

Sample Chapter 9 Manning Publications

Microservices in .NET, Second Edition Christian Horsdal Gammelgaard.2021-11-23

Microservices in .NET, Second Edition teaches you to build and deploy microservices using ASP.NET and Azure services. Summary In Microservices in .NET, Second Edition you will learn how to: Build scalable microservices that are reliable in production Optimize microservices for continuous delivery Design event-based collaboration between microservices Deploy microservices to Kubernetes Set up Kubernetes in Azure Microservices in .NET, Second Edition is a comprehensive guide to building microservice applications using the .NET stack. After a crystal-clear introduction to the microservices architectural style, it teaches you practical microservices development skills using ASP.NET. This second edition of the bestselling original has been revised with up-to-date tools for the .NET ecosystem, and more new coverage of scoping microservices and deploying to Kubernetes. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Microservice architectures connect independent components that must work together as a system. Integrating new technologies like Docker and Kubernetes with Microsoft's familiar ASP.NET framework and Azure cloud platform enables .NET developers to create and manage microservices efficiently. About the book Microservices in .NET, Second Edition teaches you to build and deploy microservices using ASP.NET and Azure services. It lays out microservice architecture simply, and then guides you through several real-world projects, such as building an ecommerce shopping cart. In this fully revised edition, you'll learn about scoping

microservices, deploying to Kubernetes, and operations concerns like monitoring, logging, and security. What's inside Optimize microservices for continuous delivery Design event-based collaboration between microservices Deploy microservices to Kubernetes Set up Kubernetes in Azure About the reader For C# developers. No experience with microservices required. About the author Christian Horsdal is an independent consultant with more than 20 years of experience building projects from large-scale microservice systems to tiny embedded systems. Table of Contents PART 1 GETTING STARTED WITH MICROSERVICES 1 Microservices at a glance 2 A basic shopping cart microservice 3 Deploying a microservice to Kubernetes PART 2 BUILDING MICROSERVICES 4 Identifying and scoping microservices 5 Microservice collaboration 6 Data ownership and data storage 7 Designing for robustness 8 Writing tests for microservices PART 3 HANDLING CROSS-CUTTING CONCERNS: BUILDING A REUSABLE MICROSERVICE PLATFORM 9 Cross-cutting concerns: Monitoring and logging 10 Securing microservice-to-microservice communication 11 Building a reusable microservice platform PART 4 BUILDING APPLICATIONS 12 Creating applications over microservices

Grokking Deep Reinforcement Learning Miguel Morales.2020-11-10 Grokking Deep Reinforcement Learning uses engaging exercises to teach you how to build deep learning systems. This book combines annotated Python code with intuitive explanations to explore DRL techniques. You'll see how algorithms function and learn to develop your own DRL agents using evaluative feedback. Summary We all learn through trial and error. We avoid the things that cause us to experience pain and failure. We embrace and build on the things that give us reward and success. This common pattern is the foundation of deep reinforcement learning: building machine learning systems that explore and learn based on the responses of the environment. Grokking Deep Reinforcement

Learning introduces this powerful machine learning approach, using examples, illustrations, exercises, and crystal-clear teaching. You'll love the perfectly paced teaching and the clever, engaging writing style as you dig into this awesome exploration of reinforcement learning fundamentals, effective deep learning techniques, and practical applications in this emerging field. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology We learn by interacting with our environment, and the rewards or punishments we experience guide our future behavior. Deep reinforcement learning brings that same natural process to artificial intelligence, analyzing results to uncover the most efficient ways forward. DRL agents can improve marketing campaigns, predict stock performance, and beat grand masters in Go and chess. About the book Grokking Deep Reinforcement Learning uses engaging exercises to teach you how to build deep learning systems. This book combines annotated Python code with intuitive explanations to explore DRL techniques. You'll see how algorithms function and learn to develop your own DRL agents using evaluative feedback. What's inside An introduction to reinforcement learning DRL agents with human-like behaviors Applying DRL to complex situations About the reader For developers with basic deep learning experience. About the author Miguel Morales works on reinforcement learning at Lockheed Martin and is an instructor for the Georgia Institute of Technology's Reinforcement Learning and Decision Making course. Table of Contents 1 Introduction to deep reinforcement learning 2 Mathematical foundations of reinforcement learning 3 Balancing immediate and long-term goals 4 Balancing the gathering and use of information 5 Evaluating agents' behaviors 6 Improving agents' behaviors 7 Achieving goals more effectively and efficiently 8 Introduction to value-based deep reinforcement learning 9 More stable value-based methods 10 Sample-efficient value-based methods 11 Policy-gradient and actor-critic methods 12

Advanced actor-critic methods 13 Toward artificial general intelligence
Microservices Patterns Chris Richardson.2018-10-27 A comprehensive overview of the challenges teams face when moving to microservices, with industry-tested solutions to these problems. - Tim Moore, Lightbend 44 reusable patterns to develop and deploy reliable production-quality microservices-based applications, with worked examples in Java Key Features 44 design patterns for building and deploying microservices applications Drawing on decades of unique experience from author and microservice architecture pioneer Chris Richardson A pragmatic approach to the benefits and the drawbacks of microservices architecture Solve service decomposition, transaction management, and inter-service communication Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book *Microservices Patterns* teaches you 44 reusable patterns to reliably develop and deploy production-quality microservices-based applications. This invaluable set of design patterns builds on decades of distributed system experience, adding new patterns for composing services into systems that scale and perform under real-world conditions. More than just a patterns catalog, this practical guide with worked examples offers industry-tested advice to help you design, implement, test, and deploy your microservices-based application. What You Will Learn How (and why!) to use microservices architecture Service decomposition strategies Transaction management and querying patterns Effective testing strategies Deployment patterns This Book Is Written For Written for enterprise developers familiar with standard enterprise application architecture. Examples are in Java. About The Author Chris Richardson is a Java Champion, a JavaOne rock star, author of Manning's *POJOs in Action*, and creator of the original *CloudFoundry.com*. Table of Contents Escaping monolithic hell Decomposition strategies Interprocess communication in a microservice architecture Managing transactions with

sagas Designing business logic in a microservice architecture Developing business logic with event sourcing Implementing queries in a microservice architecture External API patterns Testing microservices: part 1 Testing microservices: part 2 Developing production-ready services Deploying microservices Refactoring to microservices

Learning Domain-Driven Design Vlad Khononov.2021-10-08 Building software is harder than ever. As a developer, you not only have to chase ever-changing technological trends but also need to understand the business domains behind the software. This practical book provides you with a set of core patterns, principles, and practices for analyzing business domains, understanding business strategy, and, most importantly, aligning software design with its business needs. Author Vlad Khononov shows you how these practices lead to robust implementation of business logic and help to future-proof software design and architecture. You'll examine the relationship between domain-driven design (DDD) and other methodologies to ensure you make architectural decisions that meet business requirements. You'll also explore the real-life story of implementing DDD in a startup company. With this book, you'll learn how to: Analyze a company's business domain to learn how the system you're building fits its competitive strategy Use DDD's strategic and tactical tools to architect effective software solutions that address business needs Build a shared understanding of the business domains you encounter Decompose a system into bounded contexts Coordinate the work of multiple teams Gradually introduce DDD to brownfield projects

Sails.js in Action Irl Nathan,Michael McNeil.2017-01-22 Summary Sails.js in Action is a comprehensive guide to building enterprise-capable web applications using Node and Sails. Written by the creators of the Sails.js framework, this book carefully introduces each concept, technique, and tool with real-world examples and crystal clear explanations. Purchase of the print book includes

a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Sails makes professional web development a breeze. This instantly familiar MVC framework automatically handles the tedious application boilerplate, so you can concentrate on developing features and creating business value. You get powerful tools for rapid API development, task automation, an ORM, and easy integration with any web, mobile, or IoT frontend. And because you're using Node.js, it's JavaScript all the way down. About the Book Sails.js in Action is a comprehensive guide on how to build enterprise-capable web applications. Written by the creators of Sails.js, this book introduces each concept and technique with real-world examples and thorough explanations. As you read, you'll learn to build the backend of a typical web application while you explore real-time programming with WebSockets, security fundamentals, and best practices for building Sails/Node.js apps. What's Inside Creating the backend for a web, mobile, or IoT app Real-time programming with WebSockets User management, authentication, and password recovery Using Sails to autogenerate REST APIs Custom backend development and third-party API integrations About the Reader Readers should be comfortable with JavaScript and frontend web development. About the Author Mike McNeil is the creator of Sails.js. Irl Nathan is the producer of sailsCasts, a series focused on using Sails. Table of Contents Getting started First steps Using static assets Using the blueprint API Custom backend code Using models Custom actions Server-rendered views Authentication and sessions Policies and access control Refactoring Embedded data and associations Ratings, followers, and search Realtime with WebSockets Deployment, testing, and security

Data Analytics with Hadoop Benjamin Bengfort, Jenny Kim. 2016-06 Ready to use statistical and machine-learning techniques across large data sets? This practical guide shows you why the Hadoop

ecosystem is perfect for the job. Instead of deployment, operations, or software development usually associated with distributed computing, you'll focus on particular analyses you can build, the data warehousing techniques that Hadoop provides, and higher order data workflows this framework can produce. Data scientists and analysts will learn how to perform a wide range of techniques, from writing MapReduce and Spark applications with Python to using advanced modeling and data management with Spark MLlib, Hive, and HBase. You'll also learn about the analytical processes and data systems available to build and empower data products that can handle—and actually require—huge amounts of data. Understand core concepts behind Hadoop and cluster computing Use design patterns and parallel analytical algorithms to create distributed data analysis jobs Learn about data management, mining, and warehousing in a distributed context using Apache Hive and HBase Use Sqoop and Apache Flume to ingest data from relational databases Program complex Hadoop and Spark applications with Apache Pig and Spark DataFrames Perform machine learning techniques such as classification, clustering, and collaborative filtering with Spark's MLlib

Grokking Simplicity Eric Normand.2021-05-18 Distributed across servers, difficult to test, and resistant to modification--modern software is complex. Grokking Simplicity is a friendly, practical guide that will change the way you approach software design and development. It introduces a unique approach to functional programming that explains why certain features of software are prone to complexity, and teaches you the functional techniques you can use to simplify these systems so that they're easier to test and debug. Available in PDF (ePub, kindle, and liveBook formats coming soon). about the technology Even experienced developers struggle with software systems that sprawl across distributed servers and APIs, are filled with redundant code, and are difficult to reliably test and modify. Adopting ways of thinking derived from functional programming can help

you design and refactor your codebase in ways that reduce complexity, rather than encouraging it. Grokking Simplicity lays out how to use functional programming in a professional environment to write a codebase that's easier to test and reuse, has fewer bugs, and is better at handling the asynchronous nature of distributed systems. about the book In Grokking Simplicity, you'll learn techniques and, more importantly, a mindset that will help you tackle common problems that arise when software gets complex. Veteran functional programmer Eric Normand guides you to a crystal-clear understanding of why certain features of modern software are so prone to complexity and introduces you to the functional techniques you can use to simplify these systems so that they're easier to read, test, and debug. Through hands-on examples, exercises, and numerous self-assessments, you'll learn to organize your code for maximum reusability and internalize methods to keep unwanted complexity out of your codebase. Regardless of the language you're using, the ways of thinking in this book will help recognize problematic code and tame even the most complex software. what's inside Apply functional programming principles to reduce codebase complexity Work with data transformation pipelines for code that's easier to test and reuse Tools for modeling time to simplify asynchrony 60 exercises and 100 questions to test your knowledge about the reader For experienced programmers. Examples are in JavaScript. about the author Eric Normand has been a functional programmer since 2001 and has been teaching functional programming online and in person since 2007. Visit LispCast.com to see more of his credentials.

Express in Action Evan Hahn.2016-04-01 Summary Express in Action is a carefully designed tutorial that teaches you how to build web applications using Node and Express. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Express.js is a web application framework for Node.js. Express organizes your

server-side JavaScript into testable, maintainable modules. It provides a powerful set of features to efficiently manage routes, requests, and views along with beautiful boilerplate for your web applications. Express helps you concentrate on what your application does instead of managing time-consuming technical details. About the Book Express in Action teaches you how to build web applications using Node and Express. It starts by introducing Node's powerful traits and shows you how they map to the features of Express. You'll explore key development techniques, meet the rich ecosystem of companion tools and libraries, and get a glimpse into its inner workings. By the end of the book, you'll be able to use Express to build a Node app and know how to test it, hook it up to a database, and automate the dev process. What's Inside Simplify Node app setup with Express Testing Express applications Use Express for easy access to Node features Data storage with MongoDB Covers Express 4 and Express 5 alpha About the Reader To get the most out of this book, you'll need to know the basics of web application design and be proficient with JavaScript. About the Author Evan Hahn is an active member of the Node and Express community and contributes to many open source JavaScript projects. Table of Contents PART 1 INTRO What is Express? The basics of Node.js Foundations of Express PART 2 CORE Middleware Routing Building APIs Views and templates: Pug and EJS PART 3 EXPRESS IN CONTEXT Persisting your data with MongoDB Testing Express applications Security Deployment: assets and Heroku Best practices

Knative in Action Jacques Chester.2021-02-24 Knative in Action teaches you to build complex and efficient serverless applications. Summary Take the pain out of managing serverless applications. Knative, a collection of Kubernetes extensions curated by Google, simplifies building and running serverless systems. Knative in Action guides you through the Knative toolkit, showing you how to launch, modify, and monitor event-based apps built using cloud-hosted functions like AWS Lambda.

You'll learn how to use Knative Serving to develop software that is easily deployed and autoscaled, how to use Knative Eventing to wire together disparate systems into a consistent whole, and how to integrate Knative into your shipping pipeline. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology With Knative, managing a serverless application's full lifecycle is a snap. Knative builds on Kubernetes orchestration features, making it easy to deploy and run serverless apps. It handles low-level chores—such as starting and stopping instances—so you can concentrate on features and behavior. About the book Knative in Action teaches you to build complex and efficient serverless applications. You'll dive into Knative's unique design principles and grasp cloud native concepts like handling latency-sensitive workloads. You'll deliver updates with Knative Serving and interlink apps, services, and systems with Knative Eventing. To keep you moving forward, every example includes deployment advice and tips for debugging. What's inside Deploy a service with Knative Serving Connect systems with Knative Eventing Autoscale responses for different traffic surges Develop, ship, and operate software About the reader For software developers comfortable with CLI tools and an OO language like Java or Go. About the author Jacques Chester has worked in Pivotal and VMWare R&D since 2014, contributing to Knative and other projects. Table of Contents 1 Introduction 2 Introducing Knative Serving 3 Configurations and Revisions 4 Routes 5 Autoscaling 6 Introduction to Eventing 7 Sources and Sinks 8 Filtering and Flowing 9 From Conception to Production

Data Analysis with Open Source Tools Philipp K. Janert.2010-11-11 Collecting data is relatively easy, but turning raw information into something useful requires that you know how to extract precisely what you need. With this insightful book, intermediate to experienced programmers

interested in data analysis will learn techniques for working with data in a business environment. You'll learn how to look at data to discover what it contains, how to capture those ideas in conceptual models, and then feed your understanding back into the organization through business plans, metrics dashboards, and other applications. Along the way, you'll experiment with concepts through hands-on workshops at the end of each chapter. Above all, you'll learn how to think about the results you want to achieve -- rather than rely on tools to think for you. Use graphics to describe data with one, two, or dozens of variables Develop conceptual models using back-of-the-envelope calculations, as well as scaling and probability arguments Mine data with computationally intensive methods such as simulation and clustering Make your conclusions understandable through reports, dashboards, and other metrics programs Understand financial calculations, including the time-value of money Use dimensionality reduction techniques or predictive analytics to conquer challenging data analysis situations Become familiar with different open source programming environments for data analysis Finally, a concise reference for understanding how to conquer piles of data.--Austin King, Senior Web Developer, Mozilla An indispensable text for aspiring data scientists.--Michael E. Driscoll, CEO/Founder, Dataspora

Open-Source ESBs in Action Tijds Rademakers, Jos Dirksen. 2008-08-31 Most modern business systems include independent applications that exchange information with each other—a technique usually called enterprise integration. An architectural approach called the Enterprise Service Bus (ESB) offers developers a way to handle the messages between those independent applications without creating a lot of custom code. While commercial ESB solutions can be quite expensive to implement and maintain, a set of high-quality open source ESB tools offer the same functionality at a substantially lower cost. Open Source ESBs in Action shows you how to implement and use two open

source ESB implementations: Mule and ServiceMix. The authors introduce you to these freely-available ESB tools and present practical examples of how to use them in real-world scenarios. You will learn how the various features of an ESB such as transformation, routing, security, connectivity and more can be implemented using Mule and ServiceMix. You will also learn how to solve common enterprise integration problems using a structured approach. Beyond simply learning how Mule and Service Mix work, you'll learn the core techniques of ESB implementation such as Process Choreography, or the implementation of complex business processes through an ESB, and Service Orchestration, or exposing a set of services as a single service. The book shows you the fundamentals of ESB-based event processing and Quality of Service concerns like security, reliable delivery, and transaction management. Working in integration projects is exciting, with new technologies and paradigms arriving every day. Open Source technologies like Mule and ServiceMix both offer lower-cost solutions and a higher degree of innovation than commercial ESB implementations. Open Source ESBs in Action will help you master ESB-driven integration techniques quickly and will provide you with knowledge you need to work effectively with Mule and ServiceMix. 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.

Bootstrapping Microservices with Docker, Kubernetes, and Terraform Ashley

Davis.2021-03-09 Summary The best way to learn microservices development is to build something! Bootstrapping Microservices with Docker, Kubernetes, and Terraform guides you from zero through to a complete microservices project, including fast prototyping, development, and deployment. You'll get your feet wet using industry-standard tools as you learn and practice the practical skills you'll use for every microservices application. Following a true bootstrapping approach, you'll begin with a

simple, familiar application and build up your knowledge and skills as you create and deploy a real microservices project. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Taking microservices from proof of concept to production is a complex, multi-step operation relying on tools like Docker, Terraform, and Kubernetes for packaging and deployment. The best way to learn the process is to build a project from the ground up, and that's exactly what you'll do with this book! About the book In Bootstrapping Microservices with Docker, Kubernetes, and Terraform, author Ashley Davis lays out a comprehensive approach to building microservices. You'll start with a simple design and work layer-by-layer until you've created your own video streaming application. As you go, you'll learn to configure cloud infrastructure with Terraform, package microservices using Docker, and deploy your finished project to a Kubernetes cluster. What's inside Developing and testing microservices applications Working with cloud providers Applying automated testing Implementing infrastructure as code and setting up a continuous delivery pipeline Monitoring, managing, and troubleshooting About the reader Examples are in JavaScript. No experience with microservices, Kubernetes, Terraform, or Docker required. About the author Ashley Davis is a software developer, entrepreneur, stock trader, and the author of Manning's Data Wrangling with JavaScript. Table of Contents 1 Why microservices? 2 Creating your first microservice 3 Publishing your first microservice 4 Data management for microservices 5 Communication between microservices 6 Creating your production environment 7 Getting to continuous delivery 8 Automated testing for microservices 9 Exploring FlixTube 10 Healthy microservices 11 Pathways to scalability *Writing Great Specifications* Kamil Nicieja.2017-10-25 Summary Writing Great Specifications is an example-rich tutorial that teaches you how to write good Gherkin specification documents that take

advantage of the benefits of specification by example. Foreword written by Gojko Adzic. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology The clearest way to communicate a software specification is to provide examples of how it should work. Turning these story-based descriptions into a well-organized dev plan is another matter. Gherkin is a human-friendly, jargon-free language for documenting a suite of examples as an executable specification. It fosters efficient collaboration between business and dev teams, and it's an excellent foundation for the specification by example (SBE) process.

About the Book Writing Great Specifications teaches you how to capture executable software designs in Gherkin following the SBE method. Written for both developers and non-technical team members, this practical book starts with collecting individual feature stories and organizing them into a full, testable spec. You'll learn to choose the best scenarios, write them in a way that anyone can understand, and ensure they can be easily updated by anyone.

management. What's Inside Reading and writing Gherkin Designing story-based test cases Team Collaboration Managing a suite of Gherkin documents About the Reader Primarily written for developers and architects, this book is accessible to any member of a software design team.

About the Author Kamil Nicieja is a seasoned engineer, architect, and project manager with deep expertise in Gherkin and SBE.

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Re-Engineering Legacy Software Chris Birchall.2016-04-15 Summary As a developer, you may inherit projects built on existing codebases with design patterns, usage assumptions, infrastructure, and tooling from another time and another team. Fortunately, there are ways to breathe new life into legacy projects so you can maintain, improve, and scale them without fighting their limitations. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Re-Engineering Legacy Software is an experience-driven guide to revitalizing inherited projects. It covers refactoring, quality metrics, toolchain and workflow, continuous integration, infrastructure automation, and organizational culture. You'll learn techniques for introducing dependency injection for code modularity, quantitatively measuring quality, and automating infrastructure. You'll also develop practical processes for deciding whether to rewrite or refactor, organizing teams, and convincing management that quality matters. Core topics include deciphering and modularizing awkward code structures, integrating and automating tests, replacing outdated build systems, and using tools like Vagrant and Ansible for infrastructure automation. What's Inside Refactoring legacy codebases Continuous inspection and integration Automating legacy infrastructure New tests for old code Modularizing monolithic projects About the Reader This book is written for developers and team leads comfortable with an OO language like Java or C#. About the Author Chris Birchall is a senior developer at the Guardian in London, working on the back-end services that power the website. Table of Contents PART 1 GETTING STARTED Understanding the challenges of legacy projects Finding your starting point PART 2 REFACTORING TO IMPROVE THE CODEBASE Preparing to refactor Refactoring Re-architecting The Big Rewrite PART 3 BEYOND REFACTORING—IMPROVING PROJECT WORKFLOWAND

INFRASTRUCTURE Automating the development environment Extending automation to test, staging, and production environments Modernizing the development, building, and deployment of legacy software Stop writing legacy code!

Storm Applied Matthew Jankowski, Peter Pathirana, Sean Allen. 2015-03-30 Summary *Storm Applied* is a practical guide to using Apache Storm for the real-world tasks associated with processing and analyzing real-time data streams. This immediately useful book starts by building a solid foundation of Storm essentials so that you learn how to think about designing Storm solutions the right way from day one. But it quickly dives into real-world case studies that will bring the novice up to speed with productionizing Storm. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Summary *Storm Applied* is a practical guide to using Apache Storm for the real-world tasks associated with processing and analyzing real-time data streams. This immediately useful book starts by building a solid foundation of Storm essentials so that you learn how to think about designing Storm solutions the right way from day one. But it quickly dives into real-world case studies that will bring the novice up to speed with productionizing Storm. About the Technology It's hard to make sense out of data when it's coming at you fast. Like Hadoop, Storm processes large amounts of data but it does it reliably and in real time, guaranteeing that every message will be processed. Storm allows you to scale with your data as it grows, making it an excellent platform to solve your big data problems. About the Book *Storm Applied* is an example-driven guide to processing and analyzing real-time data streams. This immediately useful book starts by teaching you how to design Storm solutions the right way. Then, it quickly dives into real-world case studies that show you how to scale a high-throughput stream processor, ensure smooth operation within a production cluster, and more. Along the way, you'll learn to use Trident

for stateful stream processing, along with other tools from the Storm ecosystem. This book moves through the basics quickly. While prior experience with Storm is not assumed, some experience with big data and real-time systems is helpful. What's Inside Mapping real problems to Storm components Performance tuning and scaling Practical troubleshooting and debugging Exactly-once processing with Trident About the Authors Sean Allen, Matthew Jankowski, and Peter Pathirana lead the development team for a high-volume, search-intensive commercial web application at TheLadders. Table of Contents Introducing Storm Core Storm concepts Topology design Creating robust topologies Moving from local to remote topologies Tuning in Storm Resource contention Storm internals Trident

Percy Manning: The Man Who Collected Oxfordshire Michael Heaney.2017-02-18 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.

[Streaming Data](#) Andrew Psaltis.2017-05-31 Summary Streaming Data introduces the concepts and requirements of streaming and real-time data systems. The book is an idea-rich tutorial that teaches you to think about how to efficiently interact with fast-flowing data. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology As humans, we're constantly filtering and deciphering the information streaming toward us. In the same way, streaming data applications can accomplish amazing tasks like reading live location data to recommend nearby services, tracking faults with machinery in real time, and sending digital receipts before your customers leave the shop. Recent advances in streaming data technology and techniques make it possible for any developer to build these applications if they have the right mindset. This book will let you join them. About the Book Streaming Data is an idea-rich

tutorial that teaches you to think about efficiently interacting with fast-flowing data. Through relevant examples and illustrated use cases, you'll explore designs for applications that read, analyze, share, and store streaming data. Along the way, you'll discover the roles of key technologies like Spark, Storm, Kafka, Flink, RabbitMQ, and more. This book offers the perfect balance between big-picture thinking and implementation details. What's Inside The right way to collect real-time data Architecting a streaming pipeline Analyzing the data Which technologies to use and when About the Reader Written for developers familiar with relational database concepts. No experience with streaming or real-time applications required. About the Author Andrew Psaltis is a software engineer focused on massively scalable real-time analytics. Table of Contents PART 1 - A NEW HOLISTIC APPROACH Introducing streaming data Getting data from clients: data ingestion Transporting the data from collection tier: decoupling the data pipeline Analyzing streaming data Algorithms for data analysis Storing the analyzed or collected data Making the data available Consumer device capabilities and limitations accessing the data PART 2 - TAKING IT REAL WORLD Analyzing Meetup RSVPs in real time

Effective Software Testing Maurizio Aniche.2022-05-03 Go beyond basic testing! Great software testing makes the entire development process more efficient. This book reveals a systemic and effective approach that will help you customize your testing coverage and catch bugs in tricky corner cases. In Effective Software Testing you will learn how to: Engineer tests with a much higher chance of finding bugs Read code coverage metrics and use them to improve your test suite Understand when to use unit tests, integration tests, and system tests Use mocks and stubs to simplify your unit testing Think of pre-conditions, post-conditions, invariants, and contracts Implement property-based tests Utilize coding practices like dependency injection and hexagonal

architecture that make your software easier to test Write good and maintainable test code Effective Software Testing teaches you a systematic approach to software testing that will ensure the quality of your code. It's full of techniques drawn from proven research in software engineering, and each chapter puts a new technique into practice. Follow the real-world use cases and detailed code samples, and you'll soon be engineering tests that find bugs in edge cases and parts of code you'd never think of testing! Along the way, you'll develop an intuition for testing that can save years of learning by trial and error. About the technology Effective testing ensures that you'll deliver quality software. For software engineers, testing is a key part of the development process. Mastering specification-based testing, boundary testing, structural testing, and other core strategies is essential to writing good tests and catching bugs before they hit production. About the book Effective Software Testing is a hands-on guide to creating bug-free software. Written for developers, it guides you through all the different types of testing, from single units up to entire components. You'll also learn how to engineer code that facilitates testing and how to write easy-to-maintain test code. Offering a thorough, systematic approach, this book includes annotated source code samples, realistic scenarios, and reasoned explanations. What's inside Design rigorous test suites that actually find bugs When to use unit tests, integration tests, and system tests Pre-and post-conditions, invariants, contracts, and property-based tests Design systems that are test-friendly Test code best practices and test smells About the reader The Java-based examples illustrate concepts you can use for any object-oriented language. About the author Dr. Maurício Aniche is the Tech Academy Lead at Adyen and an Assistant Professor in Software Engineering at the Delft University of Technology.

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and mocks 7 Designing for testability 8 Test-driven development 9 Writing larger tests 10 Test code quality 11 Wrapping up the book

Taming Text Grant Ingersoll, Thomas S. Morton, Drew Farris. 2012-12-20 Summary *Taming Text*, winner of the 2013 Jolt Awards for Productivity, is a hands-on, example-driven guide to working with unstructured text in the context of real-world applications. This book explores how to automatically organize text using approaches such as full-text search, proper name recognition, clustering, tagging, information extraction, and summarization. The book guides you through examples illustrating each of these topics, as well as the foundations upon which they are built. About this Book There is so much text in our lives, we are practically drowning in it. Fortunately, there are innovative tools and techniques for managing unstructured information that can throw the smart developer a much-needed lifeline. You'll find them in this book. *Taming Text* is a practical, example-driven guide to working with text in real applications. This book introduces you to useful techniques like full-text search, proper name recognition, clustering, tagging, information extraction, and summarization. You'll explore real use cases as you systematically absorb the foundations upon which they are built. Written in a clear and concise style, this book avoids jargon, explaining the subject in terms you can understand without a background in statistics or natural language processing. Examples are in Java, but the concepts can be applied in any language. Written for Java developers, the book requires no prior knowledge of GWT. 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. Winner of 2013 Jolt Awards: The Best Books—one of five notable books every serious programmer should read. What's Inside When to use text-taming techniques Important open-source libraries like Solr and Mahout How to build text-processing applications About the Authors Grant Ingersoll is an engineer,

speaker, and trainer, a Lucenecommitter, and a cofounder of the Mahout machine-learning project. Thomas Morton is the primary developer of OpenNLP and Maximum Entropy. Drew Farris is a technology consultant, software developer, and contributor to Mahout, Lucene, and Solr. Takes the mystery out of very complex processes.—From the Foreword by Liz Liddy, Dean, iSchool, Syracuse University Table of Contents Getting started taming text Foundations of taming text Searching Fuzzy string matching Identifying people, places, and things Clustering text Classification, categorization, and tagging Building an example question answering system Untamed text: exploring the next frontier

Modern Java in Action Raoul-Gabriel Urma, Alan Mycroft, Mario Fusco. 2018-09-26 Summary
Manning's bestselling Java 8 book has been revised for Java 9! In *Modern Java in Action*, you'll build on your existing Java language skills with the newest features and techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern applications take advantage of innovative designs, including microservices, reactive architectures, and streaming data. Modern Java features like lambdas, streams, and the long-awaited Java Module System make implementing these designs significantly easier. It's time to upgrade your skills and meet these challenges head on! About the Book *Modern Java in Action* connects new features of the Java language with their practical applications. Using crystal-clear examples and careful attention to detail, this book respects your time. It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System, explore new approaches to concurrency, and learn how functional concepts can help you write code that's easier to read and maintain. What's inside Thoroughly revised edition of Manning's bestselling Java 8 in Action New features in Java 8, Java 9, and beyond Streaming data

and reactive programming The Java Module System About the Reader Written for developers familiar with core Java features. About the Author Raoul-Gabriel Urma is CEO of Cambridge Spark. Mario Fusco is a senior software engineer at Red Hat. Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation. Table of Contents PART 1 - FUNDAMENTALS Java 8, 9, 10, and 11: what's happening? Passing code with behavior parameterization Lambda expressions PART 2 - FUNCTIONAL-STYLE DATA PROCESSING WITH STREAMS Introducing streams Working with streams Collecting data with streams Parallel data processing and performance PART 3 - EFFECTIVE PROGRAMMING WITH STREAMS AND LAMBDA Collection API enhancements Refactoring, testing, and debugging Domain-specific languages using lambdas PART 4 - EVERYDAY JAVA Using Optional as a better alternative to null New Date and Time API Default methods The Java Module System PART 5 - ENHANCED JAVA CONCURRENCY Concepts behind CompletableFuture and reactive programming CompletableFuture: composable asynchronous programming Reactive programming PART 6 - FUNCTIONAL PROGRAMMING AND FUTURE JAVA EVOLUTION Thinking functionally Functional programming techniques Blending OOP and FP: Comparing Java and Scala Conclusions and where next for Java

Deep Learning with Structured Data Mark Ryan.2020-12-29 Deep Learning with Structured Data teaches you powerful data analysis techniques for tabular data and relational databases. Summary Deep learning offers the potential to identify complex patterns and relationships hidden in data of all sorts. Deep Learning with Structured Data shows you how to apply powerful deep learning analysis techniques to the kind of structured, tabular data you'll find in the relational databases that real-world businesses depend on. Filled with practical, relevant applications, this book teaches you how

deep learning can augment your existing machine learning and business intelligence systems. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Here's a dirty secret: Half of the time in most data science projects is spent cleaning and preparing data. But there's a better way: Deep learning techniques optimized for tabular data and relational databases deliver insights and analysis without requiring intense feature engineering. Learn the skills to unlock deep learning performance with much less data filtering, validating, and scrubbing. About the book Deep Learning with Structured Data teaches you powerful data analysis techniques for tabular data and relational databases. Get started using a dataset based on the Toronto transit system. As you work through the book, you'll learn how easy it is to set up tabular data for deep learning, while solving crucial production concerns like deployment and performance monitoring. What's inside When and where to use deep learning The architecture of a Keras deep learning model Training, deploying, and maintaining models Measuring performance About the reader For readers with intermediate Python and machine learning skills. About the author Mark Ryan is a Data Science Manager at Intact Insurance. He holds a Master's degree in Computer Science from the University of Toronto. Table of Contents 1 Why deep learning with structured data? 2 Introduction to the example problem and Pandas dataframes 3 Preparing the data, part 1: Exploring and cleansing the data 4 Preparing the data, part 2: Transforming the data 5 Preparing and building the model 6 Training the model and running experiments 7 More experiments with the trained model 8 Deploying the model 9 Recommended next steps

Deep Learning with PyTorch Eli Stevens, Luca Antiga, Thomas Viehmann. 2020-08-04 Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these

superpowers in your hands, providing a comfortable Python experience that gets you started quickly and then grows with you as you—and your deep learning skills—become more sophisticated. Deep Learning with PyTorch will make that journey engaging and fun. Summary Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands, providing a comfortable Python experience that gets you started quickly and then grows with you as you—and your deep learning skills—become more sophisticated. Deep Learning with PyTorch will make that journey engaging and fun. Foreword by Soumith Chintala, Cocreator of PyTorch. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Although many deep learning tools use Python, the PyTorch library is truly Pythonic. Instantly familiar to anyone who knows PyData tools like NumPy and scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It's excellent for building quick models, and it scales smoothly from laptop to enterprise. Because companies like Apple, Facebook, and JPMorgan Chase rely on PyTorch, it's a great skill to have as you expand your career options. It's easy to get started with PyTorch. It minimizes cognitive overhead without sacrificing the access to advanced features, meaning you can focus on what matters the most - building and training the latest and greatest deep learning models and contribute to making a dent in the world. PyTorch is also a snap to scale and extend, and it partners well with other Python tooling. PyTorch has been adopted by hundreds of deep learning practitioners and several first-class players like FAIR, OpenAI, FastAI and Purdue. About the book Deep Learning with PyTorch teaches you to create neural networks and deep learning systems with PyTorch. This practical book quickly gets you to work building a real-world example from scratch: a tumor image classifier. Along the

way, it covers best practices for the entire DL pipeline, including the PyTorch Tensor API, loading data in Python, monitoring training, and visualizing results. After covering the basics, the book will take you on a journey through larger projects. The centerpiece of the book is a neural network designed for cancer detection. You'll discover ways for training networks with limited inputs and start processing data to get some results. You'll sift through the unreliable initial results and focus on how to diagnose and fix the problems in your neural network. Finally, you'll look at ways to improve your results by training with augmented data, make improvements to the model architecture, and perform other fine tuning. What's inside Training deep neural networks
Implementing modules and loss functions Utilizing pretrained models from PyTorch Hub Exploring code samples in Jupyter Notebooks About the reader For Python programmers with an interest in machine learning. About the author Eli Stevens had roles from software engineer to CTO, and is currently working on machine learning in the self-driving-car industry. Luca Antiga is cofounder of an AI engineering company and an AI tech startup, as well as a former PyTorch contributor. Thomas Viehmann is a PyTorch core developer and machine learning trainer and consultant. consultant based in Munich, Germany and a PyTorch core developer. Table of Contents PART 1 - CORE PYTORCH 1 Introducing deep learning and the PyTorch Library 2 Pretrained networks 3 It starts with a tensor 4 Real-world data representation using tensors 5 The mechanics of learning 6 Using a neural network to fit the data 7 Telling birds from airplanes: Learning from images 8 Using convolutions to generalize PART 2 - LEARNING FROM IMAGES IN THE REAL WORLD: EARLY DETECTION OF LUNG CANCER 9 Using PyTorch to fight cancer 10 Combining data sources into a unified dataset 11 Training a classification model to detect suspected tumors 12 Improving training with metrics and augmentation 13 Using segmentation to find suspected nodules 14 End-to-end

nodule analysis, and where to go next PART 3 - DEPLOYMENT 15 Deploying to production

Sample Shaner.1998-03-21

Department of the Army Pamphlet .1985

Seriously Good Software Marco Faella.2020-03-24 Summary Serious developers know that code can always be improved. With each iteration, you make optimizations—small and large—that can have a huge impact on your application’s speed, size, resilience, and maintainability. In *Seriously Good Software: Code that Works, Survives, and Wins*, author, teacher, and Java expert Marco Faella teaches you techniques for writing better code. You’ll start with a simple application and follow it through seven careful refactorings, each designed to explore another dimension of quality. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Great code blends the skill of a programmer with the time-tested techniques and best practices embraced by the entire development community. Although each application has its own context and character, some dimensions of quality are always important. This book concentrates on eight pillars of seriously good software: speed, memory usage, reliability, readability, thread safety, generality, and elegance. The Java-based examples demonstrate techniques that apply to any OO language. About the book *Seriously Good Software* is a handbook for any professional developer serious about improving application quality. It explores fundamental dimensions of code quality by enhancing a simple implementation into a robust, professional-quality application. Questions, exercises, and Java-based examples ensure you’ll get a firm grasp of the concepts as you go. When you finish the last version of the book’s central project, you’ll be able to confidently choose the right optimizations for your code. What's inside Evaluating software qualities Assessing trade-offs and interactions Fulfilling different objectives in a single task Java-based

exercises you can apply in any OO language About the reader For web developers comfortable with JavaScript and HTML. About the author Marco Faella teaches advanced programming at a major Italian university. His published work includes peer-reviewed research articles, a Java certification manual, and a video course. Table of Contents *Part 1: Preliminaries * 1 Software qualities and a problem to solve 2 Reference implementation *Part 2: Software Qualities* 3 Need for speed: Time efficiency 4 Precious memory: Space efficiency 5 Self-conscious code: Reliability through monitoring 6 Lie to me: Reliability through testing 7 Coding aloud: Readability 8 Many cooks in the kitchen: Thread safety 9 Please recycle: Reusability

Facilities Engineering Management Handbook United States. Department of the Army.1978
Building the Web of Things Dominique Dom Guinard,Vlad M. Trifa.2016-06-06 Summary A hands-on guide that will teach how to design and implement scalable, flexible, and open IoT solutions using web technologies. This book focuses on providing the right balance of theory, code samples, and practical examples to enable you to successfully connect all sorts of devices to the web and to expose their services and data over REST APIs. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Because the Internet of Things is still new, there is no universal application protocol. Fortunately, the IoT can take advantage of the web, where IoT protocols connect applications thanks to universal and open APIs. About the Book Building the Web of Things is a guide to using cutting-edge web technologies to build the IoT. This step-by-step book teaches you how to use web protocols to connect real-world devices to the web, including the Semantic and Social Webs. Along the way you'll gain vital concepts as you follow instructions for making Web of Things devices. By the end, you'll have the practical skills you need to implement your own web-connected products and services. What's Inside

Introduction to IoT protocols and devices Connect electronic actuators and sensors (GPIO) to a Raspberry Pi Implement standard REST and Pub/Sub APIs with Node.js on embedded systems Learn about IoT protocols like MQTT and CoAP and integrate them to the Web of Things Use the Semantic Web (JSON-LD, RDFa, etc.) to discover and find Web Things Share Things via Social Networks to create the Social Web of Things Build a web-based smart home with HTTP and WebSocket Compose physical mashups with EVERYTHING, Node-RED, and IFTTT About the Reader For both seasoned programmers and those with only basic programming skills. About the Authors Dominique Guinard and Vlad Trifa pioneered the Web of Things and cofounded EVERYTHING, a large-scale IoT cloud powering billions of Web Things. Table of Contents PART 1 BASICS OF THE IOT AND THE WOT From the Internet of Things to the Web of Things Hello, World Wide Web of Things Node.js for the Web of Things Getting started with embedded systems Building networks of Things PART 2 BUILDING THE WOT Access: Web APIs for Things Implementing Web Things Find: Describe and discover Web Things Share: Securing and sharing Web Things *Modern Fortran* Milan Curcic.2020-10-07 *Modern Fortran* teaches you to develop fast, efficient parallel applications using twenty-first-century Fortran. In this guide, you'll dive into Fortran by creating fun apps, including a tsunami simulator and a stock price analyzer. Filled with real-world use cases, insightful illustrations, and hands-on exercises, *Modern Fortran* helps you see this classic language in a whole new light. Summary Using Fortran, early and accurate forecasts for hurricanes and other major storms have saved thousands of lives. Better designs for ships, planes, and automobiles have made travel safer, more efficient, and less expensive than ever before. Using Fortran, low-level machine learning and deep learning libraries provide incredibly easy, fast, and insightful analysis of massive data. Fortran is an amazingly powerful and flexible programming

language that forms the foundation of high performance computing for research, science, and industry. And it's come a long, long way since starting life on IBM mainframes in 1956. Modern Fortran is natively parallel, so it's uniquely suited for efficiently handling problems like complex simulations, long-range predictions, and ultra-precise designs. If you're working on tasks where speed, accuracy, and efficiency matter, it's time to discover—or re-discover—Fortran.. About the technology For over 60 years Fortran has been powering mission-critical scientific applications, and it isn't slowing down yet! Rock-solid reliability and new support for parallel programming make Fortran an essential language for next-generation high-performance computing. Simply put, the future is in parallel, and Fortran is already there. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the book Modern Fortran teaches you to develop fast, efficient parallel applications using twenty-first-century Fortran. In this guide, you'll dive into Fortran by creating fun apps, including a tsunami simulator and a stock price analyzer. Filled with real-world use cases, insightful illustrations, and hands-on exercises, Modern Fortran helps you see this classic language in a whole new light. What's inside Fortran's place in the modern world Working with variables, arrays, and functions Module development Parallelism with coarrays, teams, and events Interoperating Fortran with C About the reader For developers and computational scientists. No experience with Fortran required. About the author Milan Curcic is a meteorologist, oceanographer, and author of several general-purpose Fortran libraries and applications. Table of Contents PART 1 - GETTING STARTED WITH MODERN FORTRAN 1 Introducing Fortran 2 Getting started: Minimal working app PART 2 - CORE ELEMENTS OF FORTRAN 3 Writing reusable code with functions and subroutines 4 Organizing your Fortran code using modules 5 Analyzing time series data with arrays 6 Reading, writing, and formatting your data

PART 3 - ADVANCED FORTRAN USE 7 Going parallel with Fortran coarrays 8 Working with abstract data using derived types 9 Generic procedures and operators for any data type 10 User-defined operators for derived types PART 4 - THE FINAL STRETCH 11 Interoperability with C: Exposing your app to the web 12 Advanced parallelism with teams, events, and collectives

Introducing Data Science Davy Cielen, Arno Meysman. 2016-05-02 Summary *Introducing Data Science* teaches you how to accomplish the fundamental tasks that occupy data scientists. Using the Python language and common Python libraries, you'll experience firsthand the challenges of dealing with data at scale and gain a solid foundation in data science. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Many companies need developers with data science skills to work on projects ranging from social media marketing to machine learning. Discovering what you need to learn to begin a career as a data scientist can seem bewildering. This book is designed to help you get started. About the Book *Introducing Data Science* explains vital data science concepts and teaches you how to accomplish the fundamental tasks that occupy data scientists. You'll explore data visualization, graph databases, the use of NoSQL, and the data science process. You'll use the Python language and common Python libraries as you experience firsthand the challenges of dealing with data at scale. Discover how Python allows you to gain insights from data sets so big that they need to be stored on multiple machines, or from data moving so quickly that no single machine can handle it. This book gives you hands-on experience with the most popular Python data science libraries, Scikit-learn and StatsModels. After reading this book, you'll have the solid foundation you need to start a career in data science. What's Inside Handling large data Introduction to machine learning Using Python to work with data Writing data science algorithms About the Reader This

book assumes you're comfortable reading code in Python or a similar language, such as C, Ruby, or JavaScript. No prior experience with data science is required. About the Authors Davy Cielen, Arno D. B. Meysman, and Mohamed Ali are the founders and managing partners of Optimately and Maiton, where they focus on developing data science projects and solutions in various sectors. Table of Contents Data science in a big data world The data science process Machine learning Handling large data on a single computer First steps in big data Join the NoSQL movement The rise of graph databases Text mining and text analytics Data visualization to the end user

NHibernate in Action Gavin King, Tobin Harris, Pierre Henri Kuate, Christian Bauer. 2009-01-31 In the classic style of Manning's In Action series, NHibernate in Action shows .NET developers how to use the NHibernate Object/Relational Mapping tool. This book is a translation from Java to .NET, as well as an expansion, of Manning's bestselling Hibernate in Action. All traces of Java have been carefully replaced by their .NET equivalents. The book shows how to implement complex business objects, and later teaches advanced techniques like caching and session management. Readers will discover how to implement persistence in a .NET application, and how to configure NHibernate to specify the mapping information between business objects and database tables. Readers will also be introduced to the internal architecture of NHibernate by progressively building a complete sample application using Agile methodologies. 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.

Hands-On Graph Analytics with Neo4j Estelle Scifo. 2020-08-21 Discover how to use Neo4j to identify relationships within complex and large graph datasets using graph modeling, graph algorithms, and machine learning Key Features Get up and running with graph analytics with the help of real-world examples Explore various use cases such as fraud detection, graph-based search, and

recommendation systems Get to grips with the Graph Data Science library with the help of examples, and use Neo4j in the cloud for effective application scaling

Book Description Neo4j is a graph database that includes plugins to run complex graph algorithms. The book starts with an introduction to the basics of graph analytics, the Cypher query language, and graph architecture components, and helps you to understand why enterprises have started to adopt graph analytics within their organizations. You'll find out how to implement Neo4j algorithms and techniques and explore various graph analytics methods to reveal complex relationships in your data. You'll be able to implement graph analytics catering to different domains such as fraud detection, graph-based search, recommendation systems, social networking, and data management. You'll also learn how to store data in graph databases and extract valuable insights from it. As you become well-versed with the techniques, you'll discover graph machine learning in order to address simple to complex challenges using Neo4j. You will also understand how to use graph data in a machine learning model in order to make predictions based on your data. Finally, you'll get to grips with structuring a web application for production using Neo4j. By the end of this book, you'll not only be able to harness the power of graphs to handle a broad range of problem areas, but you'll also have learned how to use Neo4j efficiently to identify complex relationships in your data. What you will learn

Become well-versed with Neo4j graph database building blocks, nodes, and relationships Discover how to create, update, and delete nodes and relationships using Cypher querying

Use graphs to improve web search and recommendations Understand graph algorithms such as pathfinding, spatial search, centrality, and community detection

Find out different steps to integrate graphs in a normal machine learning pipeline Formulate a link prediction problem in the context of machine learning

Implement graph embedding algorithms such as DeepWalk, and use them in Neo4j graphs Who this book is for This

book is for data analysts, business analysts, graph analysts, and database developers looking to store and process graph data to reveal key data insights. This book will also appeal to data scientists who want to build intelligent graph applications catering to different domains. Some experience with Neo4j is required.

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

African American Films Through 1959 Larry Richards.2005-05-27 All films with a predominantly or entirely African American cast or that were about African Americans are detailed here. Each entry includes cast and credits, year of release, studio, distributor, type of film (feature, short or documentary) and other production details. In most cases, a brief synopsis of the film or contemporary reviews of it follow. In the appendices, film credits for over 1,850 actors and actresses are provided, along with a listing of film companies.

HTTP/2 in Action Barry Pollard.2019-03-06 Summary HTTP/2 in Action is a complete guide to HTTP/2, one of the core protocols of the web. Because HTTP/2 has been designed to be easy to

transition to, including keeping it backwards compatible, adoption is rapid and expected to increase over the next few years. Concentrating on practical matters, this interesting book presents key HTTP/2 concepts such as frames, streams, and multiplexing and explores how they affect the performance and behavior of your websites. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology HTTP—Hypertext Transfer Protocol—is the standard for exchanging messages between websites and browsers. And after 20 years, it's gotten a much-needed upgrade. With support for streams, server push, header compression, and prioritization, HTTP/2 delivers vast improvements in speed, security, and efficiency. About the Book HTTP/2 in Action teaches you everything you need to know to use HTTP/2 effectively. You'll learn how to optimize web performance with new features like frames, multiplexing, and push. You'll also explore real-world examples on advanced topics like flow control and dependencies. With ready-to-implement tips and best practices, this practical guide is sure to get you—and your websites—up to speed! What's Inside HTTP/2 for web developers Upgrading and troubleshooting Real-world examples and case studies QUIC and HTTP/3 About the Reader Written for web developers and site administrators. About the Authors Barry Pollard is a professional developer with two decades of experience developing, supporting, and tuning software and infrastructure. Table of Contents PART 1 MOVING TO HTTP/2 Web technologies and HTTP The road to HTTP/2 Upgrading to HTTP/2 PART 2 USING HTTP/2 HTTP/2 protocol basics Implementing HTTP/2 push Optimizing for HTTP/2 PART 3 ADVANCED HTTP/2 Advanced HTTP/2 concepts HPACK header compression PART 4 THE FUTURE OF HTTP TCP, QUIC, and HTTP/3 Where HTTP goes from here

CoreOS in Action Matt Bailey.2017-05-11 Summary CoreOS in Action is a clear tutorial for

deploying container-based systems on CoreOS Container Linux. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Traditional Linux server distributions include every component required for anything you might be hosting, most of which you don't need if you've containerized your apps and services. CoreOS Container Linux is a bare-bones distro with only the essential bits needed to run containers like Docker. Container Linux is a fast, secure base layer for any container-centric distributed application, including microservices. And say goodbye to patch scheduling; when Container Linux needs an update, you just hot-swap the whole OS. About the Book CoreOS in Action is a clear tutorial for deploying container-based systems on CoreOS Container Linux. Inside, you'll follow along with examples that teach you to set up CoreOS on both private and cloud systems, and to practice common sense monitoring and upgrade techniques with real code. You'll also explore important container-aware application designs, including microservices, web, and Big Data examples with real-world use cases to put your learning into perspective. Summary Handling scaling and failures gracefully Container-driven application designs Cloud, on-premises, and hybrid deployment Smart logging and backup practices About the Reader Written for readers familiar with Linux and the basics of Docker. About the Author Matt Bailey is currently a technical lead at ZeniMax. He has worked in higher education and with scientific computing, medical, and networking technology companies, as well as a few startups. You can find him online via <https://mdb.io>. Table of Contents PART 1 - GETTING TO KNOW COREOS Introduction to the CoreOS family Getting started on your workstation Expecting failure: fault tolerance in CoreOS PART 2 - APPLICATION ARCHITECTURE CoreOS in production Application architecture and workflow Web stack application example Big Data stack PART 3 - COREOS IN PRODUCTION CoreOS on AWS Bringing it together: deployment

System administration

Hibernate Recipes Gary Mak, Srinivas Guruзу, Joseph Ottinger. 2015-03-10 Hibernate Recipes, Second Edition contains a collection of code recipes and templates for learning and building Hibernate solutions for you and your clients, including how to work with the Spring Framework and the JPA. This book is your pragmatic day-to-day reference and guide for doing all things involving Hibernate. There are many books focused on learning Hibernate, but this book takes you further and shows how you can apply it practically in your daily work. Hibernate Recipes, Second Edition is a must have book for your library. Hibernate 4.x continues to be the most popular out-of-the-box, open source framework solution for Java persistence and data/database accessibility techniques and patterns and it works well with the most popular open source enterprise Java framework of all, the Spring Framework. Hibernate is used for e-commerce-based web applications as well as heavy-duty transactional systems for the enterprise.

Vert.x in Action Julien Ponge. 2020-12-01 Vert.x in Action teaches you how to build production-quality reactive applications in Java. This book covers core Vert.x concepts, as well as the fundamentals of asynchronous and reactive programming. Learn to develop microservices by using Vert.x tools for database communications, persistent messaging, and test app resiliency. The patterns and techniques included here transfer to reactive technologies and frameworks beyond Vert.x. Summary As enterprise applications become larger and more distributed, new architectural approaches like reactive designs, microservices, and event streams are required knowledge. The Vert.x framework provides a mature, rock-solid toolkit for building reactive applications using Java, Kotlin, or Scala. Vert.x in Action teaches you to build responsive, resilient, and scalable JVM applications with Vert.x using well-established reactive design patterns. Purchase of the print book

includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Vert.x is a collection of libraries for the Java virtual machine that simplify event-based and asynchronous programming. Vert.x applications handle tedious tasks like asynchronous communication, concurrent work, message and data persistence, plus they're easy to scale, modify, and maintain. Backed by the Eclipse Foundation and used by Red Hat and others, this toolkit supports code in a variety of languages. About the book Vert.x in Action teaches you how to build production-quality reactive applications in Java. This book covers core Vert.x concepts, as well as the fundamentals of asynchronous and reactive programming. Learn to develop microservices by using Vert.x tools for database communications, persistent messaging, and test app resiliency. The patterns and techniques included here transfer to reactive technologies and frameworks beyond Vert.x. What's inside Building reactive services Responding to external service failures Horizontal scaling Vert.x toolkit architecture and Vert.x testing Deploying with Docker and Kubernetes About the reader For intermediate Java web developers. About the author Julien Ponge is a principal software engineer at Red Hat, working on the Eclipse Vert.x project. Table of Contents PART 1 - FUNDAMENTALS OF ASYNCHRONOUS PROGRAMMING WITH VERT.X 1 Vert.x, asynchronous programming, and reactive systems 2 Verticles: The basic processing units of Vert.x 3 Event bus: The backbone of a Vert.x application 4 Asynchronous data and event streams 5 Beyond callbacks 6 Beyond the event bus PART 2 - DEVELOPING REACTIVE SERVICES WITH VERT.X 7 Designing a reactive application 8 The web stack 9 Messaging and event streaming with Vert.x 10 Persistent state management with databases 11 End-to-end real-time reactive event processing 12 Toward responsiveness with load and chaos testing 13 Final notes: Container-native Vert.x

The Programmer's Brain Felienne Hermans.2021-09-07 The Programmer's Brain explores the way

your brain works when it's thinking about code. In it, you'll master practical ways to apply these cognitive principles to your daily programming life. You'll improve your code comprehension by turning confusion into a learning tool, and pick up awesome techniques for reading code and quickly memorizing syntax. This practical guide includes tips for creating your own flashcards and study resources that can be applied to any new language you want to master. By the time you're done, you'll not only be better at teaching yourself--you'll be an expert at bringing new colleagues and junior programmers up to speed.

AI as a Service Peter Elger, Eóin Shanaghy. 2020-09-05 AI as a Service is a practical handbook to building and implementing serverless AI applications, without bogging you down with a lot of theory. Instead, you'll find easy-to-digest instruction and two complete hands-on serverless AI builds in this must-have guide! Summary Companies everywhere are moving everyday business processes over to the cloud, and AI is increasingly being given the reins in these tasks. As this massive digital transformation continues, the combination of serverless computing and AI promises to become the de facto standard for business-to-consumer platform development—and developers who can design, develop, implement, and maintain these systems will be in high demand! AI as a Service is a practical handbook to building and implementing serverless AI applications, without bogging you down with a lot of theory. Instead, you'll find easy-to-digest instruction and two complete hands-on serverless AI builds in this must-have guide! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Cloud-based AI services can automate a variety of labor intensive business tasks in areas such as customer service, data analysis, and financial reporting. The secret is taking advantage of pre-built tools like Amazon Rekognition for image analysis or AWS Comprehend for natural language processing. That way,

there's no need to build expensive custom software. Artificial Intelligence (AI), a machine's ability to learn and make predictions based on patterns it identifies, is already being leveraged by businesses around the world in areas like targeted product recommendations, financial forecasting and resource planning, customer service chatbots, healthcare diagnostics, data security, and more. With the exciting combination of serverless computing and AI, software developers now have enormous power to improve their businesses' existing systems and rapidly deploy new AI-enabled platforms. And to get on this fast-moving train, you don't have to invest loads of time and effort in becoming a data scientist or AI expert, thanks to cloud platforms and the readily available off-the-shelf cloud-based AI services! About the book AI as a Service is a fast-paced guide to harnessing the power of cloud-based solutions. You'll learn to build real-world apps—such as chatbots and text-to-speech services—by stitching together cloud components. Work your way from small projects to large data-intensive applications. What's inside - Apply cloud AI services to existing platforms - Design and build scalable data pipelines - Debug and troubleshoot AI services - Start fast with serverless templates About the reader For software developers familiar with cloud basics. About the author Peter Elger and Eóin Shanaghy are founders and CEO/CTO of fourTheorem, a software solutions company providing expertise on architecture, DevOps, and machine learning. Table of Contents PART 1 - FIRST STEPS 1 A tale of two technologies 2 Building a serverless image recognition system, part 1 3 Building a serverless image recognition system, part 2 PART 2 - TOOLS OF THE TRADE 4 Building and securing a web application the serverless way 5 Adding AI interfaces to a web application 6 How to be effective with AI as a Service 7 Applying AI to existing platforms PART 3 - BRINGING IT ALL TOGETHER 8 Gathering data at scale for real-world AI 9 Extracting value from large data sets with AI

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branches Cloning Collaborating with remotes Pushing your changes Keeping in sync Software archaeology Understanding git rebase Workflows and branching conventions Working with GitHub Third-party tools and Git Sharpening your Git

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