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## 97 Things Every Cloud Engineer Should Know

Emily Freeman 2020-12-04

If you create, manage, operate, or configure systems running in the cloud, you're a cloud engineer--even if you work as a system administrator, software developer, data scientist, or site reliability engineer. With this book, professionals from around the world provide

valuable insight into today's cloud engineering role. These concise articles explore the entire cloud computing experience, including fundamentals, architecture, and migration. You'll delve into security and compliance, operations and reliability, and software development. And examine networking, organizational culture, and more. You're sure to find 1, 2, or 97 things

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that inspire you to dig deeper and expand your own career. "Three Keys to Making the Right Multicloud Decisions," Brendan O'Leary "Serverless Bad Practices," Manases Jesus Galindo Bello "Failing a Cloud Migration," Lee Atchison "Treat Your Cloud Environment as If It Were On Premises," Iyana Garry "What Is Toil, and Why Are SREs Obsessed with It?", Zachary Nickens "Lean QA: The QA Evolving in the DevOps World," Theresa Neate "How Economies of Scale Work in the Cloud," Jon Moore "The Cloud Is Not About the Cloud," Ken Corless "Data Gravity: The Importance of Data Management in the Cloud," Geoff Hughes "Even in the Cloud, the Network Is the Foundation," David Murray "Cloud Engineering Is About Culture, Not

Containers," Holly Cummins

**Software Architecture Patterns for Serverless Systems** John Gilbert

2021-07-30 A

professional's guide to solving complex problems while designing modern software Key

FeaturesLearn best practices for designing enterprise-grade

software systems from a seasoned CTODeeper your understanding of system reliability,

maintainability, and scalabilityElevate your skills to a professional

level by learning the most effective software design patterns and architectural

conceptsBook Description

As businesses are

undergoing a digital

transformation to keep

up with competition, it

is now more important

than ever for IT

professionals to design

systems to keep up with

the rate of change while

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maintaining stability. This book takes you through the architectural patterns that power enterprise-grade software systems and the key architectural elements that enable change (such as events, autonomous services, and micro frontends), along with showing you how to implement and operate anti-fragile systems. First, you'll divide up a system and define boundaries so that your teams can work autonomously and accelerate innovation. You'll cover low-level event and data patterns that support the entire architecture, while getting up and running with the different autonomous service design patterns. Next, the book will focus on best practices for security, reliability, testability, observability, and

performance. You'll combine all that you've learned and build upon that foundation, exploring the methodologies of continuous experimentation, deployment, and delivery before delving into some final thoughts on how to start making progress. By the end of this book, you'll be able to architect your own event-driven, serverless systems that are ready to adapt and change so that you can deliver value at the pace needed by your business. What you will learnExplore architectural patterns to create anti-fragile systems that thrive with changeFocus on DevOps practices that empower self-sufficient, full-stack teamsBuild enterprise-scale serverless systemsApply microservices principles to the frontendDiscover how SOLID principles

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apply to software and database architecture  
Create event stream processors that power the event sourcing and CQRS pattern  
Deploy a multi-regional system, including regional health checks, latency-based routing, and replication  
Explore the Strangler pattern for migrating legacy systems  
Who this book is for  
This book is for software architects who want to learn more about different software design patterns and best practices. This isn't a beginner's manual – you'll need an intermediate level of programming proficiency and software design to get started. You'll get the most out of this software design book if you already know the basics of the cloud, but it isn't a prerequisite.  
*Designing Distributed Systems* Brendan Burns  
2018-02-20 In the race

to compete in today's fast-moving markets, large enterprises are busy adopting new technologies for creating new products, processes, and business models. But one obstacle on the road to digital transformation is placing too much emphasis on technology, and not enough on the types of processes technology enables. What if different lines of business could build their own services and applications—and decision-making was distributed rather than centralized? This report explores the concept of a digital business platform as a way of empowering individual business sectors to act on data in real time. Much innovation in a digital enterprise will increasingly happen at the edge, whether it involves business users (from marketers to data

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scientists) or IoT devices. To facilitate the process, your core IT team can provide these sectors with the digital tools they need to innovate quickly. This report explores: Key cultural and organizational changes for developing business capabilities through cross-functional product teams A platform for integrating applications, data sources, business partners, clients, mobile apps, social networks, and IoT devices Creating internal API programs for building innovative edge services in low-code or no-code environments Tools including Integration Platform as a Service, Application Platform as a Service, and Integration Software as a Service The challenge of integrating microservices and

serverless architectures Event-driven architectures for processing and reacting to events in real time You'll also learn about a complete pervasive integration solution as a core component of a digital business platform to serve every audience in your organization.

*VMware NSX Automation Fundamentals* Thiago Koga  
2018-04-16

### **API Testing and Development with Postman**

Dave Westerveld  
2021-05-07 Explore the world of APIs and learn how to integrate them with production-ready applications using Postman and the Newman CLI Key Features Learn the tenets of effective API testing and API design Gain an in-depth understanding of the various features Postman has to offer Know when and how to use Postman for creating high-

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quality APIs for software and web apps. Book Description Postman enables the exploration and testing of web APIs, helping testers and developers figure out how an API works. With Postman, you can create effective test automation for any APIs. If you want to put your knowledge of APIs to work quickly, this practical guide to using Postman will help you get started. The book provides a hands-on approach to learning the implementation and associated methodologies that will have you up and running with Postman in no time. Complete with step-by-step explanations of essential concepts, practical examples, and self-assessment questions, this book begins by taking you through the principles of effective API testing. A combination

of theory coupled with real-world examples will help you learn how to use Postman to create well-designed, documented, and tested APIs. You'll then be able to try some hands-on projects that will teach you how to add test automation to an already existing API with Postman, and guide you in using Postman to create a well-designed API from scratch. By the end of this book, you'll be able to use Postman to set up and run API tests for any API that you are working with. What you will learn Find out what is involved in effective API testing Use data-driven testing in Postman to create scalable API tests Understand what a well-designed API looks like Become well-versed with API terminology, including the different types of APIs Get to grips with performing

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functional and non-functional testing of an API. Discover how to use industry standards such as OpenAPI and mocking in Postman. Who this book is for: The book is for software testing professionals and software developers looking to improve product and API quality through API test automation. You will find this book useful if you understand APIs and want to build your skills for creating, testing, and documenting APIs. The book assumes beginner-level knowledge of JavaScript and API development.

### **Programming in the .NET Environment**

Damien Watkins 2003

Demonstrates how to create generic frameworks, libraries, classes, and tools that can be used in the .NET environment and provides instructions on how to select the right

language to develop parts of a system and how to integrate them at runtime.

*From Ruby to Golang* Joel Bryan Juliano 2019-07-15

Imagine that you like to learn a new programming language, and you start by leveraging what you already know and bridge the gap in learning specific parts of the new language. This book was created on that idea, it starts with using my existing language knowledge and experience to breakdown Go into familiar Ruby concepts and implementations. The first thing I did to learn Go professionally is to relate to what I know in Ruby. I've been a professional Ruby programmer since 2009 and in over a decade of professional experience working as a software engineer, I have worked on multiple programming languages. And proven

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personally that it's easier to learn a programming concept from something familiar to me. This helps me to learn the new language faster, which also means being productive much faster as well. This book was created on my first-hand experience of learning Go from my existing knowledge and experience in Ruby. The book was carefully thought from ground-up, collecting familiar patterns, abstracts, and analogs in Ruby, and relate it with a proper implementation in Go. By teaching familiar implementations found in Ruby, you will see the correlation between the two languages, establishing familiar concepts to give you enough knowledge to be comfortable with Go and to start programming with it. Go is an easy language to work with, it's modern, flexible,

powerful and fast. It compiles to binary which gives it an ability for a binary distribution that runs on different platforms, and Go has almost in par performance with C, with package support, memory safety, automatic garbage collection and concurrency built-in. And you get all the nice features from a statically typed language, which IDEs can make use of, and so also improving your development workflow. Notable open-source projects are built using Go (i.e. Docker, Kubernetes, Ethereum and Terraform to name a few), this gives you an advantage because those platforms have APIs and SDKs readily available in Go natively for you to use. And many global companies have been using Go in production (i.e. Google, Netflix, Dropbox, Heroku and Uber

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to name a few), proving that it has been battle-tested and powerful mature language to based your work into. Go is created by an interesting mixed of people. Google is the company that funded Go's development, and the authors of Go who designed the language are mainly Robert Griese-mer (worked on V8 Javascript Engine, Java HotSpot VM, and the Strongtalk system), Rob Pike (known for Plan 9 and UTF-8), and Ken Thompson (known for Unix, C programming language, Plan 9, UTF-8 and Inferno to name a few). This book will definitely help you get started with Go from your existing Ruby knowledge, and start to hit the ground fast, running!

**Ajax** Anthony T. Holdener  
2008-03-05 Provides information on the basics of Ajax to create

Web applications that function like desktop programs.

**Get Your Hands Dirty on Clean Architecture**

Tom Hombergs 2019-09-30 Gain insight into how hexagonal architecture can help to keep the cost of development low over the complete lifetime of an application Key FeaturesExplore ways to make your software flexible, extensible, and adaptableLearn new concepts that you can easily blend with your own software development styleDevelop the mindset of building maintainable solutions instead of taking shortcutsBook Description We would all like to build software architecture that yields adaptable and flexible software with low development costs. But, unreasonable deadlines and shortcuts make it very hard to create such an architecture. Get

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Your Hands Dirty on Clean Architecture starts with a discussion about the conventional layered architecture style and its disadvantages. It also talks about the advantages of the domain-centric architecture styles of Robert C. Martin's Clean Architecture and Alistair Cockburn's Hexagonal Architecture. Then, the book dives into hands-on chapters that show you how to manifest a hexagonal architecture in actual code. You'll learn in detail about different mapping strategies between the layers of a hexagonal architecture and see how to assemble the architecture elements into an application. The later chapters demonstrate how to enforce architecture boundaries. You'll also learn what shortcuts produce what types of

technical debt and how, sometimes, it is a good idea to willingly take on those debts. After reading this book, you'll have all the knowledge you need to create applications using the hexagonal architecture style of web development. What you will learn Identify potential shortcomings of using a layered architecture Apply methods to enforce architecture boundaries Find out how potential shortcuts can affect the software architecture Produce arguments for when to use which style of architecture Structure your code according to the architecture Apply various types of tests that will cover each element of the architecture Who this book is for This book is for you if you care about the architecture of the software you are

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building. To get the most out of this book, you must have some experience with web development. The code examples in this book are in Java. If you are not a Java programmer but can read object-oriented code in other languages, you will be fine. In the few places where Java or framework specifics are needed, they are thoroughly explained.

**Access** 1987

*High-Density and De-Densified Smart Campus Communications* Daniel Minoli 2021-12-06 High-Density and De-Densified Smart Campus Communications Design, deliver, and implement high-density communications solutions High-density campus communications are critical in the operation of densely populated airports, stadiums, convention centers, shopping malls,

classrooms, hospitals, dense smart cities, and more. They also drive Smart City and Smart Building use cases as High-Density Communications (HDC) become recognized as an essential fourth utility. However, the unique requirements and designs demanded by HDC make implementation challenging. In High-Density and De-Densified Smart Campus Communications: Technologies, Integration, Implementation and Applications, a team of experienced technology strategists delivers a one-of-a-kind treatment of the requirements, technologies, designs, solutions, and trends associated with HDC. From the functional requirements for HDC and emerging data/Wi-Fi 6/internet access/5G cellular/OTT video, and IoT automation—including

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pandemic-related de-densification—to the economics of broad deployment of HDC, this book includes coverage of every major issue faced by the professionals responsible for the design, installation, and maintenance of high-density communication networks. It also includes: A thorough introduction to traditional and emerging voice/cellular design for campus applications, including the Distributed Antenna System (DAS) Comprehensive explorations of traditional sensor networks and Internet of Things services approaches Practical discussions of high-density Wi-Fi hotspot connectivity and related technologies, like Wi-Fi 5, Wi-Fi 6, spectrum, IoT, VoWiFi, DASs, microcells issues, and

5G versus Wi-Fi issues In-depth examinations of de-densification, office social distancing, and Ultra-Wideband (UWB) technologies Perfect for telecommunication researchers and engineers, networking professionals, technology planners, campus administrators, and equipment vendors, High-Density Smart Campus Communications will also earn a place in the libraries of senior undergraduate and graduate students in applied communications technologies.

**Swift Development with Cocoa** Jonathon Manning 2014-12-10 Ready to build apps for iPhone, iPad, and Mac now that Swift has landed? If you're an experienced programmer who's never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS

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and OS X apps, using Cocoa and Cocoa Touch. Learn how to use Swift in a wide range of real-world situations, with Cocoa features such as Event Kit and Core Animation. You'll pick up Swift language features and syntax along the way, and understand why using Swift (instead of Objective-C) makes iOS and Mac app development easier, faster, and safer. You'll also work with several exercises to help you practice as you learn. Learn the OS X and iOS application lifecycle Use storyboards to design adaptive interfaces Explore graphics systems, including the built-in 2D and 3D game frameworks Display video and audio with AVFoundation Store data locally with the file system, or on the network with iCloud Display lists or

collections of data with table views and collection views Build apps that let users create, edit, and work with documents Use MapKit, Core Location, and Core Motion to interact with the world **Building Microservices with ASP.NET Core** Kevin Hoffman 2017-08-31 At a time when nearly every vertical, regardless of domain, seems to need software running in the cloud to make money, microservices provide the agility and drastically reduced time to market you require. This hands-on guide shows you how to create, test, compile, and deploy microservices, using the ASP.NET Core free and open-source framework. Along the way, you'll pick up good, practical habits for building powerful and robust services. Building microservices isn't about learning a

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specific framework or programming language; it's about building applications that thrive in elastically scaling environments that don't have host affinity, and that can start and stop at a moment's notice. This practical book guides you through the process. Learn test-driven and API-first development concepts Communicate with other services by creating and consuming backing services such as databases and queues Build a microservice that depends on an external data source Learn about event sourcing, the event-centric approach to persistence Use ASP.NET Core to build web applications designed to thrive in the cloud Build a service that consumes, or is consumed by, other services Create services and applications that accept

external configuration Explore ways to secure ASP.NET Core microservices and applications **Migrating to the Solaris Operating System** Ken Pepple 2004 & Sun estimates 80% of the Solaris installed base will migrate to version 9 within the next two years & & Covers migrations to the Solaris operating system as well as migrations from earlier versions of Solaris & & Part of the Sun BluePrints Series, which distills best practices gathered from a variety of customers; significant co-marketing opportunities with Sun **The Markdown Guide** Matt Cone 2020-06-27 The Markdown markup language is one of the most popular plain-text formatting languages available. Now you can learn the Markdown syntax with the book that's been called "the

best Markdown reference." Designed for both novices and experts, The Markdown Guide is a comprehensive reference manual that has everything you need to get started and master the Markdown syntax.

**Speaking JavaScript** Axel Rauschmayer 2014-02-25

Like it or not, JavaScript is everywhere these days—from browser to server to mobile—and now you, too, need to learn the language or dive deeper than you have. This concise book guides you into and through JavaScript, written by a veteran programmer who once found himself in the same position. Speaking JavaScript helps you approach the language with four standalone sections. First, a quick-start guide teaches you just enough of the language to help you be productive right

away. More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth. Complete contents include: JavaScript quick start: Familiar with object-oriented programming? This part helps you learn JavaScript quickly and properly. JavaScript in depth: Learn details of ECMAScript 5, from syntax, variables, functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in. Background: Understand JavaScript's history and its relationship with other programming languages. Tips, tools, and libraries: Survey existing style guides, best practices, advanced techniques, module systems, package managers, build tools,

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and learning resources.

**Intelligent Transport Systems Standards** Bob Williams 2008 To list, summarize, and categorize intelligent transportation standards (ITS). Reviews best practices and provides listings for standards developing organizations at national and international levels. Provides guidance as to where to look in the future to find relevant standards for ITS. Presents strategies for integrating standards in IRS planning, deployment, and operation.

**Docs Like Code** Anne Gentle 2017-10-21 Looking for a way to invigorate your technical writing team and grow that expertise to include developers, designers, and writers of all backgrounds? When you treat docs like code, you multiply everyone's efforts and

streamline processes through collaboration, automation, and innovation. Second edition now available with updates and more information about version control for documents and continuous publishing.

**Spring Boot in Practice** Somnath Musib 2022-07-05 Go beyond the basics with Spring Boot! This practical guide presents dozens of relevant scenarios in a convenient problem-solution-discussion format. Spring Boot in Practice covers dozens of handy Spring Boot development techniques, from basic functions to hidden features you probably didn't even know existed. Each recipe is built around a real-world problem, complete with a full solution and thoughtful discussion. You'll work your way from fundamentals to advanced

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functionalities as you take deep dives into auto-configuration, security implementation, and even support for reactive application development. Learn how to work with Spring Boot and Kotlin, handling connections for multiple platforms, and how Spring Boot can simplify building microservices and APIs. You're sure to keep this practical book on hand as a reference as you build your next Spring Boot apps.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

*Building Micro-Frontends*

Luca Mezzalana

2021-11-17 What's the answer to today's increasingly complex web applications? Micro-frontends. Inspired by the microservices model, this approach lets you break interfaces into separate features

managed by different teams of developers. With this practical guide, Luca Mezzalana shows software architects, tech leads, and software developers how to build and deliver artifacts atomically rather than use a big bang deployment. You'll learn how micro-frontends enable your team to choose any library or framework. This gives your organization technical flexibility and allows you to hire and retain a broad spectrum of talent. Micro-frontends also support distributed or colocated teams more efficiently. Pick up this book and learn how to get started with this technological breakthrough right away. Explore available frontend development architectures Learn how microservice principles apply to frontend development Understand

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the four pillars for creating a successful micro-frontend architecture Examine the benefits and pitfalls of existing micro-frontend architectures Learn principles and best practices for creating successful automation strategies Discover patterns for integrating micro-frontend architectures using microservices or a monolith API layer

*Undisturbed Rest* Michael Stowe 2015-06-19 Believe it or not, building an API is the easy part. What is far more challenging is to put together a design that will stand the test of time, while also meeting your developers' needs. After all, no matter how well written your code may be, without a strong foundation, you will find your API quickly failing. Undisturbed REST works to tackle this issue through the

use of modern design techniques and technology, showing how to carefully design your API with your users and longevity in-mind, taking advantage of a design-first approach- while incorporating best practices and hard lessons learned. After reading *Undisturbed REST*, you'll have a strong understanding of APIs, best practices, and available tooling for designing, prototyping, sharing, documenting, and generating tooling (such as SDKs) around your API. More importantly, you'll be equipped to design and build an API not just for today, but one that can stand the test of time and lead your application into tomorrow.

*Documenting APIs* James F. Bisso 2006-06-01

**Building Hypermedia APIs with HTML5 and Node** Mike Amundsen 2011-11-23 With

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this concise book, you'll learn the art of building hypermedia APIs that don't simply run on the Web, but that actually exist in the Web. You'll start with the general principles and technologies behind this architectural approach, and then dive hands-on into three fully-functional API examples. Too many APIs rely on concepts rooted in desktop and local area network patterns that don't scale well—costly solutions that are difficult to maintain over time. This book shows system architects and web developers how to design and implement human- and machine-readable web services that remain stable and flexible as they scale. Learn the H-Factors for representing application metadata across all media types and formats Understand the four basic design

elements for authoring hypermedia types Convert a simple read-only XML-based media type into a successful API design Examine the challenges and advantages of designing a hypermedia type with JSON Use HTML5's rich set of hypermedia controls in the API design process Learn the details of documenting, publishing, and registering media type designs and link-relation types

**Object Magazine** 1998

**Framework Design**

**Guidelines** Krzysztof

Cwalina 2008-10-22 This

is the eBook version of

the print title,

Framework Design

Guidelines, Second

Edition . Access to all

the samples,

applications, and

content on the DVD is

available through the

product catalog page

[www.informit.com/title/9780321545619](http://www.informit.com/title/9780321545619)

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click on the “DVD Contents” links - see instructions in back pages of your eBook. Framework Design Guidelines, Second Edition, teaches developers the best practices for designing reusable libraries for the Microsoft .NET Framework. Expanded and updated for .NET 3.5, this new edition focuses on the design issues that directly affect the programmability of a class library, specifically its publicly accessible APIs. This book can improve the work of any .NET developer producing code that other developers will use. It includes copious annotations to the guidelines by thirty-five prominent architects and practitioners of the .NET Framework, providing a lively discussion of the

reasons for the guidelines as well as examples of when to break those guidelines. Microsoft architects Krzysztof Cwalina and Brad Abrams teach framework design from the top down. From their significant combined experience and deep insight, you will learn The general philosophy and fundamental principles of framework design Naming guidelines for the various parts of a framework Guidelines for the design and extending of types and members of types Issues affecting—and guidelines for ensuring—extensibility How (and how not) to design exceptions Guidelines for—and examples of—common framework design patterns Guidelines in this book are presented in four major forms: Do, Consider, Avoid, and Do not. These directives

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help focus attention on practices that should always be used, those that should generally be used, those that should rarely be used, and those that should never be used. Every guideline includes a discussion of its applicability, and most include a code example to help illuminate the dialogue. Framework Design Guidelines, Second Edition, is the only definitive source of best practices for managed code API development, direct from the architects themselves. A companion DVD includes the Designing .NET Class Libraries video series, instructional presentations by the authors on design guidelines for developing classes and components that extend the .NET Framework. A sample API specification and other useful

resources and tools are also included.

**BDD in Action** John Smart 2014-09-29 Summary BDD in Action teaches you the Behavior-Driven Development model and shows you how to integrate it into your existing development process. First you'll learn how to apply BDD to requirements analysis to define features that focus your development efforts on underlying business goals. Then, you'll discover how to automate acceptance criteria and use tests to guide and report on the development process. Along the way, you'll apply BDD principles at the coding level to write more maintainable and better documented code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You can't

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write good software if you don't understand what it's supposed to do. Behavior-Driven Development (BDD) encourages teams to use conversation and concrete examples to build up a shared understanding of how an application should work and which features really matter. With an emerging body of best practices and sophisticated new tools that assist in requirement analysis and test automation, BDD has become a hot, mainstream practice. About the Book BDD in Action teaches you BDD principles and practices and shows you how to integrate them into your existing development process, no matter what language you use. First, you'll apply BDD to requirements analysis so you can focus your development efforts on underlying business goals. Then,

you'll discover how to automate acceptance criteria and use tests to guide and report on the development process. Along the way, you'll apply BDD principles at the coding level to write more maintainable and better documented code. No prior experience with BDD is required. What's Inside BDD theory and practice How BDD will affect your team BDD for acceptance, integration, and unit testing Examples in Java, .NET, JavaScript, and more Reporting and living documentation About the Author John Ferguson Smart is a specialist in BDD, automated testing, and software lifecycle development optimization. Table of Contents PART 1: FIRST STEPS Building software that makes a difference BDD—the whirlwind tour PART 2: WHAT DO I WANT? DEFINING REQUIREMENTS

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USING BDD Understanding the business goals: Feature Injection and related techniques Defining and illustrating features From examples to executable specifications Automating the scenarios

**PART 3: HOW DO I BUILD IT? CODING THE BDD WAY**

From executable specifications to rock-solid automated acceptance tests Automating acceptance criteria for the UI layer Automating acceptance criteria for non-UI requirements BDD and unit testing

**PART 4: TAKING BDD FURTHER**

Living Documentation: reporting and project management BDD in the build process

**Introduction to Information Retrieval**

Christopher D. Manning  
2008-07-07 Class-tested and coherent, this textbook teaches classical and web

information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective.

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Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

### Hands-on Application Development using Spring Boot

Shagun Bakliwal  
2021-10-30 A pragmatic guide for Java developers to help build Microservices and Cloud Apps using Spring Boot.  
KEY FEATURES ● Develops microservices from start to finish using the Spring Boot Framework. ● Creates cloud-native applications using Spring Boot's production-ready features. ● Covers the API gateway, unit testing, cloud deployments, and managing high-traffic applications.

DESCRIPTION Spring is an excellent framework for developing both web and cloud-native

applications. This book on application development using Spring Boot simplifies the process of writing boilerplate code for complex software. It allows developers to concentrate on the application's concept rather than on the internal Java configuration. This book will guide you on how to make the best use of the strength that Spring Boot provides. You'll gain an understanding of how Spring Boot configuration works in conjunction with application development, including auto-configuration and overriding default configurations. You will learn to develop scalable, dependable microservices to accelerate the development lifecycle of a cloud-based application. Each chapter will walk you

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through the features of Spring Boot as a Software Development Framework, such as performing Create, Read, Update, and Delete (CRUD) operations on a database and securing web services with appropriate logging. By the end of this book, you will develop, test, and deploy applications ready for production and how to establish them as cloud-based applications. The readers will also gain the expertise of writing unit and integration test cases.

**WHAT YOU WILL LEARN**

- Get to know Spring Boot and all its capabilities.
- Build start-to-end production-ready applications.
- Explore the API Gateway and practice how to run request routing.
- Learn API doc tools like Swagger and host your apps on Cloud.
- Practice how to balance the application's load

when the system is under high traffic.

- Learn to write unit tests and integration tests for bug-free coding.

**WHO THIS BOOK IS FOR** This book is for Java developers who want to quickly develop, test, and deploy production-ready applications. This book will also appeal to cloud-native application developers and cloud engineers. No prior Spring Boot knowledge is required as the basics are covered in the book.

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8. Building Resilient System
- 9.

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Logging 10. Working with the Swagger API Management Tool 11. Testing a Spring Boot Application 12. Deploying a Spring Boot Application

Design and Build Great Web APIs Mike Amundsen 2020-10-06 APIs are transforming the business world at an increasing pace. Gain the essential skills needed to quickly design, build, and deploy quality web APIs that are robust, reliable, and resilient. Go from initial design through prototyping and implementation to deployment of mission-critical APIs for your organization. Test, secure, and deploy your API with confidence and avoid the "release into production" panic. Tackle just about any API challenge with more than a dozen open-source utilities and common programming patterns you

can apply right away. Good API design means starting with the API-First principle - understanding who is using the API and what they want to do with it - and applying basic design skills to match customers' needs while solving business-critical problems. Use the Sketch-Design-Build method to create reliable and scalable web APIs quickly and easily without a lot of risk to the day-to-day business operations. Create clear sequence diagrams, accurate specifications, and machine-readable API descriptions all reviewed, tested, and ready to turn into fully-functional NodeJS code. Create reliable test collections with Postman and implement proper identity and access control security with Auth0-without added cost or risk to the

company. Deploy all of this to Heroku using a continuous delivery approach that pushes secure, well-tested code to your public servers ready for use by both internal and external developers. From design to code to test to deployment, unlock hidden business value and release stable and scalable web APIs that meet customer needs and solve important business problems in a consistent and reliable manner.

**R Markdown** Yihui Xie  
2018-07-27 R Markdown: The Definitive Guide is the first official book authored by the core R Markdown developers that provides a comprehensive and accurate reference to the R Markdown ecosystem. With R Markdown, you can easily create reproducible data analysis reports, presentations, dashboards, interactive applications, books,

dissertations, websites, and journal articles, while enjoying the simplicity of Markdown and the great power of R and other languages. In this book, you will learn Basics: Syntax of Markdown and R code chunks, how to generate figures and tables, and how to use other computing languages Built-in output formats of R Markdown: PDF/HTML/Word/RTF/Markdown documents and ioslides/Slidy/Beamer/PowerPoint presentations Extensions and applications: Dashboards, Tufte handouts, xaringan/reveal.js presentations, websites, books, journal articles, and interactive tutorials Advanced topics: Parameterized reports, HTML widgets, document templates, custom output formats, and Shiny documents.

Yihui Xie is a software  
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engineer at RStudio. He has authored and co-authored several R packages, including knitr, rmarkdown, bookdown, blogdown, shiny, xaringan, and animation. He has published three other books, Dynamic Documents with R and knitr, bookdown: Authoring Books and Technical Documents with R Markdown, and blogdown: Creating Websites with R Markdown. J.J. Allaire is the founder of RStudio and the creator of the RStudio IDE. He is an author of several packages in the R Markdown ecosystem including rmarkdown, flexdashboard, learnr, and radix. Garrett Golemund is the co-author of R for Data Science and author of Hands-On Programming with R. He wrote the lubridate R package and works for RStudio as an advocate who trains

engineers to do data science with R and the Tidyverse.

*Arthrogyrosis* Lynn T. Staheli 1998-04-28 The term arthrogyrosis describes a range of congenital contractures that lead to childhood deformities. It encompasses a number of syndromes and sporadic deformities that are rare individually but collectively are not uncommon. Yet, the existing medical literature on arthrogyrosis is sparse and often confusing. The aim of this book is to provide individuals affected with arthrogyrosis, their families, and health care professionals with a helpful guide to better understand the condition and its therapy. With this goal in mind, the editors have taken great care to ensure that the presentation of complex

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clinical information is at once scientifically accurate, patient oriented, and accessible to readers without a medical background. The book is authored primarily by members of the medical staff of the Arthrogyrosis Clinic at Children's Hospital and Medical Center in Seattle, Washington, one of the leading teams in the management of the condition, and will be an invaluable resource for both health care professionals and families of affected individuals.

### *Continuous API*

*Management* Mehdi

Medjaoui 2018-11-14 A

lot of work is required to release an API, but the effort doesn't always pay off.

Overplanning before an API matures is a wasted investment, while underplanning can lead to disaster. This practical guide provides

maturity models for individual APIs and multi-API landscapes to help you invest the right human and company resources for the right maturity level at the right time. How do you balance the desire for agility and speed with the need for robust and scalable operations?

Four experts from the API Academy show software architects, program directors, and product owners how to maximize the value of their APIs by managing them as products through a continuous life cycle. Learn which API decisions you need to govern and how and where to do so Design, deploy, and manage APIs using an API-as-a-product (AaaP) approach Examine ten pillars that form the foundation of API product work Learn how the continuous improvement model governs changes

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throughout an API's lifetime Explore the five stages of a complete API product life cycle Delve into team roles needed to design, build, and maintain your APIs Learn how to manage your API landscape—the set of APIs published by your organization

**Learning Cocoa with Objective-C** Paris Buttfield-Addison 2014-02-19 Get up to speed on Cocoa and Objective-C, and start developing applications on the iOS and OS X platforms. If you don't have experience with Apple's developer tools, no problem! From object-oriented programming to storing app data in iCloud, the fourth edition of this book covers everything you need to build apps for the iPhone, iPad, and Mac. You'll learn how to work with the Xcode IDE, Objective-C's Foundation

library, and other developer tools such as Event Kit framework and Core Animation. Along the way, you'll build example projects, including a simple Objective-C application, a custom view, a simple video player application, and an app that displays calendar events for the user. Learn the application lifecycle on OS X and iOS Work with the user-interface system in Cocoa and Cocoa Touch Use AV Foundation to display video and audio Build apps that let users create, edit, and work with documents Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Interact with the outside world with Core Location and Core Motion Use blocks and operation

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queues for multiprocessing

Designing APIs for the Web Mike Amundsen 2014

Learn a better way to do distributed computing, using the ideas underlying the most successful distributed system in history: the World Wide Web. In this video course, Mike Amundsen demonstrates three ways to design APIs for the Web, including tunneling-style with SOAP, URI-style with HTTP, and hypermedia style with REST. After exploring the basics of HTTP and other standards, you'll learn important design considerations, tooling, and implementation models for each API style, whether you're building a public API, a purely internal API, or an API accessible by trusted partners. Identify your target audience: are you looking to strengthen

existing services, deepen relationships, or explore new spaces? Learn the design discovery phase, such as collecting information from stakeholders Consider the pros and cons of SOAP, HTTP, and REST styles through examples Learn the details of documenting, publishing, and registering your API Go through the steps required for client and server implementation Walk through techniques for web API deployment, versioning, and sunsetting...

**Handbook of Pharmaceutical Manufacturing Formulations, Third Edition** Sarfaraz K. Niazi 2019-11-25 The Handbook of Pharmaceutical Manufacturing Formulations, Third Edition: Volume Two, Uncompressed Solid Products is an

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authoritative and practical guide to the art and science of formulating drugs for commercial manufacturing. With thoroughly revised and expanded content, this second volume of a six-volume set, compiles data from FDA and EMA new drug applications, patents and patent applications, and other sources of generic and proprietary formulations including author's own experience, to cover the broad spectrum of cGMP formulations and issues in using these formulations in a commercial setting. A must-have collection for pharmaceutical manufacturers, educational institutions, and regulatory authorities, this is an excellent platform for drug companies to benchmark their products and for generic companies to

formulate drugs coming off patent. Features: □ Largest source of authoritative and practical formulations, cGMP compliance guidance and self-audit suggestions □ Differs from other publications on formulation science in that it focuses on readily scalable commercial formulations that can be adopted for cGMP manufacturing □ Tackles common difficulties in formulating drugs and presents details on stability testing, bioequivalence testing, and full compliance with drug product safety elements □ Written by a well-recognized authority on drug and dosage form development including biological drugs and alternative medicines

*Flex Solutions* Marco Casario 2008-02-26 This book is for any Flex developer who is

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comfortable with the basics and wants to take their knowledge to the next level. It provides a library of over 100 solutions to common problems. Each solution takes you through the workings of the example step-by-step and then presents some expert's tips, which will take your understanding further and give you unique insights into Flex development.

Coverage includes Flex 2 components, charting, working with remote data, data validation, displaying data with list based controls, controlling the look and feel of applications, application security, and working with dynamic data sources.

*Documenting Software*

*Architectures* Paul Clements 2010-10-05  
Software

architecture—the conceptual glue that holds every phase of a

project together for its many stakeholders—is widely recognized as a critical element in modern software development.

Practitioners have increasingly discovered that close attention to a software system's architecture pays valuable dividends.

Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. *Documenting Software Architectures, Second Edition*, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form.

Drawing on their

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extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development

environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more documentation layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and SysML *Windows NT/2000 Native API Reference* Gary Nebbett 2000 Windows NT/2000 Native API Reference is absolutely unique. Currently, documentation on Windows NT's native APIs can only be found through access to the source code or occasionally Web sites where people have chosen to share bits of

insight gained through reverse engineering. This book provides the first complete reference to the API functions native to Windows NT and covers the set of services that are offered by Windows NT to both kernel- and user-mode programs. Ideal for the intermediate and advanced level user- and kernel-mode developers of Windows systems, this book is devoted to the NT native API and consists of documentation of the 210 routines included in the API. Also included are all the functions added in Windows 2000.

**Designing APIs with Swagger and OpenAPI** Josh Ponelat 2022-07-19  
Follow real-world API projects from concept to production, and learn hands-on how to describe and design APIs using OpenAPI. In *Designing APIs with Swagger and OpenAPI* you will learn

how to: Understand OpenAPI syntax and structure Use Swagger and other tooling to create OpenAPI definitions Design authentication and authorization Turn an OpenAPI description into online documentation Automate processes and generating code Iterate an API design with user stories Build a frontend against a mock server Generate backend code with Swagger Codegen Versioning an API and dodging breaking changes Work with cross-functional teams Designing APIs with Swagger and OpenAPI is a comprehensive guide to designing and describing your first RESTful API using the most widely adopted standards. Following expert instruction from Swagger core contributor Josh Ponelat and API consultant Lukas Rosenstock, you'll spend

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each chapter progressively expanding the kind of APIs you'll want to build in the real world. You'll utilize OpenAPI and Swagger to help automate your workflow, and free up your time to work on more exciting features. Learn the syntax and structure of OpenAPI definitions, create and iterate on an API design with common tools, and release your API to the public. About the technology Create web APIs that customers and developers will love! Using Swagger, a collection of tools for defining and documenting REST APIs, you will build safe, controlled access to your software. And because Swagger implements the vendor-neutral OpenAPI specification, you'll be building to the same standards adopted by Google, Microsoft, and Amazon. About the book

Designing APIs with Swagger and OpenAPI introduces a design-first approach. Written for developers new to API design, it follows the lifecycle of an API project from concept to production. You'll explore the dos and don'ts of APIs through progressively complete examples. You'll get hands-on experience designing APIs for specific business needs, using open source tools to generate documentation, and building developer-friendly components like mocks and client SDKs. What's inside OpenAPI syntax and structure Using Swagger to create OpenAPI definitions Automating processes and generating code Working with cross-functional teams About the reader For web developers. No prior knowledge of Swagger or OpenAPI required. About the

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author Josh Ponelat is  
the Swagger Open Source  
lead at SmartBear. Lukas  
Rosenstock is an  
independent software

developer and API  
consultant.  
Building Web APIs with  
ASP.NET Web API 2.2  
Jonathan Tower 2018