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Complete Guide to Test Automation Arnon Axelrod 2018-09-22 Rely on this robust and thorough guide to build and maintain successful test automation. As the software industry shifts from traditional waterfall paradigms into more agile ones, test automation becomes a highly important tool that allows your development teams to deliver software at an ever-increasing pace without compromising quality. Even though it may seem trivial to automate the repetitive tester's work, using test automation efficiently and properly is not trivial. Many test automation endeavors end up in the "graveyard" of software projects. There are many things that affect the value of test automation, and also its costs. This book aims to cover all of these aspects in great detail so you can make decisions to create the best test automation solution that will not only help your test automation project to succeed, but also allow the entire software project to thrive. One of the most important details that affects the success of the test automation is how easy it is to maintain the automated tests. Complete Guide to Test Automation provides a detailed hands-on guide for writing highly maintainable test code. What You'll Learn Know the real value to be expected from test automation Discover the key traits that will make your test automation project succeed Be aware of the different considerations to take into account when planning automated tests vs. manual tests Determine who should implement the tests and the implications of this decision Architect the test project and fit it to the architecture of the tested application Design and implement highly reliable automated tests Begin gaining value from test automation earlier Integrate test automation into the business processes of the development teamLeverage test automation to improve your organization's performance and quality, even without formal authority Understand how different types of automated tests will fit into your testing strategy, including unit testing, load and performance testing, visual testing, and more Who This Book Is For Those involved with software development such as test automation leads, QA managers, test automation developers, and development managers. Some parts of the book assume hands-on experience in writing code in an object-oriented language (mainly C# or Java), although most of the content is also relevant for nonprogrammers.

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

Effective Java Joshua Bloch 2008-05-08 Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java™, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

The Hitchhiker's Guide to Python Kenneth Reitz 2016-08-30 The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

The Definitive Guide to Grails 2 Jeff Scott Brown 2013-02-03 Grails is a full stack framework which aims to greatly simplify the task of building serious web applications for the JVM. The concepts within Grails, like interceptors, tag libs, and Groovy Server Pages (GSP), make those in the Java community feel right at home. Grails' foundation is on solid open source technologies such as Spring, Hibernate, and SiteMesh, which gives it even more potential in the Java space: Spring provides powerful inversion of control and MVC, Hibernate brings a stable, mature object relational mapping technology with the ability to integrate with legacy systems, and SiteMesh handles flexible layout control and page decoration. Grails complements these with additional features that take advantage of the coding-by-convention paradigm such as dynamic tag libraries, Grails object relational mapping, Groovy Server Pages, and scaffolding. Graeme Rocher, Grails lead and founder, and Jeff Brown bring you completely up-to-date with their authoritative and fully comprehensive guide to the Grails 2 framework. You'll get to know all the core features, services, and Grails extensions via plug-ins, and understand the roles that Groovy and Grails are playing in the changing Web.

Create an Uber Clone in 7 Days Shai Almog 2018-07-28 Do you want to build a location based mobile application? Do you read technical books and feel that they left some parts out? Do you want to get into mobile programming with "real world" examples? If you answered yes to one of these questions this book might be for you! The goal of this book is to teach via familiarity. Since the Uber application is well designed and familiar we chose it as the target but the book isn't meant as a "copy Uber" cookbook. Many applications are built around ideas similar to Uber and utilize designs inspired by Uber. It's our assumption that you can learn a lot by understanding how to build something "like" Uber. We break down a real world application from client to the server. This fills in all the pieces, that typical tech books skim over. This book covers: iOS/Android development with Codename One Spring Boot server development on top of MySQL WebSockets, WebServices and push notification as the communication layer Creating a sublime UI to match professional designs Map based user interface User authorization via SMS/Social Networks Best practices, security and pitfalls of mobile development The book requires basic knowledge of Java but doesn't require prior knowledge of Codename One, Spring Boot or MySQL. Notice that this book is "code heavy", it contains many listings as it implements a full stack mobile app. Uber (TM) is a trademark of Uber Technologies Inc. This work is intended strictly for educational purposes. We don't condone the misuse of Uber IP! About the Author: Shai's professional software development career started more than 25 years ago. He worked for/with countless companies including Sun Microsystems, Oracle, Samsung, Nokia as well as banks, insurance companies etc. Shai was a team member on the original Wireless Toolkit from Sun Microsystems. It was the most popular cross platform mobile development tool at the time, and revolutionized the field. Together with Chen Fishbein they created LWUIT which became the most successful mobile open source project from Sun Microsystems and the basis for Codename One. Shai is a Java One rockstar who shared the stage with the likes of James Gosling. As a highly rated speaker he was featured in multiple conferences such as JavaZone, codemotion, dev days etc. He blogs at Codename One as well as Hackernoon, JavaCodeGeeks and dzone (MVB).

Code Generation in Action Jack Herrington 2003 Describes how code generators are used in user interfaces, remote procedure access, and database access, and shows how to use programs to write other programs.

The Pragmatic Programmer Andrew Hunt 1999-10-20 What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." —John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." —Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." —Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." —Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." —Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

Modern JavaScript Larry Ullman 2012-02-21 It's time for a current, definitive JavaScript book, and in this comprehensive beginner's guide, bestselling author Larry Ullman teaches the language as it is implemented today. Larry demonstrates how to build upon JavaScript's ease of use, while demystifying its often-cryptic syntax, especially for those who have not programmed before. This book enforces modern JavaScript's best practices and embraces key Web development approaches such as progressive enhancement and unobtrusive scripting. The author

demonstrates loads of real-world code and makes it available for download. You'll learn about JavaScript itself and the relationship between JavaScript and HTML. Next you'll explore variables, common operators, and control structures. Then you'll create functions, handle events, and do more with HTML forms. You'll master Ajax, work with frameworks, and use JavaScript with PHP to create a complete example. The result is a book that helps you not just tinker with JavaScript but to thoroughly comprehend it. This book includes: Easy step-by-step instruction, ample illustrations, and clear examples Real-world techniques to build your skills Insight into best practices from a veteran Web expert Emphasis on strategies for creating reliable code that will work on all of today's browsers and devices, even those without JavaScript Software Quality Assurance Neil Walkinshaw 2017-07-24 This textbook offers undergraduate students an introduction to the main principles and some of the most popular techniques that constitute 'software quality assurance'. The book seeks to engage students by placing an emphasis on the underlying foundations of modern quality-assurance techniques , using these to highlight why techniques work, as opposed to merely focussing on how they work. In doing so it provides readers with a comprehensive understanding of where software quality fits into the development lifecycle (spoiler: everywhere), and what the key quality assurance activities are. The book focuses on quality assurance in a way that typical, more generic software engineering reference books do not. It is structured so that it can (and should) be read from cover to cover throughout the course of a typical university module. Specifically, it is Concise: it is small enough to be readable in its entirety over the course of a typical software engineering module. Explanatory: topics are discussed not merely in terms of what they are, but also why they are the way they are – what events, technologies, and individuals or organisations helped to shape them into what they are now. Applied: topics are covered with a view to giving the reader a good idea of how they can be applied in practice, and by pointing, where possible, to evidence of their efficacy. The book starts from some of the most general notions (e.g. quality and development process), and gradually homes-in on the more specific activities, assuming knowledge of the basic notions established in prior chapters. Each chapter concludes with a "Key Points" section, summarising the main issues that have been covered in the chapter. Throughout the book there are exercises that serve to remind readers of relevant parts in the book that have been covered previously, and give them the opportunity to reflect on a particular topic and refer to related references.

Practical Node.js Azat Mardan 2018-08-17 Learn how to build a wide range of scalable real-world web applications using a professional development toolkit. If you already know the basics of Node.js, now is the time to discover how to bring it to production level by leveraging its vast ecosystem of packages. With this book, you'll work with a varied collection of standards and frameworks and see how all those pieces fit together. Practical Node.js takes you from installing all the necessary modules to writing full-stack web applications. You'll harness the power of the Express.js and Hapi frameworks, the MongoDB database with Mongoose and Mongooskin. You'll also work with Pug and Handlebars template engines, Stylus and LESS CSS languages, OAuth and Everyauth libraries, and the Socket.IO and Derby libraries, and everything in between. This exciting second edition is fully updated for ES6/ES2015 and also covers how to deploy to Heroku and AWS, daemonize apps, and write REST APIs. You'll build full-stack real-world Node.js apps from scratch, and also discover how to write your own Node.js modules and publish them on NPM. You already know what Node.js is; now learn what you can do with it and how far you can take it! What You'll Learn Manipulate data from the mongo console Use the Mongoose and Mongoose MongoDB libraries Build REST API servers with Express and Hapi Deploy apps to Heroku and AWS Test services with Mocha, Expect and TravisCI Utilize sessions for authentication Implement a third-party OAuth strategy with Everyauth Apply Redis, domains, WebSockets, and clusters Write your own Node.js module, and publish it on NPM Who This Book Is For Web developers who have some familiarity with the basics of Node.js and want to learn how to use it to build apps in a professional environment.

Dart for Absolute Beginners David Kopec 2014-06-30 Dart for Absolute Beginners enables individuals with no background in programming to create their own web apps while learning the fundamentals of software development in a cutting edge language. Easily digested chapters, while comprehensive enough to explore the whole domain, are aimed at both hobbyists and professionals alike. The reader will not only gain an insight into Dart, but also the technologies behind the web. A firm foundation is laid for further programming studies. Dart is a new, innovative language developed by Google which is poised to take the web by storm. For client side web app development, Dart has many advantages over JavaScript. These include but are not limited to: improved speed, enforcement of programmatic structure, and improved facilities for software reuse. Best of all, Dart is automatically converted to JavaScript so that it works with all web browsers. Dart is a fresh start, without the baggage of the last two decades of the web. Why start learning to program with yesterday's technology? Teaches you the fundamentals of programming and the technologies behind the web. Utilizes the cutting edge, easy to learn, structured Dart programming language so that your first steps are pointed towards the future of web development. No prior knowledge is required to begin developing your own web apps.

OpenGL ES 2 for Android Kevin Brothaler 2013-06-26 Printed in full color. Android is booming like never before, with millions of devices shipping every day. It's never been a better time to learn how to create your own 3D games and live wallpaper for Android. You'll find out all about shaders and the OpenGL pipeline, and discover the power of OpenGL ES 2.0, which is much more feature-rich than its predecessor. If you can program in Java and you have a creative vision that you'd like to share with the world, then this is the book for you. This book will teach you everything you need to know to create compelling graphics on Android. You'll learn the basics of OpenGL by building a simple game of air hockey, and along the way, you'll see how to initialize OpenGL and program the graphics pipeline using shaders. Each lesson builds upon the one before it, as you add colors, shading, 3D projections, touch interaction, and more. Then, you'll find out how to turn your idea into a live wallpaper that can run on the home screen. You'll learn about more advanced effects involving particles, lighting models, and the depth buffer. You'll understand what to look for when debugging your program, and what to watch out for when deploying to the market. OpenGL can be somewhat of a dark art to the uninitiated. As you read this book, you'll learn each new concept from first principles. You won't just learn about a feature; you'll also understand how it works, and why it works the way it does. Everything you learn is forward-compatible with the just-released OpenGL ES 3, and you can even apply these techniques to other platforms, such as iOS or HTML5 WebGL.

Software Evolution Tom Mens 2008-01-25 This book focuses on novel trends in software evolution research and its relations with other emerging disciplines. Mens and Demeyer, both authorities in the field of software evolution, do not restrict themselves to the evolution of source code but also address the evolution of other, equally important software artifacts. This book is the indispensable source for researchers and professionals looking for an introduction and comprehensive overview of the state-of-the-art.

Beginning Node.js Basarat Syed 2014-12-02 Beginning Node.js is your step-by-step guide to learning all the aspects of creating maintainable Node.js applications. You will see how Node.js is focused on creating high-performing, highly-scalable websites, and how easy it is to get started. Many front-end devs regularly work with HTML, CSS, PHP, even WordPress, but haven't yet got started with Node.js. This book explains everything for you from a beginner level, enabling you to start using Node.js in your projects right away. Using this book you will learn important Node.js concepts for server-side programming. You will begin with an easy-to-follow pure JavaScript primer, which you can skip if you're confident of your JS skills. You'll then delve into Node.js concepts such as streams and events, and the technology involved in building full-stack Node.js applications. You'll also learn how to test your Node.js code, and deploy your Node.js applications on the internet. Node.js is a great and simple platform to work with. It is lightweight, easy to deploy and manage. You will see how using Node.js can be a fun and rewarding experience - start today with Beginning Node.js.

Clean Architecture Robert C. Martin 2018 Building upon the success of best-sellers The Clean Coder and Clean Code, legendary software craftsman Robert C. "Uncle Bob" Martin shows how to bring greater professionalism and discipline to application architecture and design. As with his other books, Martin's Clean Architecture doesn't merely present multiple choices and options, and say "use your best judgment": it tells you what choices to make, and why those choices are critical to your success. Martin offers direct, is essential reading for every software architect, systems analyst, system designer, and software manager-- and for any programmer who aspires to these roles or is impacted by their work.

Programming Kotlin Stephen Samuel 2017-01-18 Familiarize yourself with all of Kotlin's features with this in-depth guide About This Book Get a thorough introduction to Kotlin Learn to use Java code alongside Kotlin without any hiccups Get a complete overview of null safety, Generics, and many more interesting features Who This Book Is For The book is for existing Java developers who want to learn more about an alternative JVM language. If you want to see what Kotlin has to offer, this book is ideal for you. What You Will Learn Use new features to write structured and readable object-oriented code Find out how to use lambdas and higher order functions to write clean, reusable, and simple code Write unit tests and integrate Kotlin tests with Java code in a transitioning code base Write real-world production code in Kotlin in the style of microservices Leverage Kotlin's extensions to the Java collections library Use destructuring expressions and find out how to write your own Write code that avoids null pointer errors and see how Java-nullable code can integrate with features in a Kotlin codebase Discover how to write functions in Kotlin, see the new features available, and extend existing libraries Learn to write an algebraic data types and figure out when they should be used In Detail Kotlin has been making waves ever since it was open sourced by JetBrains in 2011; it has been praised by developers across the world and is already being adopted by companies. This book provides a detailed introduction to Kotlin that shows you all its features and will enable you to write Kotlin code to production. We start with the basics: get you familiar with running Kotlin code, setting up, tools, and instructions that you can use to write basic programs. Next, we cover object oriented code: functions, lambdas, and properties – all while using Kotlin's new features. Then, we move on to null safety aspects and type parameterization. We show you how to destructure expressions and even write your own. We also take you through important topics like testing, concurrency, microservices, and a whole lot more. By the end of this book you will be able to compose different services and build your own applications. Style and approach An easy to follow guide that covers the full set of features in Kotlin programming.

Mastering Flask Web Development Daniel Gaspar 2018-10-31 Learn to build modern, secure, highly available web MVC applications and API's using Python's Flask framework. Key Features Create production-ready MVC and REST API with the dynamic features of Flask Utilize the various extensions like Flask-JWT and Flask-SQLAlchemy to develop powerful applications Deploy your flask application on real-world platforms like AWS and Heroku on VM's or Docker containers Book Description Flask is a popular Python framework known for its lightweight and modular design. Mastering Flask Web Development will take you on a complete tour of the Flask environment and teach you how to build a production-ready application. You'll begin by learning about the installation of Flask and basic concepts such as MVC and accessing a database using an ORM. You will learn how to structure your application so that it can scale to any size with the help of Flask Blueprints. You'll then learn how to use Jinja2 templates with a high level of expertise. You will also learn how to develop with SQL or NoSQL databases, and how to develop REST APIs and JWT authentication. Next, you'll move on to build role-based access security and authentication using LDAP, OAuth, OpenID, and database. Also learn how to create asynchronous tasks that can scale to any load using Celery and RabbitMQ or Redis. You will also be introduced to a wide range of Flask extensions to leverage technologies such as cache, localization, and debugging. You will learn how to build your own Flask extensions, how to write tests, and how to get test coverage reports. Finally, you will learn how to deploy your application on Heroku and AWS using various technologies, such as Docker, CloudFormation, and Elastic Beanstalk, and will also learn how to develop Jenkins pipelines to build, test, and deploy applications. What you will learn Develop a Flask extension using best practices Implement various authentication methods: LDAP, JWT, Database, OAuth, and OpenID Learn how to develop role-based access security and become an expert on Jinja2 templates Build tests for your applications and APIs Install and configure a distributed task queue using Celery and RabbitMQ Develop RESTful APIs and secure REST API's Deploy highly available applications that scale on Heroku and AWS using Docker or VMs Who this book is for The ideal target audience for this book would be Python developers who want to use Flask and its advanced features to create Enterprise grade and lightweight applications. The book is for those who have some exposure of Flask and want to take it from introductory to master level.

Hands-on Scala Programming: Learn Scala in a Practical, Project-Based Way Haoyi Li 2020-07-11 Hands-on Scala teaches you how to use the Scala programming language in a practical, project-based fashion. This book is designed to quickly teach an existing programmer everything needed to go from "hello world" to building production applications like interactive websites, parallel web crawlers, and distributed systems in Scala. In the process you will learn how to use the Scala language to solve challenging problems in an elegant and intuitive manner.

High-Performance Java Persistence Vlad Mihalcea 2016-10-12 A high-performance data access layer must resonate with the underlying database system. Knowing the inner workings of a relational database and the data access frameworks in use can make the difference between a high-performance enterprise application and one that barely crawls. This book is a journey into Java data access performance tuning. From connection management, to batch updates, fetch sizes and concurrency control mechanisms, it unravels the inner workings of the most common Java data access frameworks. The first part aims to reduce the gap between application developers and database administrators. For this reason, it covers both JDBC and the database fundamentals that are of paramount importance when reducing transaction response times. In this first part, you'll learn about connection management, batch updates, statement caching, result set fetching and database transactions. The second part demonstrates how you can take advantage of JPA and Hibernate without compromising application performance. In this second part, you'll learn about the most efficient Hibernate mappings (basic types, associations, inheritance), fetching best practices, caching and concurrency control mechanisms. The third part is dedicated to jOOQ and its powerful type-safe querying capabilities, like window functions, common table expressions, upsert, stored procedures and database functions.

Dart By Example Davy Mitchell 2015-09-25 Design and develop modern web applications with Google's bold and productive language through engaging example projects About This Book Full of engaging and varied example projects to equip you to build your own web applications

Learn the Dart language and key libraries Productively create fast and reliable web applications Who This Book Is For If you are a front- or back-end web developer who is looking to build complex full-featured web applications without the quagmire of disconnected JavaScript frameworks, this book is a practical walkthrough of substantial applications that will have you and your team coding Dart in a productive manner. This book will give you a compiled, optional typed, scalable environment to rapidly develop applications. As Dart was designed to be familiar, any developer with even a small amount of knowledge of JavaScript or another programming language will be at home with the language immediately and will be coding quickly. What You Will Learn Master the core Dart language, type system, and key development tools Connect to existing web services, process JSON, and create your own framework for the data display Run and debug the Dart server and web applications and compile them in JavaScript Handle form data and encryption Build and deploy server applications on the major OSes and implement the REST API Work with PostgreSQL—an industry standard relational database system Create robust applications with unit tests, documentation, and diagnostic logging Develop command-line applications, and explore the key data structures and libraries In Detail Designed to create next generation apps, Google's Dart offers a much more robust framework and also supersedes JavaScript in several aspects. Familiar yet innovative, compact yet scalable, it blows away the accumulated JavaScript legacy limitations. Dart was designed for great tool-ability and developer productivity, allowing you to create better application faster than before. Google chose it for their billion dollar advertising business and you have its power for your projects too. This book will introduce you the Dart language starting from its conception to its current form, and where it headed is through engaging substantial practical projects. You will be taken through building typical applications and exploring the exciting new technologies of HTML5. With example code projects such as a live data monitoring and viewing system, a blogging system, a slides presentation application, and more, then this book will walk you through step by step through building data-driven web applications with ease and speed. Style and approach A varied collection of compelling practical Dart projects that are developed progressively with full explanations of concepts and implementation. Each project introduces features of the language and environment, demonstrating how Dart can be used in rich structured web applications.

Hands-On Financial Trading with Python Jiri Pik 2021-04-29 This book focuses on key Python analytics and algorithmic trading libraries used for backtesting. With the help of practical examples, you will learn the principle aspects of trading strategy development. The 14 profitable strategies included in the book will also help you build intuitions that will enable you to create your own strategy.

Thinking in Java Bruce Eckel 2003 An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

Full Stack JavaScript Development With MEAN Colin J Ihrig 2014-12-24 With modern tools. it is possible to create a production grade, full-stack application using HTML, CSS, and JavaScript alone. The combination of MongoDB, Express, AngularJS, and Node.js has become so popular that it has earned the title MEAN stack -- the subject of this book. This book explores the MEAN stack in detail. We will begin by covering Node.js, as it will lay the groundwork for all of our server-side work. You will learn how to get Node running on your local machine as well as download modules using npm. The key aspects of the Node.js programming model will also be covered. From there, we will move on to MongoDB, where you'll learn how to interact with Mongo from a Node application. You will also learn how to create, retrieve, update, and delete data from a Mongo store. After you have a solid grasp on Node and Mongo, the book will move on to the Express web server. We'll cover the basics of Express applications via topics like routes and middleware. Building on previous chapters, we will cover the integration of Node, Mongo, and Express. Our coverage of the MEAN stack will wrap up with several chapters on AngularJS. These chapters will cover Angular fundamentals like data binding, directives, controllers, routing, and services. In an effort to explore competing technologies, a slight introduction to Ember.js will also be provided. Full stack JavaScript is not fully encompassed by the MEAN stack. There is an entire ecosystem of JavaScript tools to learn about, and this book will introduce a few of them. We will cover task runners Gulp.js and Grunt.js which are extremely useful for automating mundane, repetitive tasks. We'll also cover JSHint, a linting tool used to improve code quality. Linting tools analyze source code and report potentials issues - a feature that is especially useful in non-compiled languages like JavaScript.

Domain-Specific Languages in Practice Antonio Bucchiarone 2021-06-24 This book covers several topics related to domain-specific language (DSL) engineering in general and how they can be handled by means of the JetBrains Meta Programming System (MPS), an open source language workbench developed by JetBrains over the last 15 years. The book begins with an overview of the domain of language workbenches, which provides perspectives and motivations underpinning the creation of MPS. Moreover, technical details of the language underneath MPS together with the definition of the tool's main features are discussed. The remaining ten chapters are then organized in three parts, each dedicated to a specific aspect of the topic. Part I "MPS in Industrial Applications" deals with the challenges and inadequacies of general-purpose languages used in companies, as opposed to the reasons why DSLs are essential, together with their benefits and efficiency, and summarizes lessons learnt by using MPS. Part II about "MPS in Research Projects" covers the benefits of text-based languages, the design and development of gamification applications, and research fields with generally low expertise in language engineering. Eventually, Part III focuses on "Teaching and Learning with MPS" by discussing the organization of both commercial and academic courses on MPS. MPS is used to implement languages for real-world use. Its distinguishing feature is projectional editing, which supports practically unlimited language extension and composition possibilities as well as a flexible mix of a wide range of textual, tabular, mathematical and graphical notations. The number and diversity of the presented use-cases demonstrate the strength and malleability of the DSLs defined using MPS. The selected contributions represent the current state of the art and practice in using JetBrains MPS to implement languages for real-world applications.

Spring Boot in Action Craig Walls 2015-12-16 Summary A developer-focused guide to writing applications using Spring Boot. You'll learn how to bypass the tedious configuration steps so that you can concentrate on your application's behavior. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Spring Framework simplifies enterprise Java development, but it does require lots of tedious configuration work. Spring Boot radically streamlines spinning up a Spring application. You get automatic configuration and a model with established conventions for build-time and runtime dependencies. You also get a handy command-line interface you can use to write scripts in Groovy. Developers who use Spring Boot often say that they can't imagine going back to hand configuring their applications. About the Book Spring Boot in Action is a developer-focused guide to writing applications using Spring Boot. In it, you'll learn how to bypass configuration steps so you can focus on your application's behavior. Spring expert Craig Walls uses interesting and practical examples to teach you both how to use the default settings effectively and how to override and customize Spring Boot for your unique environment. Along the way, you'll pick up insights from Craig's years of Spring development experience. What's Inside Develop Spring apps more efficiently Minimal to no configuration Runtime metrics with the Actuator Covers Spring Boot 1.3 About the Reader Written for readers familiar with the Spring Framework. About the Author Craig Walls is a software developer, author of the popular book Spring in Action, Fourth Edition, and a frequent speaker at conferences. Table of Contents Bootstarting Spring Developing your first Spring Boot application Customizing configuration Testing with Spring Boot Getting Groovy with the Spring Boot CLI Applying Grails in Spring Boot Taking a peek inside with the Actuator Deploying Spring Boot applications APPENDIXES Spring Boot developer tools Spring Boot starters Configuration properties Spring Boot dependencies

Android Hacker's Handbook Joshua J. Drake 2014-03-26 The first comprehensive guide to discovering and preventing attacks on the Android OS As the Android operating system continues to increase its share of the smartphone market, smartphone hacking remains a growing threat. Written by experts who rank among the world's foremost Android security researchers, this book presents vulnerability discovery, analysis, and exploitation tools for the good guys. Following a detailed explanation of how the Android OS works and its overall security architecture, the authors examine how vulnerabilities can be discovered and exploits developed for various system components, preparing you to defend against them. If you are a mobile device administrator, security researcher, Android app developer, or consultant responsible for evaluating Android security, you will find this guide is essential to your toolbox. A crack team of leading Android security researchers explain Android security risks, security design and architecture, rooting, fuzz testing, and vulnerability analysis Covers Android application building blocks and security as well as debugging and auditing Android apps Prepares mobile device administrators, security researchers, Android app developers, and security consultants to defend Android systems against attack Android Hacker's Handbook is the first comprehensive resource for IT professionals charged with smartphone security.

Model-Driven Software Development Markus Völter 2013-06-26 Model-Driven Software Development (MDS) is currently a highly regarded development paradigm among developers and researchers. With the advent of OMG's MDA and Microsoft's Software Factories, the MDS approach has moved to the centre of the programmer's attention, becoming the focus of conferences such as OOPSLA, JAOO and OOP. MDS is about using domain-specific languages to create models that express application structure or behaviour in an efficient and domain-specific way. These models are subsequently transformed into executable code by a sequence of model transformations. This practical guide for software architects and developers is peppered with practical examples and extensive case studies. International experts deliver: * A comprehensive overview of MDS and how it relates to industry standards such as MDA and Software Factories. * Technical details on meta modeling, DSL construction, model-to-model and model-to-code transformations, and software architecture. * Invaluable insight into the software development process, plus engineering issues such as versioning, testing and product line engineering. * Essential management knowledge covering economic and organizational topics, from a global perspective. Get started and benefit from some practical support along the way!

The Java Virtual Machine Specification, Java SE 7 Edition Tim Lindholm 2013-02-15 Written by the inventors of the technology, The Java® Virtual Machine Specification, Java SE 7 Edition, is the definitive technical reference for the Java Virtual Machine. The book provides complete, accurate, and detailed coverage of the Java Virtual Machine. It fully describes the invokedynamic instruction and method handle mechanism added in Java SE 7, and gives the formal Prolog specification of the type-checking verifier introduced in Java SE 6. The book also includes the class file extensions for generics and annotations defined in Java SE 5.0, and aligns the instruction set and initialization rules with the Java Memory Model.

Beginning JavaFX Lawrence PremKumar 2010-12-31 The open source JavaFX platform offers a Java-based approach to rich Internet application (RIA) development—an alternative to Adobe Flash/Flex and Microsoft Silverlight. At over 100 million downloads, JavaFX is poised to be a significant player. Written by a JavaFX engineer and developer, this book is one of the first on the JavaFX platform to give you the following: The fundamentals of JavaFX scripting on desktop and mobile platforms Examples of RIAs using JavaFX Graphics Media and animation using JavaFX See how JavaFX gives you dynamic Java effects in your RIA development.

Next Generation Computing Technologies on Computational Intelligence Manish Prateek 2019-11-23 The 18 full and 13 short papers presented were carefully reviewed and selected from 255 submissions. There were organized in topical sections named: Image Processing, Pattern Analysis and Machine Vision; Information and Data Convergence; Disruptive Technologies for Future; E-Governance and Smart World

Client-Server Web Apps with JavaScript and Java Casimir Saternos 2014-03-28 As a Java programmer, how can you tackle the disruptive client-server approach to web development? With this comprehensive guide, you'll learn how today's client-side technologies and web APIs work with various Java tools. Author Casimir Saternos provides the big picture of client-server development, and then takes you through many practical client-server architectures. You'll work with hands-on projects in several chapters to get a feel for the topics discussed. User habits, technologies, and development methods have drastically altered web app design in recent years. But the Web itself hasn't changed. This book shows you how to build apps that conform to the web's underlying architecture. Learn the advantages of using separate client and server tiers, including code organization and speedy prototyping Explore the major tools, frameworks, and starter projects used in JavaScript development Dive into web API design and REST style of software architecture Understand Java's alternatives to traditional packaging methods and application server deployment Build projects with lightweight servers, using jQuery with Jython, and Sinatra with Angular Create client-server web apps with traditional Java web application servers and libraries

Angular Design Patterns Mathieu Nayrolles 2018-07-30 Make the most of Angular by leveraging design patterns and best practices to build stable and high performing apps Key Features Get to grips with the benefits and applicability of using different design patterns in Angular with the help of real-world examples Identify and prevent common problems, programming errors, and anti-patterns Packed with easy-to-follow examples that can be used to create reusable code and extensible designs Book Description This book is an insightful journey through the most valuable design patterns, and it will provide clear guidance on how to use them effectively in Angular. You will explore some of the best ways to work with Angular and how to use it to meet the stability and performance required in today's web development world. You'll get to know some Angular best practices to improve your productivity and the code base of your application. We will take you on a journey through Angular designs for the real world, using a combination of case studies, design patterns to follow, and anti-patterns to avoid. By the end of the book, you will understand the various features of Angular, and will be able to apply well-known, industry-proven design patterns in your work. What you will learn Understand Angular design patterns and anti-patterns Implement the most useful GoF patterns for Angular Explore some of the most famous navigational patterns for Angular Get to know and implement stability patterns Explore and implement operations patterns Explore the official best practices for Angular Monitor and improve the performance of Angular applications Who this book is for If you want to increase your understanding of Angular and apply it to real-life application development, then this book is for you.

DSL Engineering Markus Voelter 2013 The definitive resource on domain-specific languages: based on years of real-world experience, relying on modern language workbenches and full of examples. Domain-Specific Languages are programming languages specialized for a particular application domain. By incorporating knowledge about that domain, DSLs can lead to more concise and more analyzable programs, better code quality and increased development speed. This book provides a thorough introduction to DSL, relying on today's state of the art

language workbenches. The book has four parts: introduction, DSL design, DSL implementation as well as the role of DSLs in various aspects of software engineering. Part I Introduction: This part introduces DSLs in general and discusses their advantages and drawbacks. It also defines important terms and concepts and introduces the case studies used in the most of the remainder of the book. Part II DSL Design: This part discusses the design of DSLs - independent of implementation techniques. It reviews seven design dimensions, explains a number of reusable language paradigms and points out a number of process-related issues. Part III DSL Implementation: This part provides details about the implementation of DSLs with lots of code. It uses three state-of-the-art but quite different language workbenches: JetBrains MPS, Eclipse Xtext and TU Delft's Spoofox. Part IV DSLs and Software Engineering: This part discusses the use of DSLs for requirements, architecture, implementation and product line engineering, as well as their roles as a developer utility and for implementing business logic. The book is available as a printed version (the one you are looking at) and as a PDF. For details see the book's companion website at <http://dslbook.org>

Mastering Blockchain Imran Bashir 2017-03-17 Distributed ledgers, decentralization and smart contracts explained About This Book Get to grips with the underlying technical principles and implementations of blockchain. Build powerful applications using Ethereum to secure transactions and create smart contracts. Explore cryptography, mine cryptocurrencies, and solve scalability issues with this comprehensive guide. Who This Book Is For This book appeals to those who wish to build fast, highly secure, transactional applications. This book is for those who are familiar with the concept of blockchain and are comfortable with a programming language. What You Will Learn Master the theoretical and technical foundations of blockchain technology Fully comprehend the concept of decentralization, its impact and relationship with blockchain technology Experience how cryptography is used to secure data with practical examples Grasp the inner workings of blockchain and relevant mechanisms behind Bitcoin and alternative cryptocurrencies Understand theoretical foundations of smart contracts Identify and examine applications of blockchain technology outside of currencies Investigate alternate blockchain solutions including Hyperledger, Corda, and many more Explore research topics and future scope of blockchain technology In Detail Blockchain is a distributed database that enables permanent, transparent, and secure storage of data. The blockchain technology is the backbone of cryptocurrency – in fact, it's the shared public ledger upon which the entire Bitcoin network relies – and it's gaining popularity with people who work in finance, government, and the arts. Blockchain technology uses cryptography to keep data secure. This book gives a detailed description of this leading technology and its implementation in the real world. This book begins with the technical foundations of blockchain, teaching you the fundamentals of cryptography and how it keeps data secure. You will learn about the mechanisms behind cryptocurrencies and how to develop applications using Ethereum, a decentralized virtual machine. You will explore different blockchain solutions and get an exclusive preview into Hyperledger, an upcoming blockchain solution from IBM and the Linux Foundation. You will also be shown how to implement blockchain beyond currencies, scalability with blockchain, and the future scope of this fascinating and powerful technology. Style and approach This comprehensive guide allows you to build smart blockchain applications and explore the power of this database. The book will let you quickly brush up on the basics of the blockchain database, followed by advanced implementations of blockchain in currency, smart contracts, decentralization, and so on.

Full Stack JavaScript Azat Mardan 2015-12-30 This is a hands-on book which introduces you to agile JavaScript web and mobile software development using the latest cutting-edge front-end and back-end technologies including: Node.js, MongoDB, Backbone.js, Parse.com, Heroku and Windows Azure. Practical examples include building multiple versions of the Chat app:•jQuery + Parse.com JS REST API•Backbone and Parse.com JS SDK•Backbone and Node.js•Backbone and Node.js + MongoDB The Chat application has all the foundation of a typical web/mobile application: fetching data, displaying it, submitting new data. Other examples in the book are as follows:•jQuery + Twitter RESP API “Tweet Analyzer”•Parse.com “Save John”•MongoDB “Print Collections”•Backbone.js “Apple Database”•Monk + Express.js “REST API Server” This book will save you many hours by providing a hand-picked and tested collection of quick start guides. RPJS has practical examples that allow to spend less time learning and more time building your own applications. Prototype fast and ship code that matters! What You will Learn: You should expect a basic understanding from a collection of quick start guides, tutorials and suggestions for the development apps discussed in this book. In addition to coding examples, the book covers virtually all setup and deployment step-by-step. You'll learn from the examples of Chat web/mobile applications starting with front-end components and by the end we'll put front-end and back-end together and deploy to the production environment. Who This Book is For: The typical programmer who wants to learn more about effective JavaScript coding.

Flutter for Beginners Alessandro Biessek 2019-09-12 A step-by-step guide to learning Flutter and Dart 2 for creating Android and iOS mobile applications Key FeaturesGet up to speed with the basics of Dart programming and delve into Flutter developmentUnderstand native SDK and third-party libraries for building Android and iOS applications using FlutterPackage and deploy your Flutter apps to achieve native-like performanceBook Description Google Flutter is a cross-platform mobile framework that makes it easy to write high-performance apps for Android and iOS. This book will help you get to grips with the basics of the Flutter framework and the Dart programming language. Starting from setting up your development environment, you'll learn to design the UI and add user input functions. You'll explore the navigator widget to manage app routes and learn to add transitions between screens. The book will even guide you through developing your own plugin and later, you'll discover how to structure good plugin code. Using the Google Places API, you'll also understand how to display a map in the app and add markers and interactions to it. You'll then learn to improve the user experience with features such as map integrations, platform-specific code with native languages, and personalized animation options for designing intuitive UIs. The book follows a practical approach and gives you access to all relevant code files hosted at github.com/PacktPublishing/Flutter-for-Beginners. This will help you access a variety of examples and prepare your own bug-free apps, ready to deploy on the App Store and Google Play Store. By the end of this book, you'll be well-versed with Dart programming and have the skills to develop your own mobile apps or build a career as a Dart and Flutter app developer. What you will learnUnderstand the fundamentals of the Dart programming languageExplore the core concepts of the Flutter UI and how it compiles for multiple platformsDevelop Flutter plugins and widgets and understand how to structure plugin code appropriatelyStyle your Android and iOS apps with widgets and learn the difference between stateful and stateless widgetsAdd animation to your UI using Flutter's AnimatedBuilder componentIntegrate your native code into your Flutter codebase for native app performanceWho this book is for This book is for developers looking to learn Google's revolutionary framework Flutter from scratch. No prior knowledge of Flutter or Dart is required; however, basic knowledge of any programming language will be helpful.

Advances in Computational Intelligence, Security and Internet of Things Ashim Saha 2020-03-04 This volume constitutes the refereed proceedings of the Second International Conference on Computational Intelligence, Security and Internet of Things, ICCISIoT 2019, held in Agartala, India, in December 2019. The 31 full papers and 6 short papers were carefully reviewed and selected from 153 submissions. The papers are organised according to the following topics: Computational Intelligence, Security, Internet of Things. Papers from the extended track are also presented in the volume.

A Beginners Guide to Python 3 Programming John Hunt 2019-08-08 This textbook on Python 3 explains concepts such as variables and what they represent, how data is held in memory, how a for loop works and what a string is. It also introduces key concepts such as functions, modules and packages as well as object orientation and functional programming. Each section is prefaced with an introductory chapter, before continuing with how these ideas work in Python. Topics such as generators and coroutines are often misunderstood and these are explained in detail, whilst topics such as Referential Transparency, multiple inheritance and exception handling are presented using examples. A Beginners Guide to Python 3 Programming provides all you need to know about Python, with numerous examples provided throughout including several larger worked case studies illustrating the ideas presented in the previous chapters.

Python Testing with pytest Brian Okken 2017-09-15 Do less work when testing your Python code, but be just as expressive, just as elegant, and just as readable. The pytest testing framework helps you write tests quickly and keep them readable and maintainable - with no boilerplate code. Using a robust yet simple fixture model, it's just as easy to write small tests with pytest as it is to scale up to complex functional testing for applications, packages, and libraries. This book shows you how. For Python-based projects, pytest is the undeniable choice to test your code if you're looking for a full-featured, API-independent, flexible, and extensible testing framework. With a full-bodied fixture model that is unmatched in any other tool, the pytest framework gives you powerful features such as assert rewriting and plug-in capability - with no boilerplate code. With simple step-by-step instructions and sample code, this book gets you up to speed quickly on this easy-to-learn and robust tool. Write short, maintainable tests that elegantly express what you're testing. Add powerful testing features and still speed up test times by distributing tests across multiple processors and running tests in parallel. Use the built-in assert statements to reduce false test failures by separating setup and test failures. Test error conditions and corner cases with expected exception testing, and use one test to run many test cases with parameterized testing. Extend pytest with plugins, connect it to continuous integration systems, and use it in tandem with tox, mock, coverage, unittest, and doctest. Write simple, maintainable tests that elegantly express what you're testing and why. What You Need: The examples in this book are written using Python 3.6 and pytest 3.0. However, pytest 3.0 supports Python 2.6, 2.7, and Python 3.3-3.6.