

# The Hands Free Software Dev

Achilleas Anagnostopoulos

## **Hands-On Software Engineering with Golang** Achilleas

Anagnostopoulos, 2020-01-24 Explore software engineering methodologies, techniques, and best practices in Go programming to build easy-to-maintain software that can effortlessly scale on demand

**Key Features** Apply best practices to produce lean, testable, and maintainable Go code to avoid accumulating technical debt Explore Go's built-in support for concurrency and message passing to build high-performance applications Scale your Go programs across machines and manage their life cycle using Kubernetes

**Book Description** Over the last few years, Go has become one of the favorite languages for building scalable and distributed systems. Its opinionated design and built-in concurrency features make it easy for engineers to author code that efficiently utilizes all available CPU cores. This Golang book distills industry best practices for writing lean Go code that is easy to test and maintain, and helps you to explore its practical implementation by creating a multi-tier application called Links 'R' Us from scratch. You'll be guided through all the steps involved in designing, implementing, testing, deploying, and scaling an application. Starting with a monolithic architecture, you'll iteratively transform the project into a service-oriented architecture (SOA) that supports the efficient out-of-core processing of large link graphs. You'll learn about various cutting-edge and advanced software engineering techniques such as building extensible data processing pipelines, designing APIs using gRPC, and running distributed graph processing algorithms at scale. Finally, you'll learn how to compile and package your Go services using Docker and automate their deployment to a Kubernetes cluster. By the end of this book, you'll know how to think like a professional software developer or engineer

and write lean and efficient Go code. What you will learn

- Understand different stages of the software development life cycle and the role of a software engineer
- Create APIs using gRPC and leverage the middleware offered by the gRPC ecosystem
- Discover various approaches to managing package dependencies for your projects
- Build an end-to-end project from scratch and explore different strategies for scaling it
- Develop a graph processing system and extend it to run in a distributed manner
- Deploy Go services on Kubernetes and monitor their health using Prometheus

Who this book is for This Golang programming book is for developers and software engineers looking to use Go to design and build scalable distributed systems effectively. Knowledge of Go programming and basic networking principles is required.

### Hands-On Software Engineering with Python Brian

Allbee, 2018-10-26 Explore various verticals in software engineering through high-end systems using Python

Key Features

- Master the tools and techniques used in software engineering
- Evaluates available database options and selects one for the final Central Office system-components
- Experience the iterations software go through and craft enterprise-grade systems

Book Description Software Engineering is about more than just writing code—it includes a host of soft skills that apply to almost any development effort, no matter what the language, development methodology, or scope of the project. Being a senior developer all but requires awareness of how those skills, along with their expected technical counterparts, mesh together through a project's life cycle. This book walks you through that discovery by going over the entire life cycle of a multi-tier system and its related software projects. You'll see what happens before any development takes place, and what impact the decisions and designs made at each

step have on the development process. The development of the entire project, over the course of several iterations based on real-world Agile iterations, will be executed, sometimes starting from nothing, in one of the fastest growing languages in the world—Python. Application of practices in Python will be laid out, along with a number of Python-specific capabilities that are often overlooked. Finally, the book will implement a high-performance computing solution, from first principles through complete foundation. What you will learn

Understand what happens over the course of a system's life (SDLC)

Establish what to expect from the pre-development life cycle steps

Find out how the development-specific phases of the SDLC affect development

Uncover what a real-world development process might be like, in an Agile way

Find out how to do more than just write the code

Identify the existence of project-independent best practices and how to use them

Find out how to design and implement a high-performance computing process

Who this book is for

**Hands-On Software Engineering with Python** is for you if you are a developer having basic understanding of programming and its paradigms and want to skill up as a senior programmer. It is assumed that you have basic Python knowledge.

**Learning IOS Development** Maurice Sharp, Rod Strougo, Erica Sadun, 2014 Features hands-on sample projects and exercises designed to help programmers create iOS applications.

*Hands-On Julia Programming* Sambit Kumar Dash, 2021-10-21 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.

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**Hands-On Concurrency with Rust** Brian L. Troutwine, 2018-05-31

Get to grips with modern software demands by learning the effective uses of Rust's powerful memory safety. **Key Features** Learn and improve the sequential performance characteristics of your software Understand the use of operating system processes in a high-scale concurrent system Learn of the various coordination methods available in the Standard library **Book Description** Most programming languages can really complicate things, especially with regard to unsafe memory access. The burden on you, the programmer, lies across two domains: understanding the modern machine and your language's pain-points. This book will teach you to how to manage program performance on modern machines and build fast, memory-safe, and concurrent software in Rust. It starts with the fundamentals of Rust and discusses machine architecture concepts. You will be taken through ways to measure and improve the performance of Rust code systematically and how to write collections with confidence. You will learn about the Sync and Send traits applied to threads, and coordinate thread execution with locks, atomic primitives, data-parallelism, and more. The book will show you how to efficiently

embed Rust in C++ code and explore the functionalities of various crates for multithreaded applications. It explores implementations in depth. You will know how a mutex works and build several yourself. You will master radically different approaches that exist in the ecosystem for structuring and managing high-scale systems. By the end of the book, you will feel comfortable with designing safe, consistent, parallel, and high-performance applications in Rust. What you will learn

- Probe your programs for performance and accuracy issues
- Create your own threading and multi-processing environment in Rust
- Use coarse locks from Rust's Standard library
- Solve common synchronization problems or avoid synchronization using atomic programming
- Build lock-free/wait-free structures in Rust and understand their implementations in the crates ecosystem
- Leverage Rust's memory model and type system to build safety properties into your parallel programs
- Understand the new features of the Rust programming language to ease the writing of parallel programs

Who this book is for This book is aimed at software engineers with a basic understanding of Rust who want to exploit the parallel and concurrent nature of modern computing environments, safely.

### **Hands-On Network Programming with C** Lewis Van

Winkle, 2019-05-13 A comprehensive guide to programming with network sockets, implementing internet protocols, designing IoT devices, and much more with C

**Key Features**

- Apply your C and C++ programming skills to build powerful network applications
- Get to grips with a variety of network protocols that allow you to load web pages, send emails, and do much more
- Write portable network code for Windows, Linux, and macOS

**Book Description** Network programming enables processes to communicate with each other over a computer network, but it is a complex task that requires

programming with multiple libraries and protocols. With its support for third-party libraries and structured documentation, C is an ideal language to write network programs. Complete with step-by-step explanations of essential concepts and practical examples, this C network programming book begins with the fundamentals of Internet Protocol, TCP, and UDP. You'll explore client-server and peer-to-peer models for information sharing and connectivity with remote computers. The book will also cover HTTP and HTTPS for communicating between your browser and website, and delve into hostname resolution with DNS, which is crucial to the functioning of the modern web. As you advance, you'll gain insights into asynchronous socket programming and streams, and explore debugging and error handling. Finally, you'll study network monitoring and implement security best practices. By the end of this book, you'll have experience of working with client-server applications and be able to implement new network programs in C. The code in this book is compatible with the older C99 version as well as the latest C18 and C++17 standards. You'll work with robust, reliable, and secure code that is portable across operating systems, including Winsock sockets for Windows and POSIX sockets for Linux and macOS. What you will learn

- Uncover cross-platform socket programming APIs
- Implement techniques for supporting IPv4 and IPv6
- Understand how TCP and UDP connections work over IP
- Discover how hostname resolution and DNS work
- Interface with web APIs using HTTP and HTTPS
- Explore Simple Mail Transfer Protocol (SMTP) for electronic mail transmission
- Apply network programming to the Internet of Things (IoT)

Who this book is for If you're a developer or a system administrator who wants to get started with network programming, this book is for you. Basic knowledge of



C programming is assumed.

### **Hands-On Design Patterns with React Native** Mateusz

Grzesiukiewicz,2018-09-29 Learn how to write cross platform React Native code by using effective design patterns in the JavaScript world. Get to know industry standard patterns as well as situational patterns. Decouple your application with these set of “Idea patterns”. Key Features Mobile development in React Native should be done in a reusable way. Learn how to build scalable applications using JavaScript patterns that are battle tested. Try effective techniques on your own using over 80 standalone examples. Book Description React Native helps developers reuse code across different mobile platforms like iOS and Android. This book will show you effective design patterns in the React Native world and will make you ready for professional development in big teams. The book will focus only on the patterns that are relevant to JavaScript, ECMAScript, React and React Native. However, you can successfully transfer a lot of the skills and techniques to other languages. I call them “Idea patterns”. This book will start with the most standard development patterns in React like component building patterns, styling patterns in React Native and then extend these patterns to your mobile application using real world practical examples. Each chapter comes with full, separate source code of applications that you can build and run on your phone. The book is also diving into architectural patterns. Especially how to adapt MVC to React environment. You will learn Flux architecture and how Redux is implementing it. Each approach will be presented with its pros and cons. You will learn how to work with external data sources using libraries like Redux thunk and Redux Saga. The end goal is the ability to recognize the best solution for a given problem for your next mobile application. What you will learn Explore the design

Patterns in React Native Learn the best practices for React Native development Explore common React patterns that are highly used within React Native development Learn to decouple components and use dependency injection in your applications Explore the best ways of fetching data from the backend systems Learn the styling patterns and how to implement custom mobile designs Explore the best ways to organize your application code in big codebases Who this book is for The ideal target audience for this book are people eager to learn React Native design patterns who already know the basics of JavaScript. We can assume that the target audience already knows how to write Hello World in JavaScript and know what are the functions, recursive functions, JavaScript types and loops.

### Hands-On Functional Programming in Rust Andrew

Johnson, 2018-05-31 Explore the support Rust offers for creating functional applications in Rust. Learn about various design patterns, implementing concurrency, metaprogramming, and so on in the process Key Features Learn generics, organization, and design patterns in functional programming Modularize your applications and make them highly reusable and testable using functional design patterns Get familiar with complex concepts such as metaprogramming, concurrency, and immutability Book Description Functional programming allows developers to divide programs into smaller, reusable components that ease the creation, testing, and maintenance of software as a whole. Combined with the power of Rust, you can develop robust and scalable applications that fulfill modern day software requirements. This book will help you discover all the Rust features that can be used to build software in a functional way. We begin with a brief comparison of the functional and object-oriented approach to different problems and patterns. We then

quickly look at the patterns of control flow, data the abstractions of these unique to functional programming. The next part covers how to create functional apps in Rust; mutability and ownership, which are exclusive to Rust, are also discussed. Pure functions are examined next and you'll master closures, their various types, and currying. We also look at implementing concurrency through functional design principles and metaprogramming using macros. Finally, we look at best practices for debugging and optimization. By the end of the book, you will be familiar with the functional approach of programming and will be able to use these techniques on a daily basis. What you will learn How Rust supports the use of basic functional programming principles Use functional programming to handle concurrency with elegance Read and interpret complex type signatures for types and functions Implement powerful abstractions using meta programming in Rust Create quality code formulaically using Rust's functional design patterns Master Rust's complex ownership mechanisms particularly for mutability Who this book is for This book is for Rust developers who are comfortable with the language and now want to improve their coding abilities by learning advanced functional techniques to enhance their skillset and create robust and testable apps.

Beginning Flutter Marco L. Napoli, 2019-10-08 Build your first app in Flutter—no experience necessary! Beginning Flutter: A Hands-On Guide to App Development is the essential resource for both experienced and novice developers interested in getting started with Flutter—the powerful new mobile software development kit. With Flutter, you can quickly and easily develop beautiful, powerful apps for both Android and iOS, without the need to learn multiple programming languages or juggle more than one code base. This book walks you through the process step by step. In Flutter, you'll be

working with Dart, the programming language of choice for top app developers. Even if you're just starting out in your development career, you can learn Dart quickly, eliminating the barrier to entry for building apps. This is a more efficient way to develop and maintain cross-platform mobile apps, and this book makes the process even easier with a teach-by-example approach. Focus on providing quality content by eliminating the need to switch between multiple coding languages Learn the ins and outs of Flutter, including all the frameworks, widgets, and tools available to developers Accelerate your app development pace, keeping all the code for your cross-platform app in a single code base Leapfrog barriers to entry to the mobile software market, creating your first app with no experience necessary The Flutter community is growing rapidly and transforming the way Android and iOS apps get made. Beginning Flutter allows you to get on board with the latest app development technology, giving your mobile development career a big head start.

*Professional iOS Programming* Peter van de Put, 2013-11-20

Hands-on guidance for programming the next generation of iOS apps If you want to create advanced level iOS apps that get noticed in the App Store, start with this expert book. Written by an international software developer and consultant who has delivered winning solutions for clients all over the world, this professional guide helps you build robust, professional iOS apps at a level that satisfies the demands of clients, companies, and your own creativity. The book includes full source code and invaluable insight from the author's extensive experience. Especially helpful are numerous case studies that shed light on key topics. Explores all topics necessary to help you build professional iOS applications perfectly targeted to clients' needs Covers essential topics including creating a professional UI,

networking and data processing, integrating your app, and taking it into production Includes sample code and sample apps, ideal for hands-on learning Examines using social media aggregators, real-time currency converters, QR scanners, customer tracking and quality payment system Provides in-depth examples from the author's extensive career, as well as numerous case studies Take your programming skills to an advanced level with Professional iOS Programming.

**Software Engineering: A Hands-On Approach** Roger Y.

Lee,2013-07-04 This textbook provides a progressive approach to the teaching of software engineering. First, readers are introduced to the core concepts of the object-oriented methodology, which is used throughout the book to act as the foundation for software engineering and programming practices, and partly for the software engineering process itself. Then, the processes involved in software engineering are explained in more detail, especially methods and their applications in design, implementation, testing, and measurement, as they relate to software engineering projects. At last, readers are given the chance to practice these concepts by applying commonly used skills and tasks to a hands-on project. The impact of such a format is the potential for quicker and deeper understanding. Readers will master concepts and skills at the most basic levels before continuing to expand on and apply these lessons in later chapters.

**The Essentials of Modern Software Engineering** Ivar

Jacobson,Harold "Bud" Lawson,Pan-Wei Ng,Paul E. McMahon,Michael Goedicke,2019-07-19 The first course in software engineering is the most critical. Education must start from an understanding of the heart of software development, from familiar ground that is common to all software development endeavors. This book is an in-depth

introduction to software engineering that uses a systematic, universal kernel to teach the essential elements of all software engineering methods. This kernel, Essence, is a vocabulary for defining methods and practices. Essence was envisioned and originally created by Ivar Jacobson and his colleagues, developed by Software Engineering Method and Theory (SEMAT) and approved by The Object Management Group (OMG) as a standard in 2014. Essence is a practice-independent framework for thinking and reasoning about the practices we have and the practices we need. Essence establishes a shared and standard understanding of what is at the heart of software development. Essence is agnostic to any particular method, lifecycle independent, programming language independent, concise, scalable, extensible, and formally specified. Essence frees the practices from their method prisons. The first part of the book describes Essence, the essential elements to work with, the essential things to do and the essential competencies you need when developing software. The other three parts describe more and more advanced use cases of Essence. Using real but manageable examples, it covers the fundamentals of Essence and the innovative use of serious games to support software engineering. It also explains how current practices such as user stories, use cases, Scrum, and micro-services can be described using Essence, and illustrates how their activities can be represented using the Essence notions of cards and checklists. The fourth part of the book offers a vision how Essence can be scaled to support large, complex systems engineering. Essence is supported by an ecosystem developed and maintained by a community of experienced people worldwide. From this ecosystem, professors and students can select what they need and create their own way of working, thus learning how to create ONE way of working that

matches the particular situation and needs.

*Hands-On Neural Network Programming with C#* Matt R.

Cole, 2018-09-29 Create and unleash the power of neural networks by implementing C# and .Net code

**Key Features** Get a strong foundation of neural networks with access to various machine learning and deep learning libraries Real-world case studies illustrating various neural network techniques and architectures used by practitioners Cutting-edge coverage of Deep Networks, optimization algorithms, convolutional networks, autoencoders and many more

**Book Description** Neural networks have made a surprise comeback in the last few years and have brought tremendous innovation in the world of artificial intelligence. The goal of this book is to provide C# programmers with practical guidance in solving complex computational challenges using neural networks and C# libraries such as CNTK, and TensorFlowSharp. This book will take you on a step-by-step practical journey, covering everything from the mathematical and theoretical aspects of neural networks, to building your own deep neural networks into your applications with the C# and .NET frameworks. This book begins by giving you a quick refresher of neural networks. You will learn how to build a neural network from scratch using packages such as Encog, Aforge, and Accord. You will learn about various concepts and techniques, such as deep networks, perceptrons, optimization algorithms, convolutional networks, and autoencoders. You will learn ways to add intelligent features to your .NET apps, such as facial and motion detection, object detection and labeling, language understanding, knowledge, and intelligent search. Throughout this book, you will be working on interesting demonstrations that will make it easier to implement complex neural networks in your enterprise applications. What you will

learn Understand perceptrons and how to implement them in C# Learn how to train and visualize a neural network using cognitive services Perform image recognition for detecting and labeling objects using C# and TensorFlowSharp Detect specific image characteristics such as a face using Accord.Net Demonstrate particle swarm optimization using a simple XOR problem and Encog Train convolutional neural networks using ConvNetSharp Find optimal parameters for your neural network functions using numeric and heuristic optimization techniques. Who this book is for This book is for Machine Learning Engineers, Data Scientists, Deep Learning Aspirants and Data Analysts who are now looking to move into advanced machine learning and deep learning with C#. Prior knowledge of machine learning and working experience with C# programming is required to take most out of this book

**Hands-On Design Patterns with C++** Fedor G. Pikus, 2023-07-21 A comprehensive guide with extensive coverage of concepts such as OOP, functional programming, generic programming, concurrency, and STL along with the latest features of C++ Purchase of the print or Kindle book includes a free PDF eBook Key Features Delve into the core patterns and components of C++ to master application design Learn tricks, techniques, and best practices to solve common design and architectural challenges Understand the limitation imposed by C++ and how to solve them using design patterns Book Description C++ is a general-purpose programming language designed for efficiency, performance, and flexibility. Design patterns are commonly accepted solutions to well-recognized design problems. In essence, they are a library of reusable components, only for software architecture, and not for a concrete implementation. This book helps you focus on the design patterns that naturally adapt to your needs,



and on the patterns that uniquely benefit from the features of C++. Armed with the knowledge of these patterns, you'll spend less time searching for solutions to common problems and tackle challenges with the solutions developed from experience. You'll also explore that design patterns are a concise and efficient way to communicate, as patterns are a familiar and recognizable solution to a specific problem and can convey a considerable amount of information with a single line of code. By the end of this book, you'll have a deep understanding of how to use design patterns to write maintainable, robust, and reusable software. What you will learn

- Recognize the most common design patterns used in C++
- Understand how to use C++ generic programming to solve common design problems
- Explore the most powerful C++ idioms, their strengths, and their drawbacks
- Rediscover how to use popular C++ idioms with generic programming
- Discover new patterns and idioms made possible by language features of C++17 and C++20
- Understand the impact of design patterns on the program's performance

Who this book is for This book is for experienced C++ developers and programmers who wish to learn about software design patterns and principles and apply them to create robust, reusable, and easily maintainable programs and software systems.

Hands-On GUI Application Development in Go Andrew Williams, 2019-02-25 Discover Golang's GUI libraries such as Go-GTK (GIMP Toolkit) and Go-Qt and build beautiful, performant, and responsive graphical applications

Key Features

- Conceptualize and build state-of-art GUI applications with Golang (Go)
- Tackle the complexity of varying GUI application sizes with a structured and scalable approach
- Get hands-on experience of GUI development with Shiny, and labs/ui, Fyne, and WalkBook

Description Go is often compared to C++ when it comes to low-level programming and implementations

that require faster processing, such as Graphical User Interfaces (GUIs). In fact, many claim that Go is superior to C++ in terms of its concurrency and ease of use. Most graphical application toolkits, though, are still written using C or C++, and so they don't enjoy the benefits of using a modern programming language such as Go. This guide to programming GUIs with Go 1.11 explores the various toolkits available, including UI, Walk, Shiny, and Fyne. The book compares the vision behind each project to help you pick the right approach for your project. Each framework is described in detail, outlining how you can build performant applications that users will love. To aid you further in creating applications using these emerging technologies, you'll be able to easily refer to code samples and screenshots featured in the book. In addition to toolkit-specific discussions, you'll cover more complex topics, such as how to structure growing graphical applications, and how cross-platform applications can integrate with each desktop operating system to create a seamless user experience. By delving into techniques and best practices for organizing and scaling Go-based graphical applications, you'll also glimpse Go's impressive concurrency system. In the concluding chapters, you'll discover how to distribute to the main desktop marketplaces and distribution channels. By the end of this book, you'll be a confident GUI developer who can use the Go language to boost the performance of your applications. What you will learn

- Understand the benefits and complexities of building native graphical applications
- Gain insights into how Go makes cross-platform graphical application development simple
- Build platform-native GUI applications using `andlabs/ui`
- Develop graphical Windows applications using `Walk`
- Create multiplatform GUI applications using `Shiny`, `Nuklear`, and `Fyne`
- Use Go wrappers for `GTK` and `Qt` for GUI application development

Streamline your requirements to pick the correct toolkit strategyWho this book is for This book is designed for Go developers who are interested in building native graphical applications for desktop computers and beyond. Some knowledge of building applications using Go is useful, but not essential. Experience in developing GUIs is not required as the book explores the benefits and challenges they pose. This book will also be beneficial for GUI application developers who are interested in trying Go.

**Good Code, Bad Code** Tom Long,2021-09-07 For coders early in their careers who are familiar with an object-oriented language, such as Java or C#--Back cover.

*Hands-On Agile Software Development with JIRA* David Harned,2018-07-30 Plan, track, and release great software Key Features Learn to create reports and dashboard for effective project management Implement your development strategy in JIRA. Practices to help you manage the issues in the development team Book Description As teams scale in size, project management can get very complicated. One of the best tools to deal with this kind of problem is JIRA. This book will start by organizing your project requirements and the principles of Agile development to get you started. You will then be introduced to set up a JIRA account and the JIRA ecosystem to help you implement a dashboard for your team's work and issues. You will learn how to manage any issues and bugs that might emerge in the development stage. Going ahead, the book will help you build reports and use them to plan the releases based on the study of the reports. Towards the end, you will come across working with the gathered data and create a dashboard that helps you track the project's development. What you will learn Create your first project (and manage existing projects) in JIRA Manage your board

view and backlogs in JIRA Run a Scrum Sprint project in JIRA Create reports (including topic-based reports) Forecast using versions Search for issues with JIRA Query Language (JQL) Execute bulk changes to issues Create custom filters, dashboards, and widgets Create epics, stories, bugs, and tasks Who this book is for This book is for administrators who wants to apply the Agile approach to managing the issues, bugs, and releases in their software development projects using JIRA.

**Hands-On Full Stack Web Development with Aurelia** Diego Jose Argüelles Rojas,Erikson Haziz Murrugarra Sifuentes,2018-06-15 Isomorphic JavaScript has been a buzzword lately, allowing developers to utilize a single language throughout their web development stack and build cost-effective and scalable applications. This book is on one such modern web development stack which comprises of web technologies like MongoDB, Express.js, Aurelia.js, and Node.

*Beginning iOS 4 Application Development* Wei-Meng Lee,2010-09-24 The ideal starting point for creating apps using iOS 4 Written by an experienced Apple developer and trainer, this full-color reference serves as an ideal jumping point for creating applications for Apple's iOS 4 that runs on the iPhone, iPod Touch, and iPad. In addition to in-depth coverage of the iOS SDK, the book walks you through the various core aspects of iPhone and iPad development. You'll learn how to take advantage of the tools provided by XCode and you'll benefit from a solid introduction to Objective-C, which allows you to have a smooth transition to iPhone development from another platform. Offers a solid foundation for creating applications for Apple's iOS 4 Covers all the new features of iOS 4 and provides a new applications template for developing iPad and iPhone apps Addresses

the new PopoverView for iPad apps Shows how to develop background applications, which is one of the new features in iOS 4 Beginning iOS 4 Application Development is your ultimate resource for creating applications for Apple's iOS 4.

The C# Workshop Jason Hales,Almantas Karpavicius,Mateus Viegas,2022-09-27 Build your understanding and confidence with this hands-on guide to programming with C# 10 and .NET 6 Key FeaturesGain a solid foundation in C# and focus on coding real-world applicationsLearn how to write clean, effective code and think like a C# developerBuild your experience and confidence with hands-on exercises and activitiesBook Description C# is a powerful, versatile language that can unlock a variety of career paths. But, as with any programming language, learning C# can be a challenging process. With a wide range of different resources available, it's difficult to know where to start. That's where The C# Workshop comes in. Written and reviewed by industry experts, it provides a fast-paced, supportive learning experience that will quickly get you writing C# code and building applications. Unlike other software development books that focus on dry, technical explanations of the underlying theory, this Workshop cuts through the noise and uses engaging examples to help you understand how each concept is applied in the real world. As you work through the book, you'll tackle realistic exercises that simulate the type of problems that software developers work on every day. These mini-projects include building a random-number guessing game, using the publisher-subscriber model to design a web file downloader, creating a to-do list using Razor Pages, generating images from the Fibonacci sequence using async/await tasks, and developing a temperature unit conversion app which you will then deploy to a production server. By the end of this book,

you'll have the knowledge, skills, and confidence to advance your career and tackle your own ambitious projects with C#. What you will learn

- Understand the fundamentals of programming with C# 10 and .NET 6
- Build your familiarity with .NET CLI and Visual Studio Code
- Master the fundamentals of object-oriented programming (OOP)
- Understand and implement concurrency to write more efficient code
- Create a database and handle data using C#, SQL, and Entity Framework
- Build web applications using the ASP.NET framework
- Run automated unit tests with NUnit to validate your code
- Use principles including SOLID, KISS, ACID, DRY, and design patterns

Who this book is for This book is for aspiring C# developers. It is recommended that you already have a basic understanding of core programming concepts before you start. Prior experience of another programming language would be beneficial, though it is not absolutely necessary.

Eventually, you will enormously discover a other experience and capability by spending more cash. nevertheless when? realize you receive that you require to get those all needs as soon as having significantly cash? Why dont you try to acquire something basic in the beginning? Thats something that will lead you to understand even more more or less the globe, experience, some places, taking into account history, amusement, and a lot more?

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