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### PITTS CESAR

**Practices of the Python Pro** Simon and Schuster

“A complete guide to the challenges and solutions in securing microservices architectures.”  
 —Massimo Siani, FinDynamic Key Features Secure microservices infrastructure and code  
 Monitoring, access control, and microservice-to-microservice communications Deploy securely  
 using Kubernetes, Docker, and the Istio service mesh. Hands-on examples and exercises using Java  
 and Spring Boot Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats  
 from Manning Publications. Microservices Security in Action teaches you how to address  
 microservices-specific security challenges throughout the system. This practical guide includes  
 plentiful hands-on exercises using industry-leading open-source tools and examples using Java and  
 Spring Boot. About The Book Design and implement security into your microservices from the  
 start. Microservices Security in Action teaches you to assess and address security challenges at  
 every level of a Microservices application, from APIs to infrastructure. You'll find effective solutions

to common security problems, including throttling and monitoring, access control at the API  
 gateway, and microservice-to-microservice communication. Detailed Java code samples, exercises,  
 and real-world business use cases ensure you can put what you've learned into action  
 immediately. What You Will Learn Microservice security concepts Edge services with an API  
 gateway Deployments with Docker, Kubernetes, and Istio Security testing at the code level  
 Communications with HTTP, gRPC, and Kafka This Book Is Written For For experienced  
 microservices developers with intermediate Java skills. About The Author Prabath Siriwardena is  
 the vice president of security architecture at WSO2. Nuwan Dias is the director of API architecture  
 at WSO2. They have designed secure systems for many Fortune 500 companies. Table of Contents  
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 PART 3 SERVICE-TO-SERVICE COMMUNICATIONS 6 Securing east/west traffic with certificates 7  
 Securing east/west traffic with JWT 8 Securing east/west traffic over gRPC 9 Securing reactive  
 microservices PART 4 SECURE DEPLOYMENT 10 Conquering container security with Docker 11

Securing microservices on Kubernetes 12 Securing microservices with Istio service mesh PART 5  
 SECURE DEVELOPMENT 13 Secure coding practices and automation

*Rust in Action* Simon and Schuster

Summary Go in Practice guides you through 70 real-world techniques in key areas like package  
 management, microservice communication, and more. Following a cookbook-style  
 Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of  
 the Go language and introduces specific strategies you can use in your day-to-day applications.  
 Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning  
 Publications. About the Technology Go may be the perfect systems language. Built with simplicity,  
 concurrency, and modern applications in mind, Go provides the core tool set for rapidly building  
 web, cloud, and systems applications. If you know a language like Java or C#, it's easy to get  
 started with Go; the trick is finding the practical dirt-under-the-fingernails techniques that you  
 need to build production-ready code. About the Book Go in Practice guides you through dozens of  
 real-world techniques in key areas. Following a cookbook-style Problem/Solution/Discussion format,  
 this practical handbook builds on the foundational concepts of the Go language and introduces

specific strategies you can use in your day-to-day applications. You'll learn techniques for building web services, using Go in the cloud, testing and debugging, routing, network applications, and much more. After finishing this book, you will be ready to build sophisticated cloud-native Go applications. What's Inside Dozens of specific, practical Golang techniques Using Go for devops and cloudops Writing RESTful web services and microservices Practical web dev techniques About the Reader Written for experienced developers who have already started exploring Go and want to use it effectively in a production setting. About the Authors Matt Farina is a software architect at Deis. Matt Butcher is a Principal Engineer in the Advanced Technology Group at Hewlett Packard Enterprise. They are both authors, speakers, and regular open source contributors. Table of Contents PART 1 - BACKGROUND AND FUNDAMENTALS Getting into Go A solid foundation Concurrency in Go PART 2 - WELL-ROUNDED APPLICATIONS Handling errors and panic Debugging and testing PART 3 - AN INTERFACE FOR YOUR APPLICATIONS HTML and email template patterns Serving and receiving assets and forms Working with web services PART 4 - TAKING YOUR APPLICATIONS TO THE CLOUD Using the cloud Communication between cloud services Reflection and code generation

*Bootstrapping Microservices with Docker, Kubernetes, and Terraform* Simon and Schuster Summary Get Programming with JavaScript is a hands-on introduction to programming for readers who have never programmed. You'll be writing your own web apps, games, and programs in no time! Foreword by Remy Sharp. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Are you ready to start writing your own web apps, games, and programs? You're in the right place! Get Programming with JavaScript is a hands-on introduction to programming for readers who have never written a line of code. Since you're just getting started, this friendly book offers you lots of examples backed by careful explanations. As you go along, you'll find exercises to check your understanding and plenty of opportunities to practice your new skills. You don't need anything special to follow the examples—just the text editor and web browser already installed on your computer. We even give you links to working online code so you can see how everything should look live on your screen. What's Inside All the basics—objects, functions, responding to users, and more Think like a coder and design your own programs Create a text-based adventure game Enhance web pages with JavaScript Run your programs in a web browser Four bonus chapters available online About the Reader No experience required! All you need is a web browser and an internet connection. About the Author John Larsen is a mathematics and computing teacher with an interest in educational research. He has an MA in mathematics and an MSc in information technology. He started programming in 1982, writing simple programs for teaching mathematics in 1993, building websites in 2001, and developing data-driven web-based applications for education in 2006. Table of Contents PART 1 CORE CONCEPTS ON THE CONSOLE Programming, JavaScript, and JS Bin Variables: storing data in your program Objects: grouping your data Functions: code on demand Arguments: passing data to functions Return values: getting data from functions Object arguments: functions working with objects Arrays: putting data into lists Constructors: building objects with functions Bracket notation: flexible property names PART 2 ORGANIZING YOUR PROGRAMS Scope: hiding information Conditions: choosing code to run Modules: breaking a program into pieces Models: working with data Views: displaying data Controllers: linking models and views PART 3 JAVASCRIPT IN THE BROWSER HTML: building web pages Controls: getting user input Templates: filling placeholders with data XHR: loading data Conclusion: get programming with JavaScript BONUS ONLINE CHAPTERS Node: running JavaScript outside the browser Express: building an API Polling: repeating requests with XHR Socket.IO: real-time messaging

**Microservices in Action** Simon and Schuster

This volume provides the first detailed biography Percy Manning (1870-1917), an Oxford antiquary who amassed enormous collections about the history of Oxford and Oxfordshire.

*Python Concurrency with asyncio* Simon and Schuster

The design of a highway drainage channel to carry a given discharge is accomplished in two parts. The first part of the design involves the computation of a channel section which will carry the design discharge on the available slope. This chapter briefly discusses the principles of flow in open channels and the use of the Manning equation for computing the channel capacity. The second part of the design is the determination of the degree of protection required to prevent erosion in the drainage channel. This can be done by computing the velocity in the channel at the design discharge, using the Manning equation, and comparing the calculated velocity with that permissible for the type of channel lining used. A change in the type of channel lining will require a

change in channel size unless both linings have the same roughness coefficient.

*Programming with Types* Manning Publications

Microservices are responsible for very tightly focused capabilities that are part of a more complex server-side software system. Microservices, when done well, are malleable, scalable, resilient, and allow a short lead time from start of implementation to deployment to production. When using microservices, the need for the technology to be lightweight and low ceremony grows, because creating new microservices needs to be quick and easy. OWIN is great for reuse of plumbing code and a lightweight web framework, like Nancy, is ideal. Microservices in .NET Core teaches readers how to build and deploy secure and operations-friendly microservices using Nancy. The book starts with an introduction to the microservices architectural style. Next, readers learn important practical aspects of developing microservices from simple core concepts to more sophisticated. Throughout the book, readers will see many code examples implementing it with lightweight .NET technologies' most prominently Nancy. By the end, they'll be able to quickly and easily build reliable and operations-friendly microservices using Nancy, OWIN and other open technologies. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

*Elm in Action* Simon and Schuster

Summary Real-World Machine Learning is a practical guide designed to teach working developers the art of ML project execution. Without overdosing you on academic theory and complex mathematics, it introduces the day-to-day practice of machine learning, preparing you to successfully build and deploy powerful ML systems. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Machine learning systems help you find valuable insights and patterns in data, which you'd never recognize with traditional methods. In the real world, ML techniques give you a way to identify trends, forecast behavior, and make fact-based recommendations. It's a hot and growing field, and up-to-speed ML developers are in demand. About the Book Real-World Machine Learning will teach you the concepts and techniques you need to be a successful machine learning practitioner without overdosing you on abstract theory and complex mathematics. By working through immediately relevant examples in Python, you'll build skills in data acquisition and modeling, classification, and regression. You'll also explore the most important tasks like model validation, optimization, scalability, and real-time streaming. When you're done, you'll be ready to successfully build, deploy, and maintain your own powerful ML systems. What's Inside Predicting future behavior Performance evaluation and optimization Analyzing sentiment and making recommendations About the Reader No prior machine learning experience assumed. Readers should know Python. About the Authors Henrik Brink, Joseph Richards and Mark Fetherolf are experienced data scientists engaged in the daily practice of machine learning. Table of Contents PART 1: THE MACHINE-LEARNING WORKFLOW What is machine learning? Real-world data Modeling and prediction Model evaluation and optimization Basic feature engineering PART 2: PRACTICAL APPLICATION Example: NYC taxi data Advanced feature engineering Advanced NLP example: movie review sentiment Scaling machine-learning workflows Example: digital display advertising

*Deep Learning with PyTorch* Simon and Schuster

Unlock the groundbreaking advances of deep learning with this extensively revised edition of the bestselling original. Learn directly from the creator of Keras and master practical Python deep learning techniques that are easy to apply in the real world. In Deep Learning with Python, Second Edition you will learn: Deep learning from first principles Image classification & image segmentation Timeseries forecasting Text classification and machine translation Text generation, neural style transfer, and image generation Deep Learning with Python has taught thousands of readers how to put the full capabilities of deep learning into action. This extensively revised second edition introduces deep learning using Python and Keras, and is loaded with insights for both novice and experienced ML practitioners. You'll learn practical techniques that are easy to apply in the real world, and important theory for perfecting neural networks. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Recent innovations in deep learning unlock exciting new software capabilities like automated language translation, image recognition, and more. Deep learning is becoming essential knowledge for every software developer, and modern tools like Keras and TensorFlow put it within your reach, even if you have no background in mathematics or data science. About the book Deep Learning with Python, Second Edition introduces the field of deep learning using Python and the powerful Keras library. In this new edition, Keras creator François Chollet offers insights for

both novice and experienced machine learning practitioners. As you move through this book, you'll build your understanding through intuitive explanations, crisp illustrations, and clear examples. You'll pick up the skills to start developing deep-learning applications. What's inside Deep learning from first principles Image classification and image segmentation Time series forecasting Text classification and machine translation Text generation, neural style transfer, and image generation About the reader For readers with intermediate Python skills. No previous experience with Keras, TensorFlow, or machine learning is required. About the author François Chollet is a software engineer at Google and creator of the Keras deep-learning library. Table of Contents 1 What is deep learning? 2 The mathematical building blocks of neural networks 3 Introduction to Keras and TensorFlow 4 Getting started with neural networks: Classification and regression 5 Fundamentals of machine learning 6 The universal workflow of machine learning 7 Working with Keras: A deep dive 8 Introduction to deep learning for computer vision 9 Advanced deep learning for computer vision 10 Deep learning for timeseries 11 Deep learning for text 12 Generative deep learning 13 Best practices for the real world 14 Conclusions

**ALGORITHMS OF THE INTELLIGENT WEB** Simon and Schuster

Summary Spark in Action teaches you the theory and skills you need to effectively handle batch and streaming data using Spark. Fully updated for Spark 2.0. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Big data systems distribute datasets across clusters of machines, making it a challenge to efficiently query, stream, and interpret them. Spark can help. It is a processing system designed specifically for distributed data. It provides easy-to-use interfaces, along with the performance you need for production-quality analytics and machine learning. Spark 2 also adds improved programming APIs, better performance, and countless other upgrades. About the Book Spark in Action teaches you the theory and skills you need to effectively handle batch and streaming data using Spark. You'll get comfortable with the Spark CLI as you work through a few introductory examples. Then, you'll start programming Spark using its core APIs. Along the way, you'll work with structured data using Spark SQL, process near-real-time streaming data, apply machine learning algorithms, and munge graph data using Spark GraphX. For a zero-effort startup, you can download the preconfigured virtual machine ready for you to try the book's code. What's Inside Updated for Spark 2.0 Real-life case studies Spark DevOps with Docker Examples in Scala, and online in Java and Python About the Reader Written for experienced programmers with some background in big data or machine learning. About the Authors Petar Zečević and Marko Bonačić are seasoned developers heavily involved in the Spark community. Table of Contents PART 1 - FIRST STEPS Introduction to Apache Spark Spark fundamentals Writing Spark applications The Spark API in depth PART 2 - MEET THE SPARK FAMILY Sparkling queries with Spark SQL Ingesting data with Spark Streaming Getting smart with MLlib ML: classification and clustering Connecting the dots with GraphX PART 3 - SPARK OPS Running Spark Running on a Spark standalone cluster Running on YARN and Mesos PART 4 - BRINGING IT TOGETHER Case study: real-time dashboard Deep learning on Spark with H2O

**Adobe AIR in Action** CRC Press

The original Struts project revolutionized Java web development and its rapid adoption resulted in the thousands of Struts-based applications deployed worldwide. Keeping pace with new ideas and trends, Apache Struts 2 has emerged as the product of a merger between the Apache Struts and OpenSymphony WebWork projects, united in their goal to develop an easy-to-use yet feature-rich framework. Struts 2 represents a revolution in design and ease of use when compared to classic Struts. It adds exciting and powerful features such as a plugin framework, JavaServer Faces integration, and XML-free configuration. Struts 2 In Action introduces the Apache Struts 2 web application framework and shows you how to quickly develop professional, production-ready modern web applications. Written by Don Brown, one of the leading developers of Struts 2, Chad Davis, a passionate Struts 2 developer, along with Scott Stanlick, this book gently walks you through the key features of Struts 2 in example-driven, easy-to-digest sections. Struts 2 in Action delivers accurate, seasoned information that can immediately be put to work. This book is designed for working Java web developers—especially those with some background in Struts 1 or WebWork. The core content, covering key framework components such as Actions, Results, and Interceptors, includes new features like the annotation-based configuration options. You'll find chapters on Struts 2 plugins, FreeMarker, and migration from Struts 1 and WebWork 2. Finally, new topics such as the Ajax tags, Spring Framework integration, and configuration by convention give familiar subjects new depth. 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.

### Open-Source ESBs in Action Manning Publications

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

#### Defamation Simon and Schuster

Advanced Algorithms and Data Structures introduces a collection of algorithms for complex programming challenges in data analysis, machine learning, and graph computing. Summary As a software engineer, you'll encounter countless programming challenges that initially seem confusing, difficult, or even impossible. Don't despair! Many of these "new" problems already have well-established solutions. Advanced Algorithms and Data Structures teaches you powerful approaches to a wide range of tricky coding challenges that you can adapt and apply to your own applications. Providing a balanced blend of classic, advanced, and new algorithms, this practical guide upgrades your programming toolbox with new perspectives and hands-on techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Can you improve the speed and efficiency of your applications without investing in new hardware? Well, yes, you can: Innovations in algorithms and data structures have led to huge advances in application performance. Pick up this book to discover a collection of advanced algorithms that will make you a more effective developer. About the book Advanced Algorithms and Data Structures introduces a collection of algorithms for complex programming challenges in data analysis, machine learning, and graph computing. You'll discover cutting-edge approaches to a variety of tricky scenarios. You'll even learn to design your own data structures for projects that require a custom solution. What's inside Build on basic data structures you already know Profile your algorithms to speed up application Store and query strings efficiently Distribute clustering algorithms with MapReduce Solve logistics problems using graphs and optimization algorithms About the reader For intermediate programmers. About the author Marcello La Rocca is a research scientist and a full-stack engineer. His focus is on optimization algorithms, genetic algorithms, machine learning, and quantum computing. Table of Contents 1 Introducing data structures PART 1 IMPROVING OVER BASIC DATA STRUCTURES 2 Improving priority queues: d-way heaps 3 Treaps: Using randomization to balance binary search trees 4

Bloom filters: Reducing the memory for tracking content 5 Disjoint sets: Sub-linear time processing 6 Trie, radix trie: Efficient string search 7 Use case: LRU cache PART 2 MULTIDIMENSIONAL QUERIES 8 Nearest neighbors search 9 K-d trees: Multidimensional data indexing 10 Similarity Search Trees: Approximate nearest neighbors search for image retrieval 11 Applications of nearest neighbor search 12 Clustering 13 Parallel clustering: MapReduce and canopy clustering PART 3 PLANAR GRAPHS AND MINIMUM CROSSING NUMBER 14 An introduction to graphs: Finding paths of minimum distance 15 Graph embeddings and planarity: Drawing graphs with minimal edge intersections 16 Gradient descent: Optimization problems (not just) on graphs 17 Simulated annealing: Optimization beyond local minima 18 Genetic algorithms: Biologically inspired, fast-converging optimization

#### React Native in Action Real-World Machine Learning

Defamation: Comparative Law and Practice offers a timely and original investigation into defamation law and litigation practice in England, Australia and the United States, combining close legal analysis and extensive empirical research to examine central aspects of defamation law. This groundbreaking contribution to legal knowledge will be useful to researchers, academics, students and practitioners working in media and communications law. It will enable lawyers outside the US to make more informed use of US law and commentary and it sets out, in an accessible manner, the intricacies of English and Australian defamation law and practice for US legal readers.

#### Struts 2 in Action Simon and Schuster

Summary Redis in Action introduces Redis and walks you through examples that demonstrate how to use it effectively. You'll begin by getting Redis set up properly and then exploring the key-value model. Then, you'll dive into real use cases including simple caching, distributed ad targeting, and more. You'll learn how to scale Redis from small jobs to massive datasets. Experienced developers will appreciate chapters on clustering and internal scripting to make Redis easier to use. About the Technology When you need near-real-time access to a fast-moving data stream, key-value stores like Redis are the way to go. Redis expands on the key-value pattern by accepting a wide variety of data types, including hashes, strings, lists, and other structures. It provides lightning-fast operations on in-memory datasets, and also makes it easy to persist to disk on the fly. Plus, it's free and open source. About this book Redis in Action introduces Redis and the key-value model. You'll quickly dive into real use cases including simple caching, distributed ad targeting, and more. You'll learn how to scale Redis from small jobs to massive datasets and discover how to integrate with traditional RDBMS or other NoSQL stores. Experienced developers will appreciate the in-depth chapters on clustering and internal scripting. Written for developers familiar with database concepts. No prior exposure to NoSQL database concepts nor to Redis itself is required. Appropriate for systems administrators comfortable with programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Redis from the ground up Preprocessing real-time data Managing in-memory datasets Pub/sub and configuration Persisting to disk About the Author Dr. Josiah L. Carlson is a seasoned database professional and an active contributor to the Redis community. Table of Contents PART 1 GETTING STARTED Getting to know Redis Anatomy of a Redis web application PART 2 CORE CONCEPTS Commands in Redis Keeping data safe and ensuring performance Using Redis for application support Application components in Redis Search-based applications Building a simple social network PART 3 NEXT STEPS Reducing memory use Scaling Redis Scripting Redis with Lua

#### Microservices Security in Action Simon and Schuster

Type-related failures are common and can be very costly. Famously, in 1999, NASA's Mars Climate Orbiter burned up in the atmosphere because of an error that could have easily been prevented with typing. By taking advantage of the strong type systems available in most modern programming languages, you can eliminate whole classes of errors. Programming with Types teaches you type system techniques for writing software that's safe, correct, easy to test and maintain, and that practically documents itself. Master these techniques, and you may even help prevent an interstellar catastrophe! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

#### Manning Publications

Summary Groovy in Action, Second Edition is a thoroughly revised, comprehensive guide to Groovy programming. It introduces Java developers to the dynamic features that Groovy provides, and shows how to apply Groovy to a range of tasks including building new apps, integration with existing code, and DSL development. Covers Groovy 2.4. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In the

last ten years, Groovy has become an integral part of a Java developer's toolbox. Its comfortable, common-sense design, seamless integration with Java, and rich ecosystem that includes the Grails web framework, the Gradle build system, and Spock testing platform have created a large Groovy community About the Book Groovy in Action, Second Edition is the undisputed definitive reference on the Groovy language. Written by core members of the Groovy language team, this book presents Groovy like no other can—from the inside out. With relevant examples, careful explanations of Groovy's key concepts and features, and insightful coverage of how to use Groovy in-production tasks, including building new applications, integration with existing code, and DSL development, this is the only book you'll need. Updated for Groovy 2.4. Some experience with Java or another programming language is helpful. No Groovy experience is assumed. What's Inside Comprehensive coverage of Groovy 2.4 including language features, libraries, and AST transformations Dynamic, static, and extensible typing Concurrency: actors, data parallelism, and dataflow Applying Groovy: Java integration, XML, SQL, testing, and domain-specific language support Hundreds of reusable examples About the Authors Authors Dierk König, Paul King, Guillaume Laforge, Hamlet D'Arcy, Cédric Champeau, Erik Pragt, and Jon Skeet are intimately involved in the creation and ongoing development of the Groovy language and its ecosystem. Table of Contents PART 1 THE GROOVY LANGUAGE Your way to Groovy Overture: Groovy basics Simple Groovy datatypes Collective Groovy datatypes Working with closures Groovy control structures Object orientation, Groovy style Dynamic programming with Groovy Compile-time metaprogramming and AST transformations Groovy as a static language PART 2 AROUND THE GROOVY LIBRARY Working with builders Working with the GDK Database programming with Groovy Working with XML and JSON Interacting with Web Services Integrating Groovy PART 3 APPLIED GROOVY Unit testing with Groovy Concurrent Groovy with GPar Domain-specific languages The Groovy ecosystem

#### Visualizing the Semantic Web Archaeopress Publishing Ltd

Summary Reactive Application Development is a hands-on guide that teaches you how to build reliable enterprise applications using reactive design patterns. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Foreword by Jonas Bonér, Creator of Akka About the Technology Mission-critical applications have to respond instantly to changes in load, recover gracefully from failure, and satisfy exacting requirements for performance, cost, and reliability. That's no small task! Reactive designs make it easier to meet these demands through modular, message-driven architecture, innovative tooling, and cloud-based infrastructure. About the Book Reactive Application Development teaches you how to build reliable enterprise applications using reactive design patterns. This hands-on guide begins by exposing you to the reactive mental model, along with a survey of core technologies like the Akka actors framework. Then, you'll build a proof-of-concept system in Scala, and learn to use patterns like CQRS and Event Sourcing. You'll master the principles of reactive design as you implement elasticity and resilience, integrate with traditional architectures, and learn powerful testing techniques. What's Inside Designing elastic domain models Building fault-tolerant systems Efficiently handling large data volumes Examples can be built in Scala or Java About the Reader Written for Java or Scala programmers familiar with distributed application designs. About the Author Duncan DeVore, Sean Walsh, and Brian Hanafee are seasoned architects with experience building and deploying reactive systems in production. Table of Contents PART 1 - FUNDAMENTALS What is a reactive application? Getting started with Akka Understanding Akka PART 2 - BUILDING A REACTIVE APPLICATION Mapping from domain to toolkit Domain-driven design Using remote actors Reactive streaming CQRS and Event Sourcing A reactive interface Production readiness

#### Comparative Law and Practice Simon and Schuster

Specification by Example and Gherkin offer programmers, designers, and managers an inclusive environment for clear communication, discovering requirements, and building a documentation system. Writing Great Specifications is an example-rich tutorial that teaches readers how to write good Gherkin specification documents that take advantage of Specification by Example's benefits. Engineers and testers will find it helpful in striking a stronger chord with non-technical audiences through automated specifications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

#### A JZEE Example Simon and Schuster

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 Fortan 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

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