How? By programming the functional way. Kotlin provides strong support for functional programming, taking a pragmatic approach that integrates well with OO codebases. By applying the techniques you'll learn in this book, your code will be safer, less prone to errors, and much easier to read and reuse. About the book Functional Programming in Kotlin teaches you how to design and write Kotlin applications using typed functional programming. Offering clear examples, carefully-presented explanations, and extensive exercises, it moves from basic subjects like types and data structures to advanced topics such as stream processing. This book is based on the bestseller Functional Programming in Scala by Rúnar Bjarnason and Paul Chiusano. What's inside Functional programming techniques for real-world situations Common structures and idioms in functional design Simplicity, modularity, and fewer bugs! About the reader For Kotlin developers. No functional programming experience required. About the author Marco Vermeulen has two decades of programming experience on the JVM. Rúnar Bjarnason and Paul Chiusano are the authors of Functional Programming in Scala. Table of Contents PART 1 INTRODUCTION TO FUNCTIONAL PROGRAMMING 1 What is functional programming? 2 Getting started with functional programming in Kotlin 3 Functional data structures 4 Handling errors without exceptions 5 Strictness and laziness 6 Purely functional state PART 2 FUNCTIONAL DESIGN AND COMBINATOR LIBRARIES 7 Purely functional parallelism 8 Property-based testing 9 Parser combinators PART 3 COMMON STRUCTURES IN FUNCTIONAL DESIGN 10 Monoids 11 Monads and functors 12 Applicative and traversable functors PART 4 EFFECTS AND I/O 13 External effects and I/O 14 Local effects and mutable state 15 Stream processing and incremental I/O

Spark in Action, Second Edition Jean-Georges Perrin 2020-06-02 Summary The Spark distributed data processing platform provides an easy-to-implement tool for ingesting, streaming, and processing data from any source. In Spark in Action, Second Edition, you'll learn to take advantage of Spark's core features and incredible processing speed, with applications including real-time computation, delayed evaluation, and machine learning. Spark skills are a hot commodity in enterprises worldwide, and with Spark's powerful and flexible Java APIs, you can reap all the benefits without first learning Scala or Hadoop. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Analyzing enterprise data starts by reading, filtering, and merging files and streams from many sources. The Spark data processing engine handles this varied volume like a champ, delivering speeds 100 times faster than Hadoop systems. Thanks to SQL support, an intuitive interface, and a straightforward multilanguage API, you can use Spark without learning a complex new ecosystem. About the

book *Spark in Action, Second Edition*, teaches you to create end-to-end analytics applications. In this entirely new book, you'll learn from interesting Java-based examples, including a complete data pipeline for processing NASA satellite data. And you'll discover Java, Python, and Scala code samples hosted on GitHub that you can explore and adapt, plus appendices that give you a cheat sheet for installing tools and understanding Spark-specific terms. What's inside Writing Spark applications in Java Spark application architecture Ingestion through files, databases, streaming, and Elasticsearch Querying distributed datasets with Spark SQL About the reader This book does not assume previous experience with Spark, Scala, or Hadoop. About the author Jean-Georges Perrin is an experienced data and software architect. He is France's first IBM Champion and has been honored for 12 consecutive years. Table of Contents PART 1 - THE THEORY CRIPPLED BY AWESOME EXAMPLES 1 So, what is Spark, anyway? 2 Architecture and flow 3 The majestic role of the dataframe 4 Fundamentally lazy 5 Building a simple app for deployment 6 Deploying your simple app PART 2 - INGESTION 7 Ingestion from files 8 Ingestion from databases 9 Advanced ingestion: finding data sources and building your own 10 Ingestion through structured streaming PART 3 - TRANSFORMING YOUR DATA 11 Working with SQL 12 Transforming your data 13 Transforming entire documents 14 Extending transformations with user-defined functions 15 Aggregating your data PART 4 - GOING FURTHER 16 Cache and checkpoint: Enhancing Spark's performances 17 Exporting data and building full data pipelines 18 Exploring deployment Applied Microsoft Analysis Services 2005 and Microsoft Business Intelligence Platform Teo Lachev 2005 Provides information on the fundamentals of Microsoft SQL Server 2005 Analysis Services.

Hydraulic Design Series United States. Bureau of Public Roads 1961

The Programmer's Brain Felienne Hermans 2021-10-05 "A great book with deep insights into the bridge between programming and the human mind." - Mike Taylor, CGI Your brain responds in a predictable way when it encounters new or difficult tasks. This unique book teaches you concrete techniques rooted in cognitive science that will improve the way you learn and think about code. In *The Programmer's Brain*: What every programmer needs to know about cognition you will learn: Fast and effective ways to master new programming languages Speed reading skills to quickly comprehend new code Techniques to unravel the meaning of complex code Ways to learn new syntax and keep it memorized Writing code that is easy for others to read Picking the right names for your variables Making your codebase more understandable to newcomers Onboarding new developers to your team Learn how to optimize your brain's natural cognitive processes to read code more easily, write code faster, and pick up new languages in much less time. This book will help you through the confusion you feel when faced with strange and complex code, and explain a codebase in ways that can make a new team member productive in days! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Take advantage of your brain's natural processes to be a better programmer. Techniques based in cognitive science make it possible to learn new languages faster, improve productivity, reduce the need for code rewrites, and more. This unique book will help you achieve these gains. About the book *The Programmer's Brain* unlocks the way we think about code. It offers scientifically sound techniques that can radically improve the way you master new technology, comprehend code, and memorize syntax. You'll learn how to benefit from productive struggle and turn confusion into a learning tool. Along the way, you'll discover how to create study resources as you become an expert at teaching yourself and bringing new colleagues up to speed. What's inside Understand how your brain sees code Speed reading skills to learn code quickly Techniques to unravel complex code Tips for making codebases understandable About the reader For programmers who have experience working in more than one language. About the author Dr. Felienne Hermans is an associate professor at Leiden University in the Netherlands. She has spent the last decade researching programming, how to learn and how to teach it. Table of Contents PART 1 ON READING CODE BETTER 1 Decoding your confusion while coding 2 Speed reading for code 3 How to learn programming syntax quickly 4 How to read complex code PART 2 ON THINKING ABOUT CODE 5 Reaching a deeper understanding of code 6 Getting better at solving programming problems 7 Misconceptions: Bugs in thinking PART 3 ON WRITING BETTER CODE 8 How to get better at naming things 9 Avoiding bad code and cognitive load: Two frameworks 10 Getting better at solving complex problems PART 4 ON COLLABORATING ON CODE 11 The act of writing code 12 Designing and improving larger systems 13 How to onboard new developers

Introduction to Information Retrieval Christopher D. Manning 2008-07-07 Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

Camel in Action Claus Ibsen 2018-02-02 Summary *Camel in Action, Second Edition* is the most complete Camel book on the market. Written by core developers of Camel and the authors of the highly acclaimed first edition, this book distills their experience and practical insights so that you can tackle integration tasks like a pro. Forewords by James Strachan and Dr. Mark Little Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Apache Camel is a Java framework that implements enterprise integration patterns (EIPs) and comes with over 200 adapters to third-party systems. A concise DSL lets you build integration logic into your app with just a few lines of Java or XML. By using Camel, you benefit from the testing and experience of a large and vibrant open source community. About the Book *Camel in Action, Second Edition* is the definitive guide to the Camel framework. It starts with core concepts like sending, receiving, routing, and transforming data. It then goes in depth on many topics such as how to develop, debug, test, deal with errors, secure, scale, cluster, deploy, and monitor your Camel applications. The book also discusses how to run Camel with microservices, reactive systems, containers, and in the cloud. What's Inside Coverage of all relevant EIPs Camel microservices with Spring Boot Camel on Docker and Kubernetes Error handling, testing, security, clustering, monitoring, and deployment Hundreds of examples in Java and XML About the Reader Readers should be familiar with Java. This book is accessible to beginners and invaluable to experts. About the Author Claus Ibsen is a senior principal engineer working for Red Hat specializing in cloud and integration. He has worked on Apache Camel for the last nine years where he heads the project. Claus lives in Denmark. Jonathan Anstey is an engineering manager at Red Hat and a core Camel contributor. He lives in Newfoundland, Canada. Table of Contents Part 1 - First steps Meeting Camel Routing with Camel Part 2 - Core Camel Transforming data with Camel Using beans with Camel Enterprise integration patterns Using components Part 3 - Developing and testing Microservices Developing Camel projects Testing RESTful web services Part 4 - Going further with Camel Error handling Transactions and idempotency Parallel processing Securing Camel Part 5 - Running and managing Camel Running and deploying Camel Management and monitoring Part 6 - Out in the wild Clustering Microservices with Docker and Kubernetes Camel tooling Bonus online chapters Available at <https://www.manning.com/books/camel-in-action-second-edition> and in electronic versions of this book: Reactive Camel and the IoT by Henryk Konsek

Lift Cookbook Richard Dallaway 2013-06-24 If you need help building web applications with the Lift framework, this cookbook provides scores of concise, ready-to-use code solutions. You'll find recipes for everything from setting up a coding environment to creating REST web services and deploying your application to production. Built on top of the Scala JVM programming language, Lift takes a different—yet ultimately easier—approach to development than MVC frameworks such as Rails. Each recipe in this book includes a discussion of how and why each solution works, not only to help you complete the task at hand, but also to illustrate how Lift works. Set up an environment and run your first Lift application Generate HTML, using Lift's View First approach Submit forms and work with form elements Build REST web services with the framework's RestHelper trait Take advantage of Lift's support for Ajax and Comet Get examples for modifying Lift's request pipeline Convert Scala classes into tables, rows, and columns in a relational database Send email, call URLs, and schedule tasks from your application Package and deploy your application to various hosted services

AI as a Service Peter Elger 2020-10-06 Companies everywhere are moving everyday business processes over to the cloud, and AI is increasingly being given the reins in these tasks. As this massive digital transformation continues, the combination of serverless computing and AI promises to become the de facto standard for business-to-consumer platform development—and developers who can design, develop, implement, and maintain these systems will be in high demand! *AI as a Service* is a practical handbook to building and implementing serverless AI applications, without bogging you down with a lot of theory. Instead, you'll find easy-to-digest instruction and two complete hands-on serverless AI builds in this must-have guide! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Specification by Example Gojko Adzic 2011-06-02 Summary *Specification by Example* is an emerging practice for creating software based on realistic examples, bridging the communication gap between business stakeholders and the dev teams building the software. In this book, author Gojko Adzic distills interviews with successful teams worldwide, sharing how they specify, develop, and deliver software, without defects, in short iterative delivery cycles. About the Technology *Specification by Example* is a collaborative method for specifying requirements and tests. Seven patterns, fully explored in this book, are key to making the method effective. The method has four main benefits: it produces living, reliable documentation; it defines expectations clearly and makes validation efficient; it reduces rework; and, above all, it assures delivery teams and business stakeholders that the software that's built is right for its purpose. About the Book This book distills from the experience of leading teams worldwide effective ways to specify, test, and deliver software in short, iterative delivery cycles. Case studies in this book range from small web startups to large financial institutions, working in many processes including XP, Scrum, and Kanban. This book is written for developers, testers, analysts, and business people working together to build great software. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Common process patterns How to avoid bad practices Fitting

SBE in your process 50+ case studies ===== Table of Contents Part 1 Getting started Part 2 Key process patterns Part 3 Case studies Key benefits Key process patterns Living documentation Initiating the changes Deriving scope from goals Specifying collaboratively Illustrating using examples Refining the specification Automating validation without changing specifications Validating frequently Evolving a documentation system uSwitch RainStor Iowa Student Loan Sabre Airline Solutions ePlan Services Songkick Concluding thoughts

Netty in Action Norman Maurer 2015-12-04 Summary Netty in Action introduces the Netty framework and shows you how to incorporate it into your Java network applications. You'll learn to write highly scalable applications without the need to dive into the low-level non-blocking APIs at the core of Java. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Netty is a Java-based networking framework that manages complex networking, multithreading, and concurrency for your applications. And Netty hides the boilerplate and low-level code, keeping your business logic separate and easier to reuse. With Netty, you get an easy-to-use API, leaving you free to focus on what's unique to your application. About the Book Netty in Action introduces the Netty framework and shows you how to incorporate it into your Java network applications. You will discover how to write highly scalable applications without getting into low-level APIs. The book teaches you to think in an asynchronous way as you work through its many hands-on examples and helps you master the best practices of building large-scale network apps. What's Inside Netty from the ground up Asynchronous, event-driven programming Implementing services using different protocols Covers Netty 4.x About the Reader This book assumes readers are comfortable with Java and basic network architecture. About the Authors Norman Maurer is a senior software engineer at Apple and a core developer of Netty. Marvin Wolfthal is a Dell Services consultant who has implemented mission-critical enterprise systems using Netty. Table of Contents PART 1 NETTY CONCEPTS AND ARCHITECTURE Netty-asynchronous and event-driven Your first Netty application Netty components and design Transports ByteBuffer ChannelHandler and ChannelPipeline EventLoop and threading model Bootstrapping Unit testing PART 2 CODECS The codec framework Provided ChannelHandlers and codecs PART 3 NETWORK PROTOCOLS WebSocket Broadcasting events with UDP PART 4 CASE STUDIES Case studies, part 1 Case studies, part 2

The Programmer's Brain Feliene Hermans 2021-09-07 The Programmer's Brain unlocks the way we think about code. It offers scientifically sound techniques that can radically improve the way you master new technology, comprehend code, and memorize syntax. You'll learn how to benefit from productive struggle and turn confusion into a learning tool. Along the way, you'll discover how to create study resources as you become an expert at teaching yourself and bringing new colleagues up to speed.

Java Power Tools John Ferguson Smart 2008-04-22 All true craftsmen need the best tools to do their finest work, and programmers are no different. Java Power Tools delivers 30 open source tools designed to improve the development practices of Java developers in any size team or organization. Each chapter includes a series of short articles about one particular tool -- whether it's for build systems, version control, or other aspects of the development process -- giving you the equivalent of 30 short reference books in one package. No matter which development method your team chooses, whether it's Agile, RUP, XP, SCRUM, or one of many others available, Java Power Tools provides practical techniques and tools to help you optimize the process. The book discusses key Java development problem areas and best practices, and focuses on open source tools that can help increase productivity in each area of the development cycle, including: Build tools including Ant and Maven 2 Version control tools such as CVS and Subversion, the two most prominent open source tools Quality metrics tools that measure different aspects of code quality, including CheckStyle, PMD, FindBugs and Jupiter Technical documentation tools that can help you generate good technical documentation without spending too much effort writing and maintaining it Unit Testing tools including JUnit 4, TestNG, and the open source coverage tool Cobertura Integration, Load and Performance Testing to integrate performance tests into unit tests, load-test your application, and automatically test web services, Swing interfaces and web interfaces Issue management tools including Bugzilla and Trac Continuous Integration tools such as Continuum, Cruise Control, LintBuild and Hudson If you are a Java developer, these tools can help improve your development practices, and make your life easier in the process. Lead developers, software architects and people interested in the wider picture will be able to gather from these pages some useful ideas about improving your project infrastructure and best practices.

How to Lead in Data Science Jike Chong 2021-12-28 A field guide for the unique challenges of data science leadership, filled with transformative insights, personal experiences, and industry examples. In How To Lead in Data Science you will learn: Best practices for leading projects while balancing complex trade-offs Specifying, prioritizing, and planning projects from vague requirements Navigating structural challenges in your organization Working through project failures with positivity and tenacity Growing your team with coaching, mentoring, and advising Crafting technology roadmaps and championing successful projects Driving diversity, inclusion, and belonging within teams Architecting a long-term business strategy and data roadmap as an executive Delivering a data-driven culture and structuring productive data science organizations How to Lead in Data Science is full of techniques for leading data science at every seniority level—from heading up a single project to overseeing a whole company's data strategy. Authors Jike Chong and Yue Cathy Chang share hard-won advice that they've developed building data teams for LinkedIn, Acorns, Yiren Digital, large asset-management firms, Fortune 50 companies, and more. You'll find advice on plotting your long-term career advancement, as well as quick wins you can put into practice right away. Carefully crafted assessments and interview scenarios encourage introspection, reveal personal blind spots, and highlight development areas. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Lead your data science teams and projects to success! To make a consistent, meaningful impact as a data science leader, you must articulate technology roadmaps, plan effective project strategies, support diversity, and create a positive environment for professional growth. This book delivers the wisdom and practical skills you need to thrive as a data science leader at all levels, from team member to the C-suite. About the book How to Lead in Data Science shares unique leadership techniques from high-performance data teams. It's filled with best practices for balancing project trade-offs and producing exceptional results, even when beginning with vague requirements or unclear expectations. You'll find a clearly presented modern leadership framework based on current case studies, with insights reaching all the way to Aristotle and Confucius. As you read, you'll build practical skills to grow and improve your team, your company's data culture, and yourself. What's inside How to coach and mentor team members Navigate an organization's structural challenges Secure commitments from other teams and partners Stay current with the technology landscape Advance your career About the reader For data science practitioners at all levels. About the author Dr. Jike Chong and Yue Cathy Chang build, lead, and grow high-performing data teams across industries in public and private companies, such as Acorns, LinkedIn, large asset-management firms, and Fortune 50 companies. Table of Contents 1 What makes a successful data scientist? PART 1 THE TECH LEAD: CULTIVATING LEADERSHIP 2 Capabilities for leading projects 3 Virtues for leading projects PART 2 THE MANAGER: NURTURING A TEAM 4 Capabilities for leading people 5 Virtues for leading people PART 3 THE DIRECTOR: GOVERNING A FUNCTION 6 Capabilities for leading a function 7 Virtues for leading a function PART 4 THE EXECUTIVE: INSPIRING AN INDUSTRY 8 Capabilities for leading a company 9 Virtues for leading a company PART 5 THE LOOP AND THE FUTURE 10 Landscape, organization, opportunity, and practice 11 Leading in data science and a future outlook

Seriously Good Software Marco Faella 2020-03-24 Summary Seriously Good Software developers know that code can always be improved. With each iteration, you make optimizations—small and large—that can have a huge impact on your application's speed, size, resilience, and maintainability. In Seriously Good Software: Code that Works, Survives, and Wins, author, teacher, and Java expert Marco Faella teaches you techniques for writing better code. You'll start with a simple application and follow it through seven careful refactorings, each designed to explore another dimension of quality. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Great code blends the skill of a programmer with the time-tested techniques and best practices embraced by the entire development community. Although each application has its own context and character, some dimensions of quality are always important. This book concentrates on eight pillars of seriously good software: speed, memory usage, reliability, readability, thread safety, generality, and elegance. The Java-based examples demonstrate techniques that apply to any OO language. About the book Seriously Good Software is a handbook for any professional developer serious about improving application quality. It explores fundamental dimensions of code quality by enhancing a simple implementation into a robust, professional-quality application. Questions, exercises, and Java-based examples ensure you'll get a firm grasp of the concepts as you go. When you finish the last version of the book's central project, you'll be able to confidently choose the right optimizations for your code. What's inside Evaluating software qualities Assessing trade-offs and interactions Fulfilling different objectives in a single task Java-based exercises you can apply in any OO language About the reader For web developers comfortable with JavaScript and HTML. About the author Marco Faella teaches advanced programming at a major Italian university. His published work includes peer-reviewed research articles, a Java certification manual, and a video course. Table of Contents *Part 1: Preliminaries * 1 Software qualities and a problem to solve 2 Reference implementation *Part 2: Software Qualities* 3 Need for speed: Time efficiency 4 Precious memory: Space efficiency 5 Self-conscious code: Reliability through monitoring 6 Lie to me: Reliability through testing 7 Coding aloud: Readability 8 Many cooks in the kitchen: Thread safety 9 Please recycle: Reusability

Portlets in Action Ashish Sarin 2011-09-15 Summary Portlets in Action is a comprehensive, hands-on guide to building portlet-driven applications in Java. Covers Portlet 2.0, Spring 3.0 Portlet MVC, WSRP 2.0, Portlet Bridges, Ajax, Comet, Liferay, Gateln, Spring JDBC, and Hibernate. About the Technology Portlets are the small Java applications that run within a portal. Good portlets work independently and also communicate fluently with the portal, other portlets, as well as outside servers and information sources. Using Java's Portlet 2.0 API and portal servers like Liferay, you can build flexible, stable business portals without the design overhead required by other application styles. About the Book Portlets in Action is a comprehensive guide to building portlet-driven applications in Java. It teaches portlet development hands-on as you develop a portal that incorporates most key features of the Portlet 2.0 API. And because portals and portlets are so flexible, the accompanying source code can be easily adapted and reused. Along the way, you'll learn how to work with key web frameworks like Spring 3.0 Portlet MVC and DWR. Written for Java

developers. No prior experience with portlets required Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Complete coverage of the Portlet 2.0 API Spring 3.0 Portlet MVC and the Liferay portal server Portal design best practices Reusable source code ===== Table of Contents PART 1 GETTING STARTED WITH PORTLET DEVELOPMENT Introducing portals and portlets The portlet lifecycle Portlet 2.0 API - portlet objects and container-runtime options Portlet 2.0 API - caching, security, and localization Building your own portal Using the portlet tag library PART 2 DEVELOPING PORTLETS USING SPRING AND HIBERNATE Getting started with Spring Portlet MVC Annotation-driven development with Spring Integrating portlets with databases PART 3 ADVANCED PORTLET DEVELOPMENT Personalizing portlets Communicating with other portlets Ajaxing portlets Reusable logic with portlet filters Portlet bridges Web Services for Remote Portlets (WSRP)

Design Charts for Open-channel Flow United States. Bureau of Public Roads 1961
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 Artificial Intelligence and PET Imaging, Part 1. An Issue of PET Clinics Babak Saboury 2021-09-21 Artificial Intelligence and PET Imaging, Part 1, An Issue of PET Clinics, E-Book

RxJS in Action Paul Daniels 2017-07-20 Summary RxJS in Action gives you the development skills you need to create reactive applications with RxJS. This book is full of theory and practical examples that build on each other and help you begin thinking in a reactive manner. Foreword by Ben Lesh, Project lead, RxJS 5. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology On the web, events and messages flow constantly between UI and server components. With RxJS, you can filter, merge, and transform these streams directly, opening the world of data flow programming to browser-based apps. This JavaScript implementation of the ReactiveX spec is perfect for on-the-fly tasks like autocomplete. Its asynchronous communication model makes concurrency much, much easier. About the Book RxJS in Action is your guide to building a reactive web UI using RxJS. You'll begin with an intro to stream-based programming as you explore the power of RxJS through practical examples. With the core concepts in hand, you'll tackle production techniques like error handling, unit testing, and interacting with frameworks like React and Redux. And because RxJS builds on ideas from the world of functional programming, you'll even pick up some key FP concepts along the way. What's Inside Building clean, declarative, fault-tolerant applications Transforming and composing streams Taming asynchronous processes Integrating streams with third-party libraries Covers RxJS 5 About the Reader This book is suitable for readers comfortable with JavaScript and standard web application architectures. About the Author Paul P. Daniels is a professional software engineer with experience in .NET, Java, and JavaScript. Luis Atencio is a software engineer working daily with Java, PHP, and JavaScript platforms, and author of Manning's Functional Programming in JavaScript. Table of Contents PART 1 - UNDERSTANDING STREAMS Thinking reactively Reacting with RxJS Core operators It's about time you used RxJS PART 2 - OBSERVABLES IN PRACTICE Applied reactive streams Coordinating business processes Error handling with RxJS PART 3 MASTERING RXJS Heating up observables Toward testable, reactive programs RxJS in the wild

Speech & Language Processing Dan Jurafsky 2000-09

Getting started with Spring Framework: covers Spring 5 (4th Edition) Ashish Sarin 2017-11-28 Chapter 1 of this book is now available online: bit.ly/2z8ERgG 4th Edition reflects changes to Spring 5, and includes new chapters on Functional and Reactive application development. Reactive application development chapters cover Reactive Streams specification, RxJava 2, Reactor, Spring WebFlux, and reactive support in Spring Data and Spring Security. The examples (consisting of 88 sample projects) that accompany this book are based on Spring 5.0.1 and Java 9. You can download the examples described in this book from the following GitHub project: github.com/getting-started-with-spring/4thEdition This book covers: - Spring Framework basics - Aspect-oriented programming - Database interaction using Spring and Hibernate/JPA - Spring Data JPA - Spring Data MongoDB - Messaging, emailing and caching support - Spring Web MVC - Developing RESTful web services using Spring Web MVC - Functional programming using lambdas and method references - Stream API - Reactive programming using RxJava 2 and Reactor - Spring WebFlux - Reactive support in Spring Data MongoDB and Spring Security - Developing reactive RESTful web services using Spring WebFlux, Spring Security and Spring Data MongoDB

Introducing Data Science Davy Cielen 2016-05-02 Summary Introducing Data Science teaches you how to accomplish the fundamental tasks that occupy data scientists. Using the Python language and common Python libraries, you'll experience firsthand the challenges of dealing with data at scale and gain a solid foundation in data science. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Many companies need developers with data science skills to work on projects ranging from social media marketing to machine learning. Discovering what you need to learn to begin a career as a data scientist can seem bewildering. This book is designed to help you get started. About the Book Introducing Data Science Introducing Data Science explains vital data science concepts and teaches you how to accomplish the fundamental tasks that occupy data scientists. You'll explore data visualization, graph databases, the use of NoSQL, and the data science process. You'll use the Python language and common Python libraries as you experience firsthand the challenges of dealing with data at scale. Discover how Python allows you to gain insights from data sets so big that they need to be stored on multiple machines, or from data moving so quickly that no single machine can handle it. This book gives you hands-on experience with the most popular Python data science libraries, Scikit-learn and StatsModels. After reading this book, you'll have the solid foundation you need to start a career in data science. What's Inside Handling large data Introduction to machine learning Using Python to work with data Writing data science algorithms About the Reader This book assumes you're comfortable reading code in Python or a similar language, such as C, Ruby, or JavaScript. No prior experience with data science is required. About the Authors Davy Cielen, Arno D. B. Meysman, and Mohamed Ali are the founders and managing partners of Optimately and Maiton, where they focus on developing data science projects and solutions in various sectors. Table of Contents Data science in a big data world The data science process Machine learning Handling large data on a single computer First steps in big data Join the NoSQL movement The rise of graph databases Text mining and text analytics Data visualization to the end user

Geometry, Relativity, and the Fourth Dimension Rudy von Bitter Rucker 1977-01-01 Exposition of fourth dimension, concepts of relativity as Flatland characters continue adventures. Topics include curved space time as a higher dimension, special relativity, and shape of space-time. Includes 141 illustrations.

PHP in Action Marcus Baker 2007-06-30 To keep programming productive and enjoyable, state-of-the-art practices and principles are essential. Object-oriented programming and design help manage complexity by keeping components cleanly separated. Unit testing helps prevent endless, exhausting debugging sessions. Refactoring keeps code simple and readable. PHP offers all this and more. PHP in Action shows you how to apply PHP techniques and principles to all the most common challenges of web programming, including: Web presentation and templates User interaction including the Model-View-Controller architecture Input validation and form handling Database connection and querying and abstraction Object persistence Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Deep Learning for Vision Systems Mohamed Elgendy 2020-10-11 How does the computer learn to understand what it sees? Deep Learning for Vision Systems answers that by applying deep learning to computer vision. Using only high school algebra, this book illuminates the concepts behind visual intuition. You'll understand how to use deep learning architectures to build vision system applications for image generation and facial recognition. Summary Computer vision is central to many leading-edge innovations, including self-driving cars, drones, augmented reality, facial recognition, and much, much more. Amazing new computer vision applications are developed every day, thanks to rapid advances in AI and deep learning (DL). Deep Learning for Vision Systems teaches you the concepts and tools for building intelligent, scalable computer vision systems that can identify and react to objects in images, videos, and real life. With author Mohamed Elgendy's expert instruction and illustration of real-world projects, you'll finally grok state-of-the-art deep learning techniques, so you can build, contribute to, and lead in the exciting realm of computer vision! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology How much has computer vision advanced? One ride in a Tesla is the only answer you'll need. Deep learning techniques have led to exciting breakthroughs in facial recognition, interactive simulations, and medical imaging, but nothing beats seeing a car respond to real-world stimuli while speeding down the highway. About the book How does the computer learn to understand what it sees? Deep Learning for Vision Systems answers that by applying deep learning to computer vision. Using only high school algebra, this book illuminates the concepts behind visual intuition. You'll understand how to use deep learning architectures to build vision system applications for image generation and facial recognition. What's inside Image classification and object detection Advanced deep learning architectures Transfer learning and generative adversarial networks DeepDream and neural style transfer Visual embeddings and image search About the reader For intermediate Python programmers. About the author Mohamed Elgendy is the VP of Engineering at Rakuten. A seasoned AI expert, he has previously built and managed AI products at Amazon and Twilio. Table of Contents PART 1 - DEEP LEARNING FOUNDATION 1 Welcome to computer vision 2 Deep learning and neural networks 3 Convolutional neural networks 4 Structuring DL projects and hyperparameter tuning PART 2 - IMAGE CLASSIFICATION AND DETECTION 5 Advanced CNN architectures 6 Transfer learning 7 Object detection with R-CNN, SSD, and YOLO PART 3 - GENERATIVE MODELS AND VISUAL EMBEDDINGS 8 Generative adversarial networks (GANs) 9 DeepDream and neural style transfer 10 Visual embeddings

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Angular in Action Jeremy Wilken 2018-03-07 Summary Angular in Action teaches you everything you need to build production-ready Angular applications. Thoroughly practical and packed with tricks and tips, this hands-on tutorial is perfect for web devs ready to build web applications that can handle whatever you throw at them. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Angular makes it easy to deliver amazing web apps. This powerful JavaScript platform provides the tooling to

manage your project, libraries to help handle most common tasks, and a rich ecosystem full of third-party capabilities to add as needed. Built with developer productivity in mind, Angular boosts your efficiency with a modern component architecture, well-constructed APIs, and a rich community. About the Book *Angular in Action* teaches you everything you need to build production-ready Angular applications. You'll start coding immediately, as you move from the basics to advanced techniques like testing, dependency injection, and performance tuning. Along the way, you'll take advantage of TypeScript and ES2015 features to write clear, well-architected code. Thoroughly practical and packed with tricks and tips, this hands-on tutorial is perfect for web devs ready to build web applications that can handle whatever you throw at them. What's Inside Spinning up your first Angular application A complete tour of Angular's features Comprehensive example projects Testing and debugging Managing large applications About the Reader Written for web developers comfortable with JavaScript, HTML, and CSS. About the Author Jeremy Wilken is a Google Developer Expert in Angular, Web Technologies, and Google Assistant. He has many years of experience building web applications and libraries for eBay, Teradata, and VMware. Table of Contents *Angular: a modern web platform Building your first Angular app App essentials Component basics Advanced components Services Routing Building custom directives and pipes Forms Testing your application Angular in production Learn PowerShell Scripting in a Month of Lunches Don Jones 2017-11-11 Summary Discover how scripting is different from command-line PowerShell, as you explore concrete hands-on examples in this handy guide. The book includes and expands on many of the techniques presented in *Learn PowerShell Toolmaking in a Month of Lunches*. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Automate it! With Microsoft's PowerShell language, you can write scripts to control nearly every aspect of Windows. Just master a few straightforward scripting skills, and you'll be able to eliminate repetitive manual tasks, create custom reusable tools, and build effective pipelines and workflows. Once you start scripting in PowerShell, you'll be amazed at how many opportunities you'll find to save time and effort. About the Book *Learn PowerShell Scripting in a Month of Lunches* teaches you how to expand your command-line PowerShell skills into effective scripts and tools. In 27 bite-size lessons, you'll discover instantly useful techniques for writing efficient code, finding and squashing bugs, organizing your scripts into libraries, and much more. Advanced scripters will even learn to access the .NET Framework, store data long term, and create nice user interfaces. What's Inside Designing functions and scripts Effective pipeline usage Dealing with errors and bugs Professional-grade scripting practices About the Reader Written for devs and IT pros comfortable with PowerShell and Windows. About the Authors Don Jones is a PowerShell MVP, speaker, and trainer who has written dozens of books on information technology topics. Jeffery Hicks is a PowerShell MVP and an independent consultant, trainer, and author. Don and Jeff coauthored Manning's *Learn Windows PowerShell in a Month of Lunches*, *Learn PowerShell Toolmaking in a Month of Lunches*, and *PowerShell in Depth*. Table of Contents PART 1 - INTRODUCTION TO SCRIPTING Before you begin Setting up your scripting environment WWPDP: what would PowerShell do? Review: parameter binding and the PowerShell pipeline Scripting language crash course The many forms of scripting (and which to use) Scripts and security PART 2 - BUILDING A POWERSHELL SCRIPT Always design first Avoiding bugs: start with a command Building a basic function and script module Going advanced with your function Objects: the best kind of output Using all the pipelines Simple help: making a comment Dealing with errors Filling out a manifest PART 3 - GROWN-UP SCRIPTING Changing your brain when it comes to scripting Professional-grade scripting An introduction to source control with git Pestering your script Signing your script Publishing your script PART 4 - ADVANCED TECHNIQUES Squashing bugs Making script output prettier Wrapping up the .NET Framework Storing data-not in Excel! Never the end *Unity in Action* Joseph Hocking 2018-03-27 Summary Manning's bestselling and highly recommended Unity book has been fully revised! *Unity in Action*, Second Edition teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of *The Art of Game Design* Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book *Unity in Action*, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players' devices*