

[Book] Build Apis You Wont Hate Everyone And Their Dog Wants An Api So You Should Probably Learn How To Build Them

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Merely said, the build apis you wont hate everyone and their dog wants an api so you should probably learn how to build them is universally compatible with any devices to read

Build APIs You Won't Hate-Phil Sturgeon 2015-08-12 API development is becoming increasingly common for server-side developers thanks to the rise of front-end JavaScript frameworks, iPhone applications, and API-centric architectures. It might seem like grabbing stuff from a data source and shoving it out as JSON would be easy, but surviving changes in business logic, database schema updates, new features, or deprecated endpoints can be a nightmare. After finding many of the existing resources for API development to be lacking, Phil learned a lot of things the hard way through years of trial and error. This book aims to condense that experience, taking examples and explanations further than the trivial apples and pears nonsense tutorials often provide. By passing on some best practices and general good advice you can hit the ground running with API development, combined with some horror stories and how they were overcome/avoided/averted. This book will discuss the theory of designing and building APIs in any language or framework, with this theory applied in PHP-based examples.

REST in Practice-Jim Webber 2010-09-17 REST continues to gain momentum as the best method for building Web services, and this down-to-earth book delivers techniques and examples that show how to design and implement integration solutions using the REST architectural style.

Undisturbed REST-Michael Stowe 2015-06-19 Believe it or not, building an API is the easy part. What is far more challenging is to put together a design that will stand the test of time, while also meeting your developers' needs. After all, no matter how well written your code may be, without a strong foundation, you will find your API quickly failing. Undisturbed REST works to tackle this issue through the use of modern design techniques and technology, showing how to carefully design your API with your users and longevity in-mind, taking advantage of a design-first approach- while incorporating best practices and hard lessons learned. After reading Undisturbed REST, you'll have a strong understanding of APIs, best practices, and available tooling for designing, prototyping, sharing, documenting, and generating tooling (such as SDKs) around your API. More importantly, you'll be equipped to design and build an API not just for today, but one that can stand the test of time and lead your application into tomorrow.

RESTful Web APIs-Leonard Richardson 2013-09-12 The popularity of REST in recent years has led to tremendous growth in almost-RESTful APIs that don't include many of the architecture's benefits. With this practical guide, you'll learn what it takes to design usable REST APIs that evolve over time. By focusing on solutions that cross a variety of domains, this book shows you how to create powerful and secure applications, using the tools designed for the world's most successful distributed computing system: the World Wide Web. You'll explore the concepts behind REST, learn different strategies for creating hypermedia-based APIs, and then put everything together with a step-by-step guide to designing a RESTful Web API. Examine API design strategies, including the collection pattern and pure hypermedia Understand how hypermedia ties representations together into a coherent API Discover how XMPD and ALPS profile formats can help you meet the Web API "semantic challenge" Learn close to two-dozen standardized hypermedia data formats Apply best practices for using HTTP in API implementations Create Web APIs with the JSON-LD standard and other the Linked Data approaches Understand the CoAP protocol for using REST in embedded systems

VMware VI and vSphere SDK-Steve Jin 2009-09-29 Drive Even More Value from Virtualization: Write VMware® Applications that Automate Virtual Infrastructure Management Companies running VMware have already achieved enormous gains through virtualization. The next wave of benefits will come when they reduce the time and effort required to run and manage VMware platforms. The VMware Infrastructure Software Development Kit (VI SDK) includes application programming interfaces (APIs) that allow developers and administrators to do just that. Until now, there has been little documentation for the APIs. In VMware VI and vSphere SDK, software architect Steve Jin demystifies the entire VMware VI and new vSphere SDK and offers detailed, task-based coverage of using the APIs to manage VMware more efficiently and cost-effectively. Jin walks you through using the VI SDK and cloud-computing vSphere SDK to manage ESX servers, ESX clusters, and VirtualCenter servers in any environment--no matter how complex. Drawing on his extensive expertise working with VMware strategic partners and enterprise customers, he places the VI SDK in practical context, presenting realistic samples and proven best practices for building robust, effective solutions. Jin demonstrates how to manage every facet of a VMware environment, including inventory, host systems, virtual machines (VMs), snapshots, VMotion, clusters, resource pools, networking, storage, data stores, events, alarms, users, security, licenses, and scheduled tasks. Coverage includes Understanding how the VI SDK fits into your VMware VI and Cloud Ready vSphere Environment Discovering the VI and vSphere SDK from the bottom up Using the author's new VI Java API to write shorter, faster, and more maintainable code Managing VI and vSphere inventory and configurations Moving running VMs and storages across different physical platforms without disruption Optimizing system resources, hardening system securities, backing up VMs and other resources Leveraging events, alarms, and scheduled tasks to automate the system management Developing powerful applications that integrate multiple API features and run on top of or alongside VMware platforms Using the VI SDK to monitor performance Scripting with the VI SDK: building solutions with VI Perl, PowerShell, and Jython Avoiding the pitfalls that trip up VMware VI developers Integrating with and extending VMware platforms using VI SDK This book is an indispensable resource for all VMware developers and administrators who want to get more done in less time; for hardware vendors who want to integrate their products with VMware; for ISV developers building new VMware applications; and for every professional and student seeking a deeper mastery of virtualization.

CORS in Action-Monsur Hossain 2014-10-20 Summary CORS in Action introduces Cross-Origin Resource Sharing (CORS) from both the server and the client perspective. It starts with the basics: how to make CORS requests and how to implement CORS on the server. It then explores key details such as performance, debugging, and security. API authors will learn how CORS opens their APIs to a wider range of users. JavaScript developers will find valuable techniques for building rich web apps that can take advantage of APIs hosted anywhere. The techniques described in this book are especially applicable to mobile environments, where browsers are guaranteed to support CORS. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Suppose you need to share some JSON data with another application or service. If everything is hosted on one domain, it's a snap. But if the data is on another domain, the browser's "same-origin" policy stops you cold. CORS is a new web standard that enables safe cross-domain access without complex server-side code. Mastering CORS makes it possible for web and mobile applications to share data simply and securely. CORS in Action introduces CORS from both the server and the client perspective. It starts with making and enabling CORS requests and then explores performance, debugging, and security. You'll learn to build apps that can take advantage of APIs hosted anywhere and how to write APIs that expand your products to a wider range of users. For web developers comfortable with JavaScript. No experience with CORS is assumed. What's Inside CORS from the ground up Serving and consuming cross-domain data Best practices for building CORS APIs When to use CORS alternatives like JSON-P and proxies About the Author Monsur Hossain is an engineer at Google who has worked on API-related projects such as the Google JavaScript Client, the APIs Discovery Service, and CORS support for Google APIs. Table of Contents PART 1 INTRODUCING CORS The Core of CORS Making CORS requests PART 2 CORS ON THE SERVER Handling CORS requests Handling preflight requests Cookies and response headers Best practices PART 3 DEBUGGING CORS REQUESTS Debugging CORS requests APPENDIXES CORS reference Configuring your environment What is CSRF? Other CORS-origin techniques

Microservice Patterns and Best Practices-Vinicius Feitosa Pacheco 2018-01-31 Explore the concepts and tools you need to discover the world of microservices with various design patterns Key Features Get to grips with the microservice architecture and build enterprise-ready microservice applications Learn design patterns and the best practices while building a microservice application Obtain hands-on techniques and tools to create high-performing microservices resilient to possible fails Book Description Microservices are a hot trend in the development world right now. Many enterprises have adopted this approach to achieve agility and the continuous delivery of applications to gain a competitive advantage. This book will take you through different design patterns at different stages of the microservice application development along with their best practices. Microservice Patterns and Best Practices starts with the learning of microservices key concepts and showing how to make the right choices while designing microservices. You will then move onto internal microservices application patterns, such as caching strategy, asynchronism, CORS and event sourcing, circuit breaker, and bulkheads. As you progress, you'll learn the design patterns of microservices. The book will guide you on where to use the perfect design pattern at the application development stage and how to break monolithic application into microservices. You will also be taken through the best practices and patterns involved while testing, securing, and deploying your microservice application. At the end of the book, you will easily be able to create interoperable microservices, which are testable and prepared for optimum performance. What you will learn How to break monolithic application into microservices Implement caching strategies, CORS and event sourcing, and circuit breaker patterns Incorporate different microservice design patterns, such as shared data, aggregator, proxy, and chained Utilize consolidate testing patterns such as integration, signature, and monkey tests Secure microservices with JWT, API gateway, and single sign on Deploy microservices with continuous integration or delivery, Blue-Green deployment Who this book is for This book is for architects and senior developers who would like implement microservice design patterns in their enterprise application development. The book assumes some prior programming knowledge.

Gradle in Action-Benjamin Muschko 2014-02-19 Summary Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to build a full-fledged, real-world project. Along the way, it touches on advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. About the Technology Gradle is a general-purpose build automation tool. It extends the usage patterns established by its forerunners, Ant and Maven, and allows builds that are expressive, maintainable, and easy to understand. Using a flexible Groovy-based DSL, Gradle provides declarative and extendable language elements that let you model your project's needs the way you want. About the Book Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to establish an effective build process for a full-fledged, real-world project. Along the way, it covers advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. The book assumes a basic background in Java, but no knowledge of Groovy. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Whats Inside A comprehensive guide to Gradle Practical, real-world examples Transitioning from Ant and Maven In-depth plugin development Continuous delivery with Gradle About the Author Benjamin Muschko is a member of the Gradleaware engineering team and the author of several popular Gradle plugins. Table of Contents PART 1 INTRODUCING GRADLE Introduction to project automation Next-generation builds with Gradle Building a Gradle project by example PART 2 MASTERING THE FUNDAMENTALS Build script essentials Dependency management Multiproject builds Testing with Gradle Extending Gradle Integration and migration PART 3 FROM BUILD TO DEPLOYMENT IDE support and tooling Building polyglot projects Code quality management and monitoring Continuous integration Artifact assembly and publishing Infrastructure provisioning and deployment

Build a Career in Data Science-Emily Robinson 2020-03-06 Summary You are going to need more than technical knowledge to succeed as a data scientist. Build a Career in Data Science teaches you what school leaves out, from how to land your first job to the lifecycle of a data science project, and even how to become a manager. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology What are the keys to a data scientist's long-term success? Valuing your technical know-how with the right "soft skills" turns out to be a central ingredient of a rewarding career. About the book Build a Career in Data Science is your guide to landing your first data science job and developing into a valued senior employee. By following clear and simple instructions, you'll learn to craft an amazing resume and ace your interviews. In this demanding, rapidly changing field, it can be challenging to keep projects on track, adapt to company needs, and manage tricky stakeholders. You'll love the insights on how to handle expectations, deal with failures, and plan your career path in the stories from seasoned data scientists included in the book. What's inside Creating a portfolio of data science projects Assessing and negotiating an offer: Learning gracefully and moving up the ladder Interviews with professional data scientists About the reader For readers who want to begin or advance a data science career. About the author Emily Robinson is a data scientist at Warby Parker. Jacqueline Nolis is a data science consultant and mentor. Table of Contents: PART 1 - GETTING STARTED WITH DATA SCIENCE 1. What is data science? 2. Data science companies 3. Getting the skills 4. Building a portfolio PART 2 - FINDING YOUR DATA SCIENCE JOB 5. The search: Identifying the right job for you 6. The application: Résumés and cover letters 7. The interview: What to expect and how to handle it 8. The offer: Knowing what to accept PART 3 - SETTLING INTO DATA SCIENCE 9. The first months on the job 10. Making an effective analysis 11. Deploying a model into production 12. Working with stakeholders PART 4 - GROWING IN YOUR DATA SCIENCE ROLE 13. When your data science project fails 14. Joining the data science community 15. Leaving your job gracefully 16. Moving up the ladder

Data Science from Scratch-Joel Grus 2015-04-14 Data science libraries, frameworks, modules, and toolkits are great for doing data science, but they're also a good way to dive into the discipline without actually understanding data science. In this book, you'll learn how many of the most fundamental data science tools and algorithms work by implementing them from scratch. If you have an aptitude for mathematics and some programming skills, author Joel Grus will help you get comfortable with the math and statistics at the core of data science, and with hacking skills you need to get started as a data scientist. Today's messy glut of data holds answers to questions no one's even thought to ask. This book provides you with the know-how to dig those answers out. Get a crash course in Python Learn the basics of linear algebra, statistics, and probability—and understand how and when they're used in data science Collect, explore, clean, munge, and manipulate data Dive into the fundamentals of machine learning Implement models such as k-nearest Neighbors, Naive Bayes, linear and logistic regression, decision trees, neural networks, and clustering Explore recommender systems, natural language processing, network analysis, MapReduce, and databases

Twitter API: Up and Running-Kevin Makice 2009-03-17 This groundbreaking book provides you with the skills and resources necessary to build web applications for Twitter. Perfect for new and casual programmers intrigued by the world of microblogging, Twitter API: Up and Running carefully explains how each part of Twitter's API works, with detailed examples that show you how to assemble those building blocks into practical and fun web applications. You'll also get a complete look at Twitter culture and learn how it has inspired programmers to build hundreds of tools and applications. With this book, you will: Explore every component of a Twitter application and learn how the API responds Get the PHP and MySQL code necessary to build your own applications, with explanations of how these ingredients work Learn from real-world Twitter applications created just for this book Discover the most interesting and useful Twitter programs--and get ideas for creating your own--with the book's Twitter application directory Twitter offers a new way to connect with people on the Internet, and Twitter API: Up and Running takes you right to the heart of this technology. "Twitter API: Up and Running is a friendly, accessible introduction to the Twitter API. Even beginning web developers can have a working Twitter project before they know it. Sit down with this for a weekend and you're on your way to Twitter API mastery."--Alex Payne, Twitter API Lead "Twitter API: Up and Running is a very comprehensive and useful resource--any developer will feel the urge to code a Twitter-related application right after finishing the book!"--The Lollicode team, creators of Twitscoop

Programming JavaScript Applications-Eric Elliott 2014-06-26 Take advantage of JavaScript's power to build robust web-scale or enterprise applications that are easy to extend and maintain. By applying the design patterns outlined in this practical book, experienced JavaScript developers will learn how to write flexible and resilient code that's easier—yes, easier—to work with as your code base grows. JavaScript may be the most essential web programming language, but in the real world, JavaScript applications often break when you make changes. With this book, author Eric Elliott shows you how to add client- and server-side features to a large JavaScript application without negatively affecting the rest of your code. Examine the anatomy of a large-scale JavaScript application Build modern web apps with the capabilities of desktop applications Learn best practices for code organization, modularity, and reuse Separate your application into different layers of responsibility Build efficient, self-describing hypermedia APIs with Node.js Test, integrate, and deploy software updates in rapid cycles Control resource access with user authentication and authorization Expand your application's reach through internationalization

Data Structures and Algorithms with Python-Kent D. Lee 2015-01-12 This textbook explains the concepts and techniques required to write programs that can handle large amounts of data efficiently. Project-oriented and classroom-tested, the book presents a number of important algorithms supported by examples that bring meaning to the problems faced by computer programmers. The idea of computational complexity is also introduced, demonstrating what can and cannot be computed efficiently so that the programmer can make informed judgements about the algorithms they use. Features: includes both introductory and advanced data structures and algorithms topics, with suggested chapter sequences for those respective courses provided in the preface; provides learning goals, review questions and programming exercises in each chapter, as well as numerous illustrative examples; offers downloadable programs and supplementary files at an associated website, with instructor materials available from the author; presents a primer on Python for those from a different language background.

API Architecture-Matthias Biehl 2015-05-22 Looking for the big picture of building APIs? This book is for you! Building APIs that consumers love should certainly be the goal of any API initiative. However, it is easier said than done. It requires getting the architecture for your APIs right. This book equips you with both foundations and best practices for API architecture. This book is for you if you want to understand the big picture of API design and development, you want to define an API architecture, establish a platform for APIs or simply want to build APIs your consumers love. This book is NOT for you, if you are looking for a step-by step guide for building APIs, focusing on every detail of the correct application of REST principles. In this case I recommend the book "API Design" of the API-University Series. What is API architecture? Architecture spans the bigger picture of APIs and can be seen from several perspectives: API architecture may refer to the architecture of the complete solution consisting not only of the API itself, but also of an API client such as a mobile app and several other components. API solution architecture explains the components and their relations within the software solution. API architecture may refer to the technical architecture of the API platform. When building, running and exposing not only one, but several APIs, it becomes clear that certain building blocks of the API, runtime functionality and management functionality for the API need to be used over and over again. An API platform provides an infrastructure for developing, running and managing APIs. API architecture may refer to the architecture of the API portfolio. The API portfolio contains all APIs of the enterprise and needs to be managed like a product. API portfolio architecture analyzes the functionality of the API and organizes, manages and reuses the APIs. API architecture may refer to the design decisions for a particular API proxy. To document the design decisions, API description languages are used. We explain the use of API description languages (RAML and Swagger) on many examples. This book covers all of the above perspectives on API architecture. However, to become useful, the architecture needs to be put into practice. This is why this book covers an API methodology for design and development. An API methodology provides practical guidelines for putting API architecture into practice. It explains how to develop an API architecture into an API that consumers love. A lot of the information on APIs is available on the web. Most of it is published by vendors of API products. I am always a bit suspicious of technical information pushed by product vendors. This book is different. In this book, a product-independent view on API architecture is presented. The API-University Series is a modular series of books on API-related topics. Each book focuses on a particular API topic, so you can select the topics within APIs, which are relevant for you.

Microservice Architecture-Iradki Nadareishvili 2016-07-18 Microservices can have a positive impact on your enterprise—just ask Amazon and Netflix—but you can fall into many traps if you don't approach them in the right way. This practical guide covers the entire microservices landscape, including the principles, technologies, and methodologies of this unique, modular style of system building. You'll learn about the experiences of organizations around the globe that have successfully adopted microservices. In three parts, this book explains how these services work and what it means to build an application the Microservices Way. You'll explore a design-based approach to microservice architecture with guidance for implementing various elements. And you'll get a set of recipes and practices for meeting practical, organizational, and cultural challenges to microservice adoption. Learn how microservices can help you drive business objectives Examine the principles, practices, and culture that define microservice architectures Explore a model for creating complex systems and a design process for building a microservice architecture Learn the fundamental design concepts for individual microservices Delve into the operational elements of a microservices architecture, including containers and service discovery Discover how to handle the challenges of introducing microservice architecture in your organization

Pro ASP.NET Web API Security-Badrinarayanan Lakshmiraghavan 2013-05-13 ASP.NET Web API is a key part of ASP.NET MVC 4 and the platform of choice for building RESTful services that can be accessed by a wide range of devices. Everything from JavaScript libraries to RIA plugins, RFID readers to smart phones can consume your services using platform-agnostic HTTP. With such wide accessibility, securing your code effectively needs to be a top priority. You will quickly find that the WCF security protocols you're familiar with from .NET are less suitable than they once were in this new environment, proving themselves cumbersome and limited in terms of the standards they can work with. Fortunately, ASP.NET Web API provides a simple, robust security solution of its own that fits neatly within the ASP.NET MVC programming model and secures your code without the need for SOAP, meaning that there is no limit to the range of devices that it can work with - if it can understand HTTP, then it can be secured by Web API. These SOAP-less security techniques are the focus of this book.

Predictive Analytics Using Rattle and Qlik Sense-Ferran Garcia Pagans 2015-06-30 Qlik Sense Desktop, the personal and free version of Qlik Sense, is a powerful tool for business analysts to analyze data and create useful data applications. Rattle, developed in R, is a GUI used for data mining and complements Qlik Sense Desktop very well. By combining Rattle and Qlik Sense Desktop, a business user can learn how to apply predictive analytics to create real-world data applications. The objective is to use Qlik Sense to analyze data and complement it with predictive analytics using Rattle. This book will introduce you to basic predictive analysis techniques using Rattle and basic data visualizations concepts using Qlik Sense Desktop. You will start by setting up Qlik Sense Desktop, R, and Rattle and learn the basic of these tools. Then this book will examine the data and make it ready to be analyzed. After that, you will get to know the key concepts of predictive analytics, by building simple models with Rattle and creating visualizations with Qlik Sense Desktop. Finally, the book will show you the basics of data visualization and will help you to create your first data application and dashboard.

Service Design Patterns-Robert Daigneau 2011-09 A complete practitioner's catalog of proven domain services design solutions that can help any organization leverage SOA's full benefits **Provides a vocabulary of proven SOA design solutions, with concrete examples and code that is easy for architects to adapt and implement. *By Rob Daigneau, one of the industry's leading experts in complex systems integration. "Helps architects and IT leaders accurately set stakeholder expectations for major SOA initiatives. Service-oriented architectures are typically called upon to deliver two general categories of services: enterprise services and domain services. Enterprise services are essentially composite services that typically leverage technologies such as message-oriented middleware. Domain services are the building blocks these composites depend upon. Each service category is best served by a distinct set of design solutions. This is the first book to systematically identify and explain best practice patterns for domain services. Rob Daigneau expands upon the Service Layer concept (covered expertly by Fowler in Patterns of Enterprise Application Architecture) domain services can be used with Enterprise Integration Patterns (made famous by Hoppe and Woolf). Daigneau begins by reviewing SOA concepts, illuminating the distinctions between enterprise and domain services, and identifying key relationships between domain services and other pattern groups. Next, he introduces each essential pattern for creating and delivering domain services, providing a vocabulary of design solutions that architects and other IT professionals can implement by referencing and adapting the concrete examples he supplies.

OAuth 2 in Action-Justin Richer 2017-03-06 Summary OAuth 2 in Action teaches you the practical use and deployment of this HTTP-based protocol from the perspectives of a client, authorization server, and resource server. You'll learn how to confidently and securely build and deploy OAuth on both the client and server sides. Foreword by Ian Glazer. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Think of OAuth 2 as the web version of a valet key. It is an HTTP-based security protocol that allows users of a service to enable applications to use that service on their behalf without handing over full control. And OAuth is used everywhere, from Facebook and Google, to startups and cloud services. About the Book OAuth 2 in Action teaches you practical use and deployment of OAuth 2 from the perspectives of a client, an authorization server, and a resource server. You'll begin with an overview of OAuth and its components and interactions. Next, you'll get hands-on and build an OAuth client, an authorization server, and a protected resource. Then you'll dig into tokens, dynamic client registration, and more advanced topics. By the end, you'll be able to confidently and securely build and deploy OAuth on both the client and server sides. What's Inside Covers OAuth 2 protocol and design Authorization with OAuth 2 OpenID Connect and User-Managed Access Implementation risks JOSE, introspection, revocation, and registration Protecting and accessing REST APIs About the Reader Readers need basic programming skills and knowledge of HTTP and JSON. About the Author Justin Richer is a systems architect and software engineer. Antonio Sanso is a security software engineer and a security researcher. Both authors contribute to open standards and open source. Table of Contents PART 1 - First steps What is OAuth 2.0 and why should you care? The OAuth dance Part 2 - Building an OAuth 2 environment Building a simple OAuth client Building a simple OAuth protected resource Building a simple OAuth authorization server OAuth 2.0 in the real world Part 3 - OAuth 2 implementation and vulnerabilities Common client vulnerabilities Common protected resources vulnerabilities Common authorization server vulnerabilities Common OAuth token vulnerabilities Part 4 - Taking OAuth further OAuth tokens Dynamic client registration User authentication with OAuth 2.0 Protocols and profiles using OAuth 2.0 Beyond bearer tokens Summary and conclusions

Learning React Native-Bonnie Eisenman 2017-10-23 Get a practical introduction to React Native, the JavaScript framework for writing and deploying fully featured mobile apps that render natively. The second edition of this hands-on guide shows you how to build applications that target iOS, Android, and other mobile platforms instead of browsers--apps that can access platform features such as the camera, user location, and local storage. Through code examples and step-by-step instructions, web developers and frontend engineers familiar with React will learn how to build and style interfaces, use mobile components, and debug and deploy apps. You'll learn how to extend React Native using third-party libraries or your own Java and Objective-C libraries. Understand how React Native works under the hood with native UI components Examine how React Native's mobile-based components compare to basic HTML elements Create and style your own React Native components and applications Take advantage of platform-specific APIs, as well as modules from the framework's community Incorporate platform-specific components into cross-platform apps Learn common pitfalls of React Native development, and tools for dealing with them Combine a large application's many screens into a cohesive UX Handle state management in a large app with the Redux library

Hands-On Dependency Injection in Go-Corey Scott 2018-11-27 Explore various dependency injection methods in Go such as monkey patching, constructor injection, and method injection Key Features Learn to evaluate Code UX and make it better Explore SOLID principles and understand how they relate to dependency injection Use Google's wire framework to simplify dependence management Book Description Hands-On Dependency Injection in Go takes you on a journey, teaching you about refactoring existing code to adopt dependency injection (DI) using various methods available in Go. Of the six methods introduced in this book, some are conventional, such as constructor or method injection, and some unconventional, such as just-in-time or config injection. Each method is explained in detail, focusing on their strengths and weaknesses, and is followed with a step-by-step example of how to apply it. With plenty of examples, you will learn how to leverage DI to transform code into something simple and flexible. You will also discover how to generate and leverage the dependency graph to spot and eliminate issues. Throughout the book, you will learn to leverage DI in combination with test stubs and mocks to test otherwise tricky or impossible scenarios. Hands-On Dependency Injection in Go takes a pragmatic approach and focuses heavily on the code, user experience, and how to achieve long-term benefits through incremental changes. By the end of this book, you will have produced clean code that's easy to test. What you will learn Understand the benefits of DI Explore SOLID design principles and how they relate to Go Analyze various dependency injection patterns available in Go Leverage DI to produce high-quality, loosely coupled Go code to refactor Existing Go code to adopt DI Discover tools to improve your code's testability and test coverage Generate and interpret Go dependency graphs Who this book is for Hands-On Dependency Injection in Go is for programmers with a few year s experience in any language and a basic understanding of Go. If you wish to produce clean, loosely coupled code that is inherently easier to test, this book is for you.

Web Development with Node and Express-Ethan Brown 2014-07 Learn how to build dynamic web applications with Express, a key component of the Node/JavaScript development stack. In this hands-on guide, author Ethan Brown teaches you the fundamentals through the development of a fictional application that exposes a public website and a RESTful API. You'll also learn web architecture best practices to help you build single-page, multi-page, and hybrid web apps with Express. Express strikes a balance between a robust framework and no framework at all, allowing you a free hand in your architecture choices. With this book, frontend and backend engineers familiar with JavaScript will discover new ways of looking at web development. Create webpage templating system for rendering dynamic data Dive into request and response objects, middleware, and URL routing Simulate a production environment for testing and development Focus on persistence with document databases, particularly MongoDB Make your resources available to other programs with RESTful APIs Build secure apps with authentication, authorization, and HTTPS Integrate with social media, geolocation, and other third-party services Implement a plan for launching and maintaining your app Learn critical debugging skills This book covers Express 4.0.

Designing Web APIs-Brenda Jin 2018-08-29 Using a web API to provide services to application developers is one of the more satisfying endeavors that software engineers undertake. But building a popular API with a thriving developer

Build APIs You Won't Hate-Phil Sturgeon 2015-08-12 API development is becoming increasingly common for server-side developers thanks to the rise of front-end JavaScript frameworks, iPhone applications, and API-centric architectures. It might seem like grabbing stuff from a data source and shoving it out as JSON would be easy, but surviving changes in business logic, database schema updates, new features, or deprecated endpoints can be a nightmare. After finding many of the existing resources for API development to be lacking, Phil learned a lot of things the hard way through years of trial and error. This book aims to condense that experience, taking examples and explanations further than the trivial apples and pears nonsense tutorials often provide. By passing on some best practices and general good advice you can hit the ground running with API development, combined with some horror stories and how they were overcome/avoided/averted. This book will discuss the theory of designing and building APIs in any language or framework, with this theory applied in PHP-based examples.

REST in Practice-Jim Webber 2010-09-17 REST continues to gain momentum as the best method for building Web services, and this down-to-earth book delivers techniques and examples that show how to design and implement integration solutions using the REST architectural style.

Undisturbed REST-Michael Stowe 2015-06-19 Believe it or not, building an API is the easy part. What is far more challenging is to put together a design that will stand the test of time, while also meeting your developers' needs. After all, no matter how well written your code may be, without a strong foundation, you will find your API quickly failing. Undisturbed REST works to tackle this issue through the use of modern design techniques and technology, showing how to carefully design your API with your users and longevity in-mind, taking advantage of a design-first approach- while incorporating best practices and hard lessons learned. After reading Undisturbed REST, you'll have a strong understanding of APIs, best practices, and available tooling for designing, prototyping, sharing, documenting, and generating tooling (such as SDKs) around your API. More importantly, you'll be equipped to design and build an API not just for today, but one that can stand the test of time and lead your application into tomorrow.

RESTful Web APIs-Leonard Richardson 2013-09-12 The popularity of REST in recent years has led to tremendous growth in almost-RESTful APIs that don't include many of the architecture's benefits. With this practical guide, you'll learn what it takes to design usable REST APIs that evolve over time. By focusing on solutions that cross a variety of domains, this book shows you how to create powerful and secure applications, using the tools designed for the world's most successful distributed computing system: the World Wide Web. You'll explore the concepts behind REST, learn different strategies for creating hypermedia-based APIs, and then put everything together with a step-by-step guide to designing a RESTful Web API. Examine API design strategies, including the collection pattern and pure hypermedia Understand how hypermedia ties representations together into a coherent API Discover how XMPD and ALPS profile formats can help you meet the Web API "semantic challenge" Learn close to two-dozen standardized hypermedia data formats Apply best practices for using HTTP in API implementations Create Web APIs with the JSON-LD standard and other the Linked Data approaches Understand the CoAP protocol for using REST in embedded systems

VMware VI and vSphere SDK-Steve Jin 2009-09-29 Drive Even More Value from Virtualization: Write VMware® Applications that Automate Virtual Infrastructure Management Companies running VMware have already achieved enormous gains through virtualization. The next wave of benefits will come when they reduce the time and effort required to run and manage VMware platforms. The VMware Infrastructure Software Development Kit (VI SDK) includes application programming interfaces (APIs) that allow developers and administrators to do just that. Until now, there has been little documentation for the APIs. In VMware VI and vSphere SDK, software architect Steve Jin demystifies the entire VMware VI and new vSphere SDK and offers detailed, task-based coverage of using the APIs to manage VMware more efficiently and cost-effectively. Jin walks you through using the VI SDK and cloud-computing vSphere SDK to manage ESX servers, ESX clusters, and VirtualCenter servers in any environment--no matter how complex. Drawing on his extensive expertise working with VMware strategic partners and enterprise customers, he places the VI SDK in practical context, presenting realistic samples and proven best practices for building robust, effective solutions. Jin demonstrates how to manage every facet of a VMware environment, including inventory, host systems, virtual machines (VMs), snapshots, VMotion, clusters, resource pools, networking, storage, data stores, events, alarms, users, security, licenses, and scheduled tasks. Coverage includes Understanding how the VI SDK fits into your VMware VI and Cloud Ready vSphere Environment Discovering the VI and vSphere SDK from the bottom up Using the author's new VI Java API to write shorter, faster, and more maintainable code Managing VI and vSphere inventory and configurations Moving running VMs and storages across different physical platforms without disruption Optimizing system resources, hardening system securities, backing up VMs and other resources Leveraging events, alarms, and scheduled tasks to automate the system management Developing powerful applications that integrate multiple API features and run on top of or alongside VMware platforms Using the VI SDK to monitor performance Scripting with the VI SDK: building solutions with VI Perl, PowerShell, and Jython Avoiding the pitfalls that trip up VMware VI developers Integrating with and extending VMware platforms using VI SDK This book is an indispensable resource for all VMware developers and administrators who want to get more done in less time; for hardware vendors who want to integrate their products with VMware; for ISV developers building new VMware applications; and for every professional and student seeking a deeper mastery of virtualization.

CORS in Action-Monsur Hossain 2014-10-20 Summary CORS in Action introduces Cross-Origin Resource Sharing (CORS) from both the server and the client perspective. It starts with the basics: how to make CORS requests and how to implement CORS on the server. It then explores key details such as performance, debugging, and security. API authors will learn how CORS opens their APIs to a wider range of users. JavaScript developers will find valuable techniques for building rich web apps that can take advantage of APIs hosted anywhere. The techniques described in this book are especially applicable to mobile environments, where browsers are guaranteed to support CORS. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Suppose you need to share some JSON data with another application or service. If everything is hosted on one domain, it's a snap. But if the data is on another domain, the browser's "same-origin" policy stops you cold. CORS is a new web standard that enables safe cross-domain access without complex server-side code. Mastering CORS makes it possible for web and mobile applications to share data simply and securely. CORS in Action introduces CORS from both the server and the client perspective. It starts with making and enabling CORS requests and then explores performance, debugging, and security. You'll learn to build apps that can take advantage of APIs hosted anywhere and how to write APIs that expand your products to a wider range of users. For web developers comfortable with JavaScript. No experience with CORS is assumed. What's Inside CORS from the ground up Serving and consuming cross-domain data Best practices for building CORS APIs When to use CORS alternatives like JSON-P and proxies About the Author Monsur Hossain is an engineer at Google who has worked on API-related projects such as the Google JavaScript Client, the APIs Discovery Service, and CORS support for Google APIs. Table of Contents PART 1 INTRODUCING CORS The Core of CORS Making CORS requests PART 2 CORS ON THE SERVER Handling CORS requests Handling preflight requests Cookies and response headers Best practices PART 3 DEBUGGING CORS REQUESTS Debugging CORS requests APPENDIXES CORS reference Configuring your environment What is CSRF? Other CORS-origin techniques

Microservice Patterns and Best Practices-Vinicius Feitosa Pacheco 2018-01-31 Explore the concepts and tools you need to discover the world of microservices with various design patterns Key Features Get to grips with the microservice architecture and build enterprise-ready microservice applications Learn design patterns and the best practices while building a microservice application Obtain hands-on techniques and tools to create high-performing microservices resilient to possible fails Book Description Microservices are a hot trend in the development world right now. Many enterprises have adopted this approach to achieve agility and the continuous delivery of applications to gain a competitive advantage. This book will take you through different design patterns at different stages of the microservice application development along with their best practices. Microservice Patterns and Best Practices starts with the learning of microservices key concepts and showing how to make the right choices while designing microservices. You will then move onto internal microservices application patterns, such as caching strategy, asynchronism, CORS and event sourcing, circuit breaker, and bulkheads. As you progress, you'll learn the design patterns of microservices. The book will guide you on where to use the perfect design pattern at the application development stage and how to break monolithic application into microservices. You will also be taken through the best practices and patterns involved while testing, securing, and deploying your microservice application. At the end of the book, you will easily be able to create interoperable microservices, which are testable and prepared for optimum performance. What you will learn How to break monolithic application into microservices Implement caching strategies, CORS and event sourcing, and circuit breaker patterns Incorporate different microservice design patterns, such as shared data, aggregator, proxy, and chained Utilize consolidate testing patterns such as integration, signature, and monkey tests Secure microservices with JWT, API gateway, and single sign on Deploy microservices with continuous integration or delivery, Blue-Green deployment Who this book is for This book is for architects and senior developers who would like implement microservice design patterns in their enterprise application development. The book assumes some prior programming knowledge.

Gradle in Action-Benjamin Muschko 2014-02-19 Summary Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to build a full-fledged, real-world project. Along the way, it touches on advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. About the Technology Gradle is a general-purpose build automation tool. It extends the usage patterns established by its forerunners, Ant and Maven, and allows builds that are expressive, maintainable, and easy to understand. Using a flexible Groovy-based DSL, Gradle provides declarative and extendable language elements that let you model your project's needs the way you want. About the Book Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to establish an effective build process for a full-fledged, real-world project. Along the way, it covers advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. The book assumes a basic background in Java, but no knowledge of Groovy. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Whats Inside A comprehensive guide to Gradle Practical, real-world examples Transitioning from Ant and Maven In-depth plugin development Continuous delivery with Gradle About the Author Benjamin Muschko is a member of the Gradleaware engineering team and the author of several popular Gradle plugins. Table of Contents PART 1 INTRODUCING GRADLE Introduction to project automation Next-generation builds with Gradle Building a Gradle project by example PART 2 MASTERING THE FUNDAMENTALS Build script essentials Dependency management Multiproject builds Testing with Gradle Extending Gradle Integration and migration PART 3 FROM BUILD TO DEPLOYMENT IDE support and tooling Building polyglot projects Code quality management and monitoring Continuous integration Artifact assembly and publishing Infrastructure provisioning and deployment

Build a Career in Data Science-Emily Robinson 2020-03-06 Summary You are going to need more than technical knowledge to succeed as a data scientist. Build a Career in Data Science teaches you what school leaves out, from how to land your first job to the lifecycle of a data science project, and even how to become a manager. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology What are the keys to a data scientist's long-term success? Valuing your technical know-how with the right "soft skills" turns out to be a central ingredient of a rewarding career. About the book Build a Career in Data Science is your guide to landing your first data science job and developing into a valued senior employee. By following clear and simple instructions, you'll learn to craft an amazing resume and ace your interviews. In this demanding, rapidly changing field, it can be challenging to keep projects on track, adapt to company needs, and manage tricky stakeholders. You'll love the insights on how to handle expectations, deal with failures, and plan your career path in the stories from seasoned data scientists included in the book. What's inside Creating a portfolio of data science projects Assessing and negotiating an offer: Learning gracefully and moving up the ladder Interviews with professional data scientists About the reader For readers who want to begin or advance a data science career. About the author Emily Robinson is a data scientist at Warby Parker. Jacqueline Nolis is a data science consultant and mentor. Table of Contents: PART 1 - GETTING STARTED WITH DATA SCIENCE 1. What is data science? 2. Data science companies 3. Getting the skills 4. Building a portfolio PART 2 - FINDING YOUR DATA SCIENCE JOB 5. The search: Identifying the right job for you 6. The application: Résumés and cover letters 7. The interview: What to expect and how to handle it 8. The offer: Knowing what to accept PART 3 - SETTLING INTO DATA SCIENCE 9. The first months on the job 10. Making an effective analysis 11. Deploying a model into production 12. Working with stakeholders PART 4 - GROWING IN YOUR DATA SCIENCE ROLE 13. When your data science project fails 14. Joining the data science community 15. Leaving your job gracefully 16. Moving up the ladder

Data Science from Scratch-Joel Grus 2015-04-14 Data science libraries, frameworks, modules, and toolkits are great for doing data science, but they're also a good way to dive into the discipline without actually understanding data science. In this book, you'll learn how many of the most fundamental data science tools and algorithms work by implementing them from scratch. If you have an aptitude for mathematics and some programming skills, author Joel Grus will help you get comfortable with the math and statistics at the core of data science, and with hacking skills you need to get started as a data scientist. Today's messy glut of data holds answers to questions no one's even thought to ask. This book provides you with the know-how to dig those answers out. Get a crash course in Python Learn the basics of linear algebra, statistics, and probability—and understand how and when they're used in data science Collect, explore, clean, munge, and manipulate data Dive into the fundamentals of machine learning Implement models such as k-nearest Neighbors, Naive Bayes, linear and logistic regression, decision trees, neural networks, and clustering Explore recommender systems, natural language processing, network analysis, MapReduce, and databases

Twitter API: Up and Running-Kevin Makice 2009-03-17 This groundbreaking book provides you with the skills and resources necessary to build web applications for Twitter. Perfect for new and casual programmers intrigued by the world of microblogging, Twitter API: Up and Running carefully explains how each part of Twitter's API works, with detailed examples that show you how to assemble those building blocks into practical and fun web applications. You'll also get a complete look at Twitter culture and learn how it has inspired programmers to build hundreds of tools and applications. With this book, you will: Explore every component of a Twitter application and learn how the API responds Get the PHP and MySQL code necessary to build your own applications, with explanations of how these ingredients work Learn from real-world Twitter applications created just for this book Discover the most interesting and useful Twitter programs--and get ideas for creating your own--with the book's Twitter application directory Twitter offers a new way to connect with people on the Internet, and Twitter API: Up and Running takes you right to the heart of this technology. "Twitter API: Up and Running is a friendly, accessible introduction to the Twitter API. Even beginning web developers can have a working Twitter project before they know it. Sit down with this for a weekend and you're on your way to Twitter API mastery."--Alex Payne, Twitter API Lead "Twitter API: Up and Running is a very comprehensive and useful resource--any developer will feel the urge to code a Twitter-related application right after finishing the book!"--The Lollicode team, creators of Twitscoop

build-apis-you-wont-hate-everyone-and-their-dog-wants-an-api-so-you-should-probably-learn-how-to-build-them

ecosystem is also one of the most challenging. With this practical guide, developers, architects, and tech leads will learn how to navigate complex decisions for designing, scaling, marketing, and evolving interoperable APIs. Authors Brenda Jin, Saurabh Sahni, and Amir Shevat explain API design theory and provide hands-on exercises for building your web API and managing its operation in production. You'll also learn how to build and maintain a following of app developers. This book includes expert advice, worksheets, checklists, and case studies from companies including Slack, Stripe, Facebook, Microsoft, Cloudinary, Oracle, and GitHub. Get an overview of request-response and event-driven API design paradigms Learn best practices for designing an API that meets the needs of your users Use a template to create an API design process Scale your web API to support a growing number of API calls and use cases Regularly adapt the API to reflect changes to your product or business Provide developer resources that include API documentation, samples, and tools

RESTful Java Web Services-Jobhesh Purushothaman 2015-09-22 Design scalable and robust RESTful web services with JAX-RS and Jersey extension APIs About This Book Get to grips with the portable Java APIs used for JSON processing Design solutions to produce, consume, and visualize RESTful web services using WADL, RAML, and Swagger A step-by-step guide packed with many real-life use-cases to help you build efficient and secure RESTful web APIs in Java Who This Book Is For If you are a web developer with a basic understanding of the REST concepts but are new to the idea of designing and developing RESTful web services, this is the book for you. As all the code samples for the book are written in Java, proficiency in Java is a must. What You Will Learn Introduce yourself to the RESTful software architectural style and the REST API design principles Make use of the JSR 353 APIs and Jackson API for JSON processing Build portable RESTful web APIs, making use of the JAX-RS 2.0 API Simplify API development using the Jersey extension APIs Secure your RESTful web services with various authentication and authorization mechanisms Get to grips with the various metadata solutions to describe, produce, and consume RESTful web services Understand the design and coding guidelines to build well-performing RESTful APIs See how the role of RESTful web services changes with emerging technologies and trends In Detail REST (Representational State Transfer) is a simple yet powerful software architecture style to create scalable web services and allow them to be simple, lightweight, and fast. The REST API uses HTTP and JSON, so that it can be used with many programming languages such as Ruby, Java, Python, and Scala. Its use in Java seems to be the most popular though, because of the API's reusability. This book is a guide to developing RESTful web services in Java using the popular RESTful framework APIs available today. You will begin with gaining an in-depth knowledge of the RESTful software architectural style and its relevance in modern applications. Further, you will understand the APIs to parse, generate, transform, and query JSON effectively. Then, you will see how to build a simple RESTful service using the popular JAX-RS 2.0 API along with some real-world examples. This book will introduce you to the Jersey framework API, which is used to simplify your web services. You will also see how to secure your services with various authentication mechanisms. You will get to grips with various solutions to describe, produce, consume, and visualize RESTful web services. Finally, you will see how to design your web services to equip them for the future technological advances, be it Cloud or mobile computing. By the end of this book, you will be able to efficiently build robust, scalable, and secure RESTful web services, making use of the JAX-RS and Jersey framework extensions. Style and approach This book is written as a step-by-step guide to designing and developing robust RESTful web services. Each topic is explained in a simple and easy-to-understand manner with lots of real-life use-cases and their solutions.

Learn Ruby the Hard Way-Zed Shaw 2014 Offers a Ruby tutorial featuring fifty-two exercises that cover such topics as installing the Ruby environment, organizing and writing code, strings and text, object-oriented programming, debugging and automated testing, and basic game development.

JSON at Work-Tom Marrs 2017-06-19 JSON is becoming the backbone for meaningful data interchange over the internet. This format is now supported by an entire ecosystem of standards, tools, and technologies for building truly elegant, useful, and efficient applications. With this hands-on guide, author and architect Tom Marrs shows you how to build enterprise-class applications and services by leveraging JSON tooling and message/document design. JSON at Work provides application architects and developers with guidelines, best practices, and use cases, along with lots of real-world examples and code samples. You'll start with a comprehensive JSON overview, explore the JSON ecosystem, and then dive into JSON's use in the enterprise. Get acquainted with JSON basics and learn how to model JSON data Learn how to use JSON with Node.js, Ruby on Rails, and Java Structure JSON documents with JSON Schema to design and test APIs Search the contents of JSON documents with JSON Search tools Convert JSON documents to other data formats with JSON Transform tools Compare JSON-based hypermedia formats, including HAL and jsonapi Leverage MongoDB to store and access JSON documents Use Apache Kafka to exchange JSON-based messages between services

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 interestingor 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

Machine Learning for Hackers-Drew Conway 2012-02-13 If you're an experienced programmer interested in crunching data, this book will get you started with machine learning—a toolkit of algorithms that enables computers to train themselves to automate useful tasks. Authors Drew Conway and John Myles White help you understand machine learning and statistics tools through a series of hands-on case studies, instead of a traditional math-heavy presentation. Each chapter focuses on a specific problem in machine learning, such as classification, prediction, optimization, and recommendation. Using the R programming language, you'll learn how to analyze sample datasets and write simple machine learning algorithms. Machine Learning for Hackers is ideal for programmers from any background, including business, government, and academic research. Develop a naïve Bayesian classifier to determine if an email is spam, based only on its text Use linear regression to predict the number of page views for the top 1,000 websites Learn optimization techniques by attempting to break a simple letter cipher Compare and contrast U.S. Senators statistically, based on their voting records Build a "whom to follow" recommendation system from Twitter data

Software Estimation Without Guessing-George Dinwiddie 2019-12-19 Estimating software development often produces more angst than value, but it doesn't have to. Identify the needs behind estimate requests and determine how to meet those needs simply and easily. Choose estimation techniques based on current needs and available information, gaining benefit while reducing cost and effort. Detect bad assumptions that might sink your project if you don't adjust your plans. Discover what to do when an estimate is wrong, how to recover, and how to use that knowledge for future planning. Learn to communicate about estimates in a healthy and productive way, maximizing advantage to the organization and minimizing damage to the people. In a world where most developers hate estimation and most managers fear disappointment with the results, there is hope for both. It requires giving up some widely held misconceptions. Let go of the notion that "an estimate is an estimate" and estimate for the particular need you, and your organization, have. Realize that estimates have a limited shelf-life, and reestimate frequently if it's important. When reality differs from your estimate, don't lament; mine that disappointment for the gold that can be the longer-term jackpot. Estimate in comparison to past experience, by modeling the work mathematically, or a hybrid of both. Learn strategies for effective decomposition of work and aspects of the work that likely affect your estimates. Hedge your bets by comparing the results of different approaches. Find out what to do when an estimate proves wrong. And they will. They're estimates, after all. You'll discover that you can use estimates to warn you of danger so you can take appropriate action in time. Learn some crucial techniques to understand and communicate with those who need to understand. Address both the technical and sociological aspects of estimation, and you'll help your organization achieve its desired goals with less drama and more benefit. What You Need: No software needed, just your past experience and concern for the outcomes.

Production-Ready Microservices-Susan J. Fowler 2016-11-30 One of the biggest challenges for organizations that have adopted microservice architecture is the lack of architectural, operational, and organizational standardization. After splitting a monolithic application or building a microservice ecosystem from scratch, many engineers are left wondering what's next. In this practical book, author Susan Fowler presents a set of microservice standards in depth, drawing from her experience standardizing over a thousand microservices at Uber. You'll learn how to design microservices that are stable, reliable, scalable, fault tolerant, performant, monitored, documented, and prepared for any catastrophe. Explore production-readiness standards, including: Stability and Reliability: develop, deploy, introduce, and deprecate microservices; protect against dependency failures Scalability and Performance: learn essential components for achieving greater microservice efficiency Fault Tolerance and Catastrophe Preparedness: ensure availability by actively pushing microservices to fail in real time Monitoring: learn how to monitor, log, and display key metrics; establish alerting and on-call procedures Documentation and Understanding: mitigate tradeoffs that come with microservice adoption, including organizational sprawl and technical debt

The Agile Samurai-Jonathan Rasmusson 2010-09-25 Printed in full color. Faced with a software project of epic proportions? Tired of over-committing and under-delivering? Enter the dojo of the agile samurai, where agile expert Jonathan Rasmusson shows you how to kick-start, execute, and deliver your agile projects. Combining cutting-edge tools with classic agile practices, The Agile Samurai gives you everything you need to deliver something of value every week and make rolling your software into production a non-event. Get ready to kick some software project butt. By learning the ways of the agile samurai you will discover: how to create plans and schedules your customer and your team can believe in what characteristics make a good agile team and how to form your own how to gather requirements in a fraction of the time using agile user stories what to do when you discover your schedule is wrong, and how to look like a pro correcting it how to

execute fiercely by leveraging the power of agile software engineering practices By the end of this book you will know everything you need to set up, execute, and successfully deliver agile projects, and have fun along the way. If you're a project lead, this book gives you the tools to set up and lead your agile project from start to finish. If you are an analyst, programmer, tester, usability designer, or project manager, this book gives you the insight and foundation necessary to become a valuable agile team member. The Agile Samurai slices away the fluff and theory that make other books less-than-agile. It's packed with best practices, war stories, plenty of humor and hands-on tutorial exercises that will get you doing the right things, the right way. This book will make a difference.

Seven More Languages in Seven Weeks-Bruce Tate 2014-11-19 Great programmers aren't born—they're made. The industry is moving from object-oriented languages to functional languages, and you need to commit to radical improvement. New programming languages arm you with the tools and idioms you need to refine your craft. While other language primers take you through basic installation and "Hello, World," we aim higher. Each language in Seven More Languages in Seven Weeks will take you on a step-by-step journey through the most important paradigms of our time. You'll learn seven exciting languages: Lua, Factor, Elixir, Elm, Julia, MiniKanren, and Idris. Learn from the award-winning programming series that inspired the Elixir language. Hear how other programmers across broadly different communities solve problems important enough to compel language development. Expand your perspective, and learn to solve multicore and distribution problems. In each language, you'll solve a non-trivial problem, using the techniques that make that language special. Write a fully functional game in Elm, without a single callback, that compiles to JavaScript so you can deploy it in any browser. Write a logic program in Clojure using a programming model, MiniKanren, that is as powerful as Prolog but much better at interacting with the outside world. Build a distributed program in Elixir with Lisp-style macros, rich Ruby-like syntax, and the richness of the Erlang virtual machine. Build your own object layer in Lua, a statistical program in Julia, a proof in code with Idris, and a quiz game in Factor. When you're done, you'll have written programs in five different programming paradigms that were written on three different continents. You'll have explored four languages on the leading edge, invented in the past five years, and three more radically different languages, each with something significant to teach you.

Hands-On RESTful Web Services with TypeScript 3-Biharck Muniz Araújo 2019-03-27 A step-by-step guide that will help you design, develop, scale, and deploy RESTful APIs with TypeScript 3 and Node.js Key Features Gain in-depth knowledge of OpenAPI and Swagger to build scalable web services Explore a variety of test frameworks and test runners such as Stryker, Mocha, and Chai Create a pipeline by Dockerizing your environment using Travis CI, Google Cloud Platform, and GitHub Book Description In the world of web development, leveraging data is the key to developing comprehensive applications, and RESTful APIs help you to achieve this systematically. This book will guide you in designing and developing web services with the power of TypeScript 3 and Node.js. You'll design REST APIs using best practices for request handling, validation, authentication, and authorization. You'll also understand how to enhance the capabilities of your APIs with ODMs, databases, models and views, as well as asynchronous callbacks. This book will guide you in securing your environment by testing your services and initiating test automation with different testing approaches. Furthermore, you'll get to grips with developing secure, testable, and more efficient code, and be able to scale and deploy TypeScript 3 and Node.js-powered RESTful APIs on cloud platforms such as the Google Cloud Platform. Finally, the book will help you explore microservices and give you an overview of what GraphQL can allow you to do. By the end of this book, you will be able to use RESTful web services to create your APIs for mobile and web apps and other platforms. What you will learn Explore various methods to plan your services in a scalable way Understand how to handle different request types and the response status code Get to grips with securing web services Dive into error handling and logging your web services for improved debugging Uncover the microservices architecture and GraphQL Create automated CI/CD pipelines for release and deployment strategies Who this book is for If you're a developer who has a basic understanding of REST concepts and want to learn how to design and develop RESTful APIs, this book is for you. Prior knowledge of TypeScript will help you make the most out of this book.

The REGTECH Book-Janos Barberis 2019-08-06 The Regulatory Technology Handbook The transformational potential of RegTech has been confirmed in recent years with US\$1.2 billion invested in start-ups (2017) and an expected additional spending of US\$100 billion by 2020. Regulatory technology will not only provide efficiency gains for compliance and reporting functions, it will radically change market structure and supervision. This book, the first of its kind, is providing a comprehensive and invaluable source of information aimed at corporates, regulators, compliance professionals, start-ups and policy makers. The REGTECH Book brings into a single volume the curated industry expertise delivered by subject matter experts. It serves as a single reference point to understand the RegTech eco-system and its impact on the industry. Readers will learn foundational notions such as: • The economic impact of digitization and datafication of regulation • How new technologies (Artificial Intelligence, Blockchain) are applied to compliance • Business use cases of RegTech for cost-reduction and new product origination • The future regulatory landscape affecting financial institutions, technology companies and other industries Edited by world-class academics and written by compliance professionals, regulators, entrepreneurs and business leaders, the RegTech Book represents an invaluable resource that paves the way for 21st century regulatory innovation.

Kubernetes: Up and Running-Brendan Burns 2019-10-03 Kubernetes radically changes the way applications are built and deployed in the cloud. Since its introduction in 2014, this container orchestrator has become one of the largest and most popular open source projects in the world. The updated edition of this practical book shows developers and ops personnel how Kubernetes and container technology can help you achieve new levels of velocity, agility, reliability, and efficiency. Kelsey Hightower, Brendan Burns, and Joe Beda—who've worked on Kubernetes at Google and beyond—explain how this system fits into the lifecycle of a distributed application. You'll learn how to use tools and APIs to automate scalable distributed systems, whether it's for online services, machine learning applications, or a cluster of Raspberry Pi computers. Create a simple cluster to learn how Kubernetes works Dive into the details of deploying an application using Kubernetes Learn specialized objects in Kubernetes, such as DaemonSets, jobs, ConfigMaps, and secrets Explore deployments that tie together the lifecycle of a complete application Get practical examples of how to develop and deploy real-world applications in Kubernetes

I Heart Logs-Jay Kreps 2014-09-23 Why a book about logs? That's easy: the humble log is an abstraction that lies at the heart of many systems, from NoSQL databases to cryptocurrencies. Even though most engineers don't think much about them, this short book shows you why logs are worthy of your attention. Based on his popular blog posts, LinkedIn principal engineer Jay Kreps shows you how logs work in distributed systems, and then delivers practical applications of these concepts in a variety of common uses—data integration, enterprise architecture, real-time stream processing, data system design, and abstract computing models. Go ahead and take the plunge with logs; you're going love them. Learn how logs are used for programmatic access in databases and distributed systems Discover solutions to the huge data integration problem when more data of more varieties meet more systems Understand why logs are at the heart of real-time stream processing Learn the role of a log in the internals of online data systems Explore how Jay Kreps applies these ideas to his own work on data infrastructure systems at LinkedIn

97 Things Every Programmer Should Know-Kevlin Henney 2010-02-05 Tap into the wisdom of experts to learn what every programmer should know, no matter what language you use. With the 97 short and extremely useful tips for programmers in this book, you'll expand your skills by adopting new approaches to old problems, learning appropriate best practices, and honing your craft through sound advice. With contributions from some of the most experienced and respected practitioners in the industry—including Michael Feathers, Pete Goodliffe, Diomidis Spinellis, Cay Horstmann, Verity Stob, and many more—this book contains practical knowledge and principles that you can apply to all kinds of projects. A few of the 97 things you should know: "Code in the Language of the Domain" by Dan North "Write Tests for People" by Gerard Meszaros "Convenience Is Not an -ility" by Gregor Hohpe "Know Your IDE" by Heinz Kabutz "A Message to the Future" by Linda Rising "The Boy Scout Rule" by Robert C. Martin (Uncle Bob) "Beware the Share" by Udi Dahan

Cloud Native Go-Kevin Hoffman 2016-12-05 The Complete Guide to Building Cloud-Based Services Cloud Native Go shows developers how to build massive cloud applications that meet the insatiable demands of today's customers, and will dynamically scale to handle virtually any volume of data, traffic, or users. Kevin Hoffman and Dan Nemeth describe the modern cloud-native application in detail, illuminating factors, disciplines, and habits associated with rapid, reliable cloud-native development. They also introduce Go, a "simply elegant" high-performance language that is especially well-suited for cloud development. You'll walk through creating microservices in Go, adding front-end web components using ReactJS and Flux, and mastering advanced Go-based cloud-native techniques. Hoffman and Nemeth show how to build a continuous delivery pipeline with tools like Wercker, Docker, and Dockerhub; automatically push apps to leading platforms; and systematically monitor app performance in production. Learn "The Way of the Cloud": why developing good cloud software is fundamentally about mindset and discipline Discover why Go is ideal for cloud-native microservices development Plan cloud apps that support continuous delivery and deployment Design service ecosystems, and then build them in a test-first manner Push work-in-progress to a cloud Use Event Sourcing and CQRS patterns to react and respond to enormous volume and throughput Secure cloud-based web applications: do's, don'ts, and options Create reactive applications in the cloud with third-party messaging providers Build massive-scale, cloud-friendly GUIs with React and Flux Monitor dynamic scaling, failover, and fault tolerance in the cloud

Don't Make Me Think, Revisited-Steve Krug 2014 Offers observations and solutions to fundamental Web design problems, as well as a new chapter about mobile Web design.

PHP and MySQL for Dynamic Web Sites: Visual QuickPro Guide, Fourth Edition-Larry Edward Ullman 2012