

Watch How Github

Are you in charge of your own testing? Do you have the advice you need to advance your test approach? "Dear Evil Tester" contains advice about testing that you won't hear anywhere else. "Dear Evil Tester" is a three pronged publication designed to: -provoke not placate, -make you react rather than relax, -help you laugh not languish. Starting gently with the laugh out loud Agony Uncle answers originally published in 'The Testing Planet'. "Dear Evil Tester" then provides new answers, to never before published questions, that will hit your beliefs where they change. Before presenting you with essays that will help you unleash your own inner Evil Tester. With advice on automating, communication, talking at conferences, psychotherapy for testers, exploratory testing, tools, technical testing, and more. Dear Evil Tester randomly samples the Software Testing stomping ground before walking all over it. "Dear Evil Tester" is a revolutionary testing book for the mind which shows you an alternative approach to testing built on responsibility, control and laughter. Read what our early reviewers had to say: "Wonderful stuff there. Real deep." Rob Sabourin, @RobertASabourin Author of "I Am a Bug" "The more you know about software testing, the more you will find to amuse you." Dot Graham, @dorothygraham Author of "Experiences of Test Automation" "laugh-out-loud episodes" Paul Gerrard, @paul_gerrard Author of "The Tester's Pocketbook" "A great read for every Tester." Andy Glover, @cartoontester Author of "Cartoon Tester"

Pro Git (Second Edition) is your fully-updated guide to Git and its usage in the modern world. Git has come a long way since it was first developed by Linus Torvalds for Linux kernel development. It has taken the open source world by storm since its inception in 2005, and this book teaches you how to use it like a pro. Effective and well-implemented version control is a necessity for successful web projects, whether large or small. With this book you'll learn how to master the world of distributed version workflow, use the distributed features of Git to the full, and extend Git to meet your every need. Written by Git pros Scott Chacon and Ben Straub, Pro Git (Second Edition) builds on the hugely successful first edition, and is now fully updated for Git version 2.0, as well as including an indispensable chapter on GitHub. It's the best book for all your Git needs.

Learn how to build beautiful and highly customizable web interfaces by leveraging the power of Bootstrap 4 About This Book Adapt and customize Bootstrap to produce enticing websites that fit your needs Explore Bootstrap's grid system, helper classes, and responsive utilities Extend Bootstrap with jQuery plugins and learn how to create your own custom plugins Who This Book Is For This book targets intermediate-level front-end web-developers. The book is not intended to be an introduction to web development. As such, the book assumes that readers have a firm grasp on the basic concepts behind web-development, as well as essential HTML, JavaScript and CSS skills. What You Will Learn Create a professional Bootstrap-based website from scratch without using third-party templates Apply the Bootstrap mobile-first grid system and add responsiveness and aesthetic touches to image elements Style various types of content and learn how to build a page's layout from scratch by applying the power of Bootstrap 4 Take advantage of Bootstrap's form helper and contextual classes Infuse your web pages with life and movement using Bootstrap jQuery plugins Customize the behavior and features of Bootstrap's jQuery Plugins extensively Optimize your Bootstrap-based project before deployment Incorporate Bootstrap into an AngularJS or React application and use Bootstrap components as AngularJS directives or React components In Detail Bootstrap 4 is a free CSS and JavaScript framework that allows developers to rapidly build responsive web-interfaces. Right from the first chapter, dive into building a customized Bootstrap website from scratch. Get to grips with Bootstrap's key features and quickly discover the various ways in which Bootstrap can help you develop web-interfaces. Then take walk through the fundamental features, such as its grid system, helper classes, and responsive utilities. When you have mastered these, you will discover how to structure page layouts, use forms, style different types of content and utilize Bootstrap's various navigation components. Among other things, you will also tour the anatomy of a Bootstrap plugin, creating your own custom components and extending Bootstrap using jQuery. Finally, you will discover how to optimize your website and integrate it with third-party frameworks. By the end of this book, you will have a thorough knowledge of the framework's ins and outs, and be able to build highly customizable and optimized web interfaces. Style and approach This comprehensive step-by-step guide walks you through building a complete website using Bootstrap 4. Each chapter is accompanied by source code and screenshots, and focuses on a distinct set of lessons that are illustrated within the context of a demo project. Beginning Backbone.js is your step-by-step guide to learning and using the Backbone.js library in your web projects. Backbone.js is one of the most popular JavaScript libraries among web developers, used to create modular, single-page web apps. This book takes you from downloading Backbone.js and its dependencies all the way to using more advanced libraries to structure your application architecture, and everything in between. With a real-world, practical approach, you will learn how you can integrate Backbone.js into the center of your JavaScript stack, and create scalable applications. James Sugrue shows you how to implement all aspects of templating, work efficiently with RequireJS, and fully understand Grunt and all its plug-ins. Armed with this knowledge you'll be able to architect a continuous integration system that is key to real-world applications. With the explosion of JavaScript-based applications on the web, the need for more structured approaches to code management is more important than ever. Backbone.js helps create applications that separate models from views, enabling developers to avoid spaghetti code. Beginning Backbone.js will gently guide you into this amazingly powerful library, and help you ramp up to building professional applications. Integrate Backbone.js into your work today with this indispensable book.

For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating,

transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms

Choose the best approach for your app and implement your solution quickly by leveraging complete projects. This book is a collection of practical projects that use advanced Android techniques and approaches, written by Android instructor Mark Wickham. Mark has taught a series of popular classes at Android development conferences since 2013 and Practical Android covers content from his most popular classes. Each chapter covers an important concept and provides you with a deep dive into the implementation. The book is an ideal resource for developers who have some development experience, but may not be Android or mobile development experts. Each chapter includes at least one complete project to show the reader how to implement the concepts. What You'll Learn Apply JSON in Android Work with connectivity, which covers all aspects of HTTP in Android Determine if your server is reachable Use lazy loading, a common pattern for most apps and which is not trivial to implement Take advantage of remote crashlogs to implement a solution for your apps so you know when they crash and can provide timely fixes Implement push messaging to take your app to the next level Develop with Android Audio, which provides complete coverage of all the Android audio APIs and synthesis engines Who This Book Is For Those with prior experience with using Android and have a strong Java background.

The compilation of best skillset to harness Microsoft Dynamics NAV for Administrators, Consultants, and Developers About This Book Take your skills to the next level with Dynamics NAV by implementing all the latest and advanced features Get a comprehensive coverage of how the NAV system can be implemented and maintained to get the most out of it Get powerful insights into how to integrate Dynamics NAV with third-party tools and extend its functionality Who This Book Is For This book is ideal for administrators, developers, and consultants who are looking to take their knowledge of Dynamics NAV to new heights. You're expected to have a basic knowledge of Dynamics NAV workflows and C/AL, C/SIDE development. What You Will Learn Installing the NAV system in different environments Implementing the system with the correct setup Maintaining the system to get the best possible performance Tuning up the Dynamics NAV to get better outcomes The Version Control strategy for Dynamics NAV developers Integrating other software and features to remove limitations Understanding your own system better Being able to solve customers' problems with "out-of-the-box" features Reducing customization and additional development time In Detail The book begins by giving you a brief introduction to setting up your NAV environment and shows you how to install and configure it according to your requirements. You will then dive deep into the latest design patterns, network architecture, and topologies. We will show you how you can integrate NAV with the Microsoft platform, and secure your deployment by managing roles and permissions. Moving on, we will explain how to monitor and manage server instances using the Administration tool. We'll discuss how you can take advantage of the expanded extensibility and connectivity capabilities for a tighter integration with the cloud as well as handheld devices. Then, we'll show you how you can make use of the PowerBI capabilities that have been built into Dynamics NAV. By the end of the book, you will be confident in developing and administering a Dynamics NAV implementation that will leverage all of the new features. Style and approach This book takes a straightforward tutorial approach, providing you with step-by-step explanations and simple example-oriented walkthroughs. It is filled with use cases and situations that show you the different pitfalls you might encounter and how to get past them.

To learn about software-testing job opportunities and practice with sample scripts on how to automate software applications using Selenium WebDriver, TestNG, JUnit, Cucumber BDD within Eclipse-based Java Projects and build an extensive Data Driven Automation Framework that consists of Screenshot capability, Log4J Integration, XSLT Reporting, Parameterisation, Object Repositories, Excel Sheets-based Data Input/Outputs, Cross Browser Tests using Firefox, Chrome and Internet Explorer, this book is an unmatched one. You can also enhance tests with Page Object Model, Reuse Selenium IDE scripts to Load Testing using JMeter!

The things you need to do to set up a new software project can be daunting. First, you have to select the back-end framework to create your API, choose your database, set up security, and choose your build tool. Then you have to choose the tools to create your front end: select a UI framework, configure a build tool, set up Sass processing, configure your browser to auto-refresh when you make changes, and configure the client and server so they work in unison. If you're building a new application using Spring Boot and Angular, you can save days by using JHipster. JHipster generates a complete and modern web app, unifying: - A high-performance and robust Java stack on the server side with Spring Boot - A sleek, modern, mobile-first front-end with Angular and Bootstrap - A robust microservice architecture with the JHipster Registry, Netflix OSS, the ELK stack, and Docker - A powerful workflow to build your application with Yeoman, Webpack, and Maven/Gradle

This updated edition describes both the mathematical theory behind a modern photorealistic rendering system as well as its practical implementation. Through the ideas and software in this book, designers will learn to design and employ a full-featured rendering system for creating stunning imagery. Includes a companion site complete with source code for the rendering system described in the book, with support for Windows, OS X, and Linux.

Learn what a microservices architecture is, its advantages, and why you should consider using one when starting a new application. The book describes how taking a microservices approach from the start helps avoid the complexity and expense of moving to a service-oriented approach after applications reach a critical code base size or traffic load. Microservices from Day One discusses many of the decisions you face when adopting a service-oriented approach and defines a set of rules to follow for easily adopting microservices. The book provides simple guidelines and tips for dividing a problem domain into

services. It also describes best practices for documenting and generating APIs and client libraries, testing applications with service dependencies, optimizing services for client performance, and much more. Throughout the book, you will follow the development of a sample project to see how to apply the best practices described. What You Will Learn: Apply guidelines and best practices for developing projects that use microservices Define a practical microservices architecture at the beginning of a project that allows for fast development Define and build APIs based on real-world best practices Build services that easily scale by using tools available in most programming languages Test applications in a distributed environment Who This Book is For: Software engineers and web developers who have heard about microservices, and want to either move the project/applications they work on to a service-oriented environment, or want to start a new project knowing that building services helps with ease of scaling and maintainability. The book is a reference for developers who have a desire to build software in smaller, more focused and manageable chunks, but do not know how to get started.

Deno Web Development is the definitive guide to starting to write, test, and deploy reliable Deno applications. You'll be able to apply Deno to common use cases from simple command-line interface (CLI) utilities to multi-featured APIs. By the end of this Deno book, you'll be comfortable with using Deno for real-world web application development.

This book contains a selection of the latest research in the field of Computational Social Science (CSS) methods, uses, and results, as presented at the 2018 annual conference of the CSSSA. This conference was held in Santa Fe, New Mexico, October 25 – 28, 2018, at the Drury Plaza Hotel. CSS investigates social and behavioral dynamics in both nature and society, through computer simulation, network analysis, and the science of complex systems. The Computational Social Science Society of the Americas (CSSSA) is a professional society that aims to advance the field of CSS in all its areas, from fundamental principles to real-world applications, by holding conferences and workshops, promoting standards of scientific excellence in research and teaching, and publishing novel research findings. What follows is a diverse representation of new approaches and research findings, using the tools of CSS and Agent-Based Modeling (ABM) in exploring complex phenomena across many different domains. Readers will not only have the methods and results of these specific projects on which to build, but will also gain a greater appreciation for the broad scope of CSS, and have a wealth of case-study examples that can serve as meaningful exemplars for new research projects and activities. This book, we hope, will appeal to any researchers and students working in the social sciences, broadly defined, who aim to better understand and apply the concepts of Complex Adaptive Systems to their work.

This book will teach you what you need to know to start using GitHub effectively for collaborating and working on your software projects. Key Features Effectively use GitHub by learning its key features to leverage the power of Git and make collaboration on code easy to work with. Be more productive on the development workflow of your projects using the valuable toolset that GitHub provides. Explore the world of GitHub by following simple, step-by-step, real-world scenarios accompanied by helpful, explanatory screenshots. Book Description Whether you are an experienced developer or a novice, learning to work with Version Control Systems is a must in the software development world. Git is the most popular tool for that purpose, and GitHub was built around it, leveraging its powers by bringing it to the web. Starting with the basics of creating a repository, you will then learn how to manage the issue tracker, the place where discussions about your project take place. Continuing our journey, we will explore how to use the wiki and write rich documentation that will accompany your project. You will also master organization/team management and some of the features that made GitHub so well known, including pull requests. Next, we will focus on creating simple web pages hosted on GitHub and lastly, we will explore the settings that are configurable for a user and a repository. What you will learn Create and upload repositories to your account Create organizations and manage teams with different access levels on repositories Use the issue tracker effectively and add context to issues with labels and milestones Create, access, and personalize your user account and profile settings Build a community around your project using the sophisticated tools GitHub provides Create GitHub pages and understand web analytics Who this book is for This book is for experienced or novice developers with a basic knowledge of Git. If you ever wanted to learn how big projects such as Twitter, Google, or even GitHub collaborate on code, then this book is for you.

This book constitutes the proceedings of the 17th International Conference on Practical Applications of Agents and Multi-Agent Systems, PAAMS 2019, held in Ávila, Spain, in June 2019. The 19 regular and 14 demo papers presented in this volume were carefully reviewed and selected from 55 submissions. They deal with the application and validation of agent-based models, methods, and technologies in a number of key applications areas, including: Agronomy and Internet of Things, coordination and structure, finance and energy, function and autonomy, humans and societies, reasoning and optimization, traffic and routing.

Build production-ready machine learning and NLP systems using functional programming, development platforms, and cloud deployment. KEY FEATURES ? In-depth explanation and code samples highlighting the features of the Julia language. ? Extensive coverage of the Julia development ecosystem, package management, DevOps environment integration, and performance management tools. ? Exposure to the most important Julia packages that aid in Data and Text Analytics and Deep Learning. DESCRIPTION The Julia Programming language enables data scientists and programmers to create prototypes without sacrificing performance. Nonetheless, skeptics question its readiness for production deployments as a new platform with a 1.0 release in 2018. This book removes these doubts and offers a comprehensive glimpse at the language's use throughout developing and deploying production-ready applications. The first part of the book teaches experienced programmers and scientists about the Julia language features in great detail. The second part consists of gaining hands-on experience with the development environment, debugging, programming guidelines, package management, and cloud deployment strategies. In the final section, readers are introduced to a variety of third-party packages available in the Julia ecosystem for Data Processing, Text Analytics, and developing Deep Learning models. This book provides an extensive overview of the programming language and broadens understanding of the Julia ecosystem. As a result, it assists programmers, scientists, and information architects in selecting Julia for their next production deployments. WHAT YOU WILL LEARN ? Get to know the complete fundamentals of Julia programming. ? Explore Julia development frameworks and how to work with them. ? Dig deeper into the concepts and applications of functional programming. ? Uncover the Julia infrastructure for development, testing, and deployment. ? Learn to practice Julia libraries and the Julia package ecosystem. ? Processing Data, Deep Learning, and Natural Language Processing with Julia. WHO THIS BOOK IS FOR This book is for Data Scientists and application developers who want to learn about Julia application development. No prior Julia knowledge is required but knowing the basics of programming helps understand the objectives of this book. TABLE OF CONTENTS 1. Getting Started 2. Data Types 3. Conditions, Control Flow, and Iterations 4. Functions and Methods 5. Collections 6. Arrays 7. Strings 8. Metaprogramming 9. Standard Libraries Module 2. The Development Environment 10. Programming Guidelines in Julia 11. Performance Management 12. IDE and Debugging 13. Package Management 14. Deployment Module 3. Packages in Julia 15. Data Transformations 16. Text Analytics 17. Deep Learning

If you're new to GitHub, this concise book shows you just what you need to get started and no more. It's perfect for project and product managers, stakeholders, and other team members who want to collaborate on a development project—whether it's to review and comment on work in progress or to contribute specific changes. It's also great for developers just learning GitHub. GitHub has rapidly become the default platform for software development, but it's also ideal for other text-based documents, from contracts to screenplays. This hands-on book shows you how to use GitHub's web interface to view projects and collaborate effectively with your team. Learn how and why people use GitHub to collaborate View the status of a project—recent changes, outstanding work, and historic changes Create and edit

files through GitHub without learning Git Suggest changes to projects you don't have permission to edit directly Use tools like issues, pull requests, and branches to specify and collaborate on changes

Create a new GitHub repository to control who has access to your project

Numerical Python by Robert Johansson shows you how to leverage the numerical and mathematical modules in Python and its Standard Library as well as popular open source numerical Python packages like NumPy, FiPy, matplotlib and more to numerically compute solutions and mathematically model applications in a number of areas like big data, cloud computing, financial engineering, business management and more. After reading and using this book, you'll get some takeaway case study examples of applications that can be found in areas like business management, big data/cloud computing, financial engineering (i.e., options trading investment alternatives), and even games. Up until very recently, Python was mostly regarded as just a web scripting language. Well, computational scientists and engineers have recently discovered the flexibility and power of Python to do more. Big data analytics and cloud computing programmers are seeing Python's immense use. Financial engineers are also now employing Python in their work. Python seems to be evolving as a language that can even rival C++, Fortran, and Pascal/Delphi for numerical and mathematical computations.

This book constitutes revised selected papers from the 18th Workshop on e-Business, WeB 2019, which took place in Munich, Germany, in December 2019. The purpose of WeB is to provide a forum for researchers and practitioners to discuss findings, novel ideas, and lessons learned to address major challenges and map out the future directions for e-Business. The WeB 2019 theme was "Smart Business: Technology and Data Enabled Innovative Business Models and Practices." The 20 papers included in this volume were carefully reviewed and selected from a total of 42 submissions. The contributions are organized in topical sections as follows: crowdfunding and blockchain; business analytics; digital platforms and social media; managing e-Business projects and processes; and global e-Business.

Django 3 Practical Ebook for people who want to learn django for building applications

Unearth the potential of Bootstrap with step-by-step guidance. About This Book An applied guide exploring web application development with Bootstrap 4 Learn responsive web design and discover how to build mobile-ready websites with ease Become an expert in Bootstrap framework, and speed up frontend development and prototyping through real-life examples Who This Book Is For If you're a web developer with little or no knowledge of Bootstrap, then this course is for you. The course offers support for version 4 of Bootstrap; however, it will offer support for version 3 as well. So, you will be ready for whatever comes your way. Prior knowledge of HTML, CSS, and JavaScript is expected. What You Will Learn Discover how to use Bootstrap's components and elements, and customize them for your own projects Understand the framework's usage in the best way with the recommended development patterns Use Sass to customize your existing themes Apply the Bootstrap mobile-first grid system and add responsiveness and aesthetic touches to image elements Customize the behavior and features of Bootstrap's jQuery Plugins extensively Style various types of content and learn how to build a page's layout from scratch by applying the power of Bootstrap 4 Work with content, such as tables and figures In Detail Bootstrap framework's ease-of-use (along with its cross-browser compatibility, support for mobile user interfaces, and responsive web design capabilities) makes it an essential building block for any modern web application. With the first module, plunge into the Bootstrap frontend framework with the help of examples that will illustrate the use of each element and component in a proper way. You will get a better understanding of what is happening and where you want to reach. Also, you will gain confidence with the framework and develop some very common examples using Bootstrap. All these examples are explained step by step and in depth. The second module is a comprehensive tutorial; we'll teach you everything that you need to know to start building websites with Bootstrap 4 in a practical way. You'll learn about build tools such as Node, Grunt, and many others. You'll also discover the principles of mobile-first design in order to ensure that your pages can fit any screen size and meet responsive requirements. Learn Bootstrap's grid system and base CSS to ensure that your designs are robust and that your development process is speedy and efficient. Right from the first chapter of the third module, you'll delve into building a customized Bootstrap website from scratch. Get to grips with Bootstrap's key features and quickly discover the various ways in which Bootstrap can help you develop web interfaces. Once you reach the final pages of this book, you should have mastered the framework's ins and outs, and should be building highly customizable and optimized web interfaces. The course will enable you to rapidly build elegant, powerful, and responsive interfaces for professional-level web pages using Bootstrap 4. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Bootstrap by Example – by Silvio Moreto Learning Bootstrap 4, Second Edition – by Matt Lambert Mastering Bootstrap 4 – by Benjamin Jakobus and Jason Marah Style and approach This course will help you unearth the potential of Bootstrap and will provide a step-by-step guide on how to create beautiful websites and model web applications.

Version control is an essential skill for developers to master, and Git is by far the most popular version control system on the web. In this fast-paced course, author Ray Villalobos shows you how to install Git and use the fundamental commands you need to work with Git projects: moving files, managing logs, and working with branches. Plus, you'll learn how to work with the popular GitHub website to explore existing projects, clone them to your local hard drive, and use them as templates for your new projects. Get started now. Want to explore Git and GitHub in more depth? Watch Git Essential Training for more comprehensive coverage of these tools.

Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

This book introduces novel techniques and algorithms necessary to support the formation of social networks. Concepts such as link prediction, graph patterns, recommendation systems based on user reputation, strategic partner selection, collaborative systems and network formation based on 'social brokers' are presented. Chapters cover a wide range of models and algorithms, including graph models and a personalized PageRank model. Extensive experiments and scenarios using real world datasets from GitHub, Facebook, Twitter, Google Plus and the European Union ICT research collaborations serve to enhance reader understanding of the material with clear applications. Each chapter concludes with an analysis and detailed summary. Social Network-Based Recommender Systems is designed as a reference for professionals and researchers working in social network analysis and companies working on recommender systems. Advanced-level students studying computer science, statistics or mathematics will also find this books useful as a secondary text.

Code collaboratively with GitHub Once you've learned the basics of coding the next step is to start sharing your expertise, learning from other coding pros, or working as a collaborative member of development teams. GitHub is the go-to community for facilitating coding collaboration, and GitHub For Dummies is the next step on your journey as a developer. Written by a GitHub engineer, this book is packed with insight on how GitHub works and how you can use it to become a more effective, efficient, and valuable member of any collaborative programming

team. Store and share your work online with GitHub Collaborate with others on your team or across the international coding community Embrace open-source values and processes Establish yourself as a valuable member of the GitHub community From setting up GitHub on your desktop and launching your first project to cloning repositories, finding useful apps on the marketplace, and improving workflow, GitHub For Dummies covers the essentials the novice programmer needs to enhance collaboration and teamwork with this industry-standard tool. Bring the power of functional programming to your PHP applications. From performance optimizations to concurrency, improved testability to code brevity, functional programming has a host of benefits when compared to traditional imperative programming. Part one of Pro Functional PHP Programming takes you through the basics of functional programming, outlining the key concepts and how they translate into standard PHP functions and code. Part two takes this theory and shows you the strategies for implementing it to solve real problems in your new or existing PHP applications. Functional programming is popular in languages such as Lisp, Scheme and Clojure, but PHP also contains all you need to write functional code. This book will show you how to take advantage of functional programming in your own projects, utilizing the PHP programming language that you already know. What You'll Learn Discover functional programming in PHP Work with functional programming functions Design strategies for high-performance applications Manage business logic with functions Use functional programming in object-oriented and procedural applications Employ helper libraries in your application Process big data with functional PHP Who This Book Is For Programmers and web developers with experience of PHP who are looking to get more out of their PHP coding and be able to do more with PHP.

Get up to speed on Git for tracking, branching, merging, and managing code revisions. Through a series of step-by-step tutorials, this practical guide takes you quickly from Git fundamentals to advanced techniques, and provides friendly yet rigorous advice for navigating the many functions of this open source version control system. This thoroughly revised edition also includes tips for manipulating trees, extended coverage of the relog and stash, and a complete introduction to the GitHub repository. Git lets you manage code development in a virtually endless variety of ways, once you understand how to harness the system's flexibility. This book shows you how. Learn how to use Git for several real-world development scenarios Gain insight into Git's common-use cases, initial tasks, and basic functions Use the system for both centralized and distributed version control Learn how to manage merges, conflicts, patches, and diffs Apply advanced techniques such as rebasing, hooks, and ways to handle submodules Interact with Subversion (SVN) repositories—including SVN to Git conversions Navigate, use, and contribute to open source projects though GitHub

The four volume set LNCS 9947, LNCS 9948, LNCS 9949, and LNCS 9950 constitutes the proceedings of the 23rd International Conference on Neural Information Processing, ICONIP 2016, held in Kyoto, Japan, in October 2016. The 296 full papers presented were carefully reviewed and selected from 431 submissions. The 4 volumes are organized in topical sections on deep and reinforcement learning; big data analysis; neural data analysis; robotics and control; bio-inspired/energy efficient information processing; whole brain architecture; neurodynamics; bioinformatics; biomedical engineering; data mining and cybersecurity workshop; machine learning; neuromorphic hardware; sensory perception; pattern recognition; social networks; brain-machine interface; computer vision; time series analysis; data-driven approach for extracting latent features; topological and graph based clustering methods; computational intelligence; data mining; deep neural networks; computational and cognitive neurosciences; theory and algorithms.

Summary Deep Learning and the Game of Go teaches you how to apply the power of deep learning to complex reasoning tasks by building a Go-playing AI. After exposing you to the foundations of machine and deep learning, you'll use Python to build a bot and then teach it the rules of the game. Foreword by Thore Graepel, DeepMind Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The ancient strategy game of Go is an incredible case study for AI. In 2016, a deep learning-based system shocked the Go world by defeating a world champion. Shortly after that, the upgraded AlphaGo Zero crushed the original bot by using deep reinforcement learning to master the game. Now, you can learn those same deep learning techniques by building your own Go bot! About the Book Deep Learning and the Game of Go introduces deep learning by teaching you to build a Go-winning bot. As you progress, you'll apply increasingly complex training techniques and strategies using the Python deep learning library Keras. You'll enjoy watching your bot master the game of Go, and along the way, you'll discover how to apply your new deep learning skills to a wide range of other scenarios! What's inside Build and teach a self-improving game AI Enhance classical game AI systems with deep learning Implement neural networks for deep learning About the Reader All you need are basic Python skills and high school-level math. No deep learning experience required. About the Author Max Pumperla and Kevin Ferguson are experienced deep learning specialists skilled in distributed systems and data science. Together, Max and Kevin built the open source bot BetaGo. Table of Contents PART 1 - FOUNDATIONS Toward deep learning: a machine-learning introduction Go as a machine-learning problem Implementing your first Go bot PART 2 - MACHINE LEARNING AND GAME AI Playing games with tree search Getting started with neural networks Designing a neural network for Go data Learning from data: a deep-learning bot Deploying bots in the wild Learning by practice: reinforcement learning Reinforcement learning with policy gradients Reinforcement learning with value methods Reinforcement learning with actor-critic methods PART 3 - GREATER THAN THE SUM OF ITS PARTS AlphaGo: Bringing it all together AlphaGo Zero: Integrating tree search with reinforcement learning

Create Breakthrough Apple Watch Apps with the WatchKit Framework With its Apple Watch and WatchKit framework, Apple is challenging developers to build exciting and innovative apps for Apple Watch. iOS developers who master Apple Watch programming now will have the same huge "early mover" advantage that early iPhone developers enjoyed. Learning WatchKit Programming is a complete, hands-on tutorial for all iOS developers who are ready to design and build tomorrow's hottest new wearable apps. Leading iOS development trainer and author Wei-Meng Lee covers all of the fundamentals of Apple Watch development and the WatchKit API, from application architecture and design to navigation, notification, and glances. Using practical Swift code examples designed for clarity and simplicity, Lee guides you through building apps from the ground up and shows you how to integrate those apps with the iPhone for expanded capabilities. The perfect companion to other mobile development books in the Learning Series, this guide helps you extend your iOS skills to a whole new environment, build apps that solve a new set of problems, and reach millions of people in the new Apple Watch marketplace Coverage includes Getting started quickly with WatchKit and Apple Watch development Storyboarding apps and testing them on the Apple Watch Simulator Mastering Apple Watch's multiple-screen navigation Building highly efficient interfaces with Apple Watch UI controls

Customizing each screen's look and feel, and passing data between them Responding to user interactions via buttons, switches, sliders, or Force Touch Displaying information via labels, images, or tables Communicating between an Apple Watch app and its containing iOS app Calling web services from Apple Watch Displaying short- and long-look notifications Customizing notifications to display your message's essence more quickly Implementing glances to give users a faster way to gather information Localizing your Apple Watch apps All of this book's sample Swift code is available for download at informit.com/title/9780134195445.

For your next project on GitHub, take advantage of the service's powerful API to meet your unique development requirements. This practical guide shows you how to build your own software tools for customizing the GitHub workflow. Each hands-on chapter is a compelling story that walks you through the tradeoffs and considerations for building applications on top of various GitHub technologies. If you're an experienced programmer familiar with GitHub, you'll learn how to build tools with the GitHub API and related open source technologies such as Jekyll (site builder), Hubot (NodeJS chat robot), and Gollum (wiki). Build a simple Ruby server with Gist API command-line tools and Ruby's "Octokit" API client Use the Gollum command-line tool to build an image management application Build a GUI tool to search GitHub with Python Document interactions between third-party tools and your code Use Jekyll to create a fully-featured blog from material in your GitHub repository Create an Android mobile application that reads and writes information into a Jekyll repository Host an entire single-page JavaScript application on GitHub Use Hubot to automate pull request reviews

Enrich your software design skills and take a guided tour of the wild, vast, and untamed frontier that is JavaScript development. Especially useful for frontend developers, this revision includes specific chapters on React and VueJS, as well as an updated one on Angular. To help you get the most of your new skills, each chapter also has a "further reading" section. This book will serve as an introduction to both new and well established libraries and frameworks, such as Angular, VueJS, React, Grunt, Yeoman, RequireJS, Browserify, Knockout, Kraken, Async.js, Underscore, and Lodash. It also covers utilities that have gained popular traction and support from seasoned developers and tools applicable to the entire development stack, both client- and server-side. While no single book can possibly cover every JavaScript library of value, JavaScript Frameworks for Modern Web Development focuses on incredibly useful libraries and frameworks that production software uses. You will be treated to detailed analyses and sample code for tools that manage dependencies, structure code in a modular fashion, automate repetitive build tasks, create specialized servers, structure client side applications, facilitate horizontal scaling, and interacting with disparate data stores. What You'll Learn Work with a variety of JavaScript frameworks, such as Angular, Vue, React, RequireJS, Knockout, and more Choose the right framework for different types of projects Employ the appropriate libraries and tools in your projects Discover useful JavaScript development tools such as Grunt, Yeoman, Lodash, etc. Who This Book Is For Web developers of all levels of ability; particularly relevant for front-end developers, server-side coders, and developers interested in learning JavaScript.

An introductory guide for software development team members explains how to use GitHub for project management and collaboration, covering such topics as project transparency, collaboration tools, and the basics of Git version control management.

This book assumes a basic level of experience with standard web development. If you've used jQuery Mobile before, you're good to go. Otherwise, you can pick it up along the way.

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code. Create media-rich client applications using JavaFX 9 and the Java 9 platform. Learn to create GUI-based applications for mobile devices, desktop PCs, and even the web. Incorporate media such as audio and video into your applications. Interface with hardware devices such as Arduino and Leap Motion. Respond to gesture control through devices such as the Leap Motion Controller. Take advantage of the new HTTP2 API to make RESTful web requests and WebSockets calls. New to this edition are examples of creating stylized text and loading custom fonts, guidance for working with Scene Builder to create visual layouts, and new content on developing iOS and Android applications using Gluon mobile. The book also covers advanced topics such as custom controls, JavaFX 3D, gesture devices, printing, and animation. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Is your goal to develop visually exciting applications in the Java language? Then this is the book you want at your side. JavaFX 9 by Example is chock-full of engaging, fun-to-work examples that bring you up to speed on the major facets of JavaFX 9. You'll learn to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. The book: Has been updated with new content on modular development, new APIs, and an example using the Scene Builder tool Is filled with fun and practical code examples that you can modify and drop into your own projects Includes an example using Arduino and an accelerometer sensor to track motion in 3D Helps you create JavaFX applications for iOS and Android devices What You'll Learn Work with touch-based interfaces Interpret gesture-based events Use shapes, color, text, and UI controls to create a simple click and point game Add audio and video to your projects Utilize JavaFX 3D Create custom controls using CSS, SVG, and Canvas APIs Organize code into modules using Java Platform Module System (Project Jigsaw) Who This Book Is For Java developers developing visual and media-rich applications to run on PCs, phones, tablets, Arduino controllers, and more. This includes developers tasked with creating visualizations of data from statistical analysis and from sensor networks. Any developer wanting to develop a polished user-interface in Java will find much to like in this book.

JavaScript Frameworks for Modern Web Dev is your guide to the wild, vast, and untamed frontier that is JavaScript development. The JavaScript tooling landscape has grown and matured drastically in the past several years. This book will serve as an introduction to both new and well established libraries, frameworks, and utilities that have gained popular traction and support from seasoned developers. It covers tools applicable to the entire development stack, both client- and server-side. While no single book can possibly cover every JavaScript library of value, JavaScript Frameworks for Modern Web Dev focuses on incredibly useful libraries and frameworks that production software uses. You will be treated to detailed analyses and sample code for tools that manage dependencies, structure code in a modular fashion, automate repetitive build tasks, create specialized servers, structure client side applications, facilitate horizontal scaling, and interacting with disparate data stores. The libraries and frameworks covered include Bower, Grunt, Yeoman, PM2, RequireJS, Browserify, Knockout, AngularJS, Kraken, Mach, Mongoose, Knex, Bookshelf, Faye, Q, Async.js, Underscore, and Lodash. Written from first-hand experience, you will benefit from the glorious victories and innumerable failures of two experienced professionals, gain quick insight into hurdles that aren't always explicitly mentioned in API documentation or Readmes, and quickly learn how to use JavaScript frameworks and libraries like a Pro. Enrich your development skills with JavaScript Frameworks for Modern Web Dev today.

JavaScript lets you supercharge your web pages with animation, interactivity, and visual effects, but learning the language isn't easy. This fully updated and expanded guide takes you step-by-step through JavaScript basics, then shows you how to save time and effort with jQuery--the library of prewritten JavaScript code--and the newest innovations from the jQuery UI plug-in.

Summary Kafka Streams in Action teaches you everything you need to know to implement stream processing on data flowing into your Kafka platform, allowing you to focus on getting more from your data without sacrificing time or effort. Foreword by Neha Narkhede, Cocreator of Apache Kafka Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Not all stream-based applications require a dedicated processing cluster. The lightweight Kafka Streams library provides exactly the power and simplicity you need for message handling in microservices and real-time event processing. With the Kafka Streams API, you filter and transform data streams with just Kafka and your application. About the Book Kafka Streams in Action teaches you to implement stream processing within the Kafka platform. In this easy-to-follow book, you'll explore real-world examples to collect, transform, and aggregate data, work with multiple processors, and handle real-time events. You'll even dive into streaming SQL with KSQL! Practical to the very end, it finishes with testing and operational aspects, such as monitoring and debugging. What's inside Using the KStreams API Filtering, transforming, and splitting data Working with the Processor API Integrating with external systems About the Reader Assumes some experience with distributed systems. No knowledge of Kafka or streaming applications required. About the Author Bill Bejeck is a Kafka Streams contributor and Confluent engineer with over 15 years of software development experience. Table of Contents PART 1 - GETTING STARTED WITH KAFKA STREAMS Welcome to Kafka Streams Kafka quicklyPART 2 - KAFKA STREAMS DEVELOPMENT Developing Kafka Streams Streams and state The KTable API The Processor APIPART 3 - ADMINISTERING KAFKA STREAMS Monitoring and performance Testing a Kafka Streams applicationPART 4 - ADVANCED CONCEPTS WITH KAFKA STREAMS Advanced applications with Kafka StreamsAPPENDIXES Appendix A - Additional configuration information Appendix B - Exactly once semantics

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