

Kontalk Devteam

Geertjan Wielenga

Software Development From A to Z Olga

Filipova,Rui Vilão,2018-10-12 Understand the big picture of the software development process. We use software every day – operating systems, applications, document editing programs, home banking – but have you ever wondered who creates software and how it's created? This book guides you through the entire process, from conception to the finished product with the aid of user-centric design theory and tools. Software Development: From A to Z provides an overview of backend development - from databases to communication protocols including practical programming skills in Java and of frontend development - from HTML and CSS to npm registry and Vue.js framework. You'll review quality assurance engineering, including the theory about different kind of tests and practicing end-to-end testing using Selenium. Dive into the devops world where authors discuss continuous integration and continuous delivery processes along with each topic's associated technologies. You'll then explore insightful product and project management coverage where authors talk about agile, scrum and other processes from their own experience. The topics that are covered do not require a deep knowledge of technology in general; anyone possessing basic computer and programming knowledge will be able to complete all the tasks and fully understand the concepts this book aims at delivering. You'll wear the hat of a project manager, product owner, designer, backend, frontend, QA and devops engineer, and find your favorite role. What You'll

Learn Understand the processes and roles involved in the creation of software Organize your ideas when building the concept of a new product Experience the work performed by stakeholders and other departments of expertise, their individual challenges, and how to overcome possible threats Improve the ways stakeholders and departments can work with each other Gain ideas on how to improve communication and processes Who This Book Is For Anyone who is on a team that creates software and is curious to learn more about other stakeholders or departments involved. Those interested in a career change and want to learn about how software gets created. Those who want to build technical startups and wonder what roles might be involved in the process.

Soft Skills to Advance Your Developer Career
Zsolt Nagy, 2019-09-20 As a software developer, your technical skill set is in high demand. Devices and technology have become an integral part of our everyday lives and no digital organization can thrive without technical professionals on the payroll. However, career plateaus are inevitable in even the most high-demand field. Companies do not only need software developers; they need software developers with soft skills. In Soft Skills to Advance Your Developer Career, author Zsolt Nagy explores how emotional intelligence can give your software development career an edge. These subjects are not taught in school, and unfortunately the career advancement of many excellent developers can be blocked by their inability to effectively communicate their needs, assert themselves, and

negotiate confidently. Throughout this book, Nagy shows you how to actively improve and prioritize your soft skills so that you can better represent the holistic interests of your team, obtain better working conditions, negotiate raises, and increase your variety of employment options by elevating your interviewing skills. Discover the obstacles standing between you and a fulfilling career by finding and improving strengths you may not have even known you had. Jump out of your box with Soft Skills to Advance Your Developer Career and leverage your expertise with effortless confidence at all stages of your professional journey. What You Will Learn Examine why software developer careers cannot be treated similarly as any other career path Understand the four soft-skills you need to advance your career Develop a strategy for your personal brand and align it with your career plan Realize the role of assertive communication, and the importance of giving and receiving feedback Create a plan for setting yourself up for a raise or promotion Discover techniques for acing the behavioral and coding interview Who This Book Is For Software developers who have the technical skills required for career advancement, but want a guide on how to manage their careers

Android UI Development with Jetpack Compose
Thomas Künneth, 2022-02-21 Get started with creating intuitive native user interfaces on Android platforms Key Features Understand the difference between the imperative (Android View) and declarative (Jetpack Compose) approach Learn about the structure of a Compose app, built-in Compose UI elements, and core concepts such as

state hoisting and composition over inheritance
Write, test, and debug composable functions
Book DescriptionJetpack Compose is Android's new
framework for building fast, beautiful, and
reliable native user interfaces. It simplifies and
significantly accelerates UI development on
Android using the declarative approach. This book
will help developers to get hands-on with Jetpack
Compose and adopt a modern way of building Android
applications. The book is not an introduction to
Android development, but it will build on your
knowledge of how Android apps are developed.
Complete with hands-on examples, this easy-to-
follow guide will get you up to speed with the
fundamentals of Jetpack Compose such as state
hoisting, unidirectional data flow, and
composition over inheritance and help you build
your own Android apps using Compose. You'll also
cover concepts such as testing, animation, and
interoperability with the existing Android UI
toolkit. By the end of the book, you'll be able to
write your own Android apps using Jetpack
Compose.What you will learn Gain a solid
understanding of the core concepts of Jetpack
Compose Develop beautiful, neat, and immersive UI
elements that are user friendly, reliable, and
performant Build a complete app using Jetpack
Compose Add Jetpack Compose to your existing
Android applications Test and debug apps that use
Jetpack Compose Find out how Jetpack Compose can
be used on other platforms Who this book is
forThis book is for any mobile app developer
looking to understand the fundamentals of the new
Jetpack Compose framework and the benefits of

native development. A solid understanding of Android app development, along with some knowledge of the Kotlin programming language, will be beneficial. Basic programming knowledge is necessary to grasp the concepts covered in this book effectively.

Mastering ENVY/Developer Joseph Pelrine, Alan Knight, Adrian Cho, 2001-03-19 This book is an in-depth exploration of ENVY/Developer, IBM's team programming environment for Smalltalk and Java. Written by well-known experts in the area, it presents both introductory and advanced topics with detailed examples. The first two parts of the book introduce the basics that a developer or development manager must know in order to use ENVY in a project setting, including the development process and the organization of applications. The third part covers advanced programming and customization, including detailed information on administering, troubleshooting, and extending the tools. This book covers VisualAge for Smalltalk, VisualWorks, and VisualAge Generator in detail. In addition, the concepts and management presented within the book apply to VisualAge for Java. Code examples, tools, and add-ons, are available on the supporting Web site.

The Developer's Code Ka Wai Cheung, 2012-02-07 You're already a great coder, but awesome coding chops aren't always enough to get you through your toughest projects. You need these 50+ nuggets of wisdom. Veteran programmers: reinvigorate your passion for developing web applications. New programmers: here's the guidance you need to get started. With this book, you'll think about your

job in new and enlightened ways. The Developer's Code isn't about the code you write, it's about the code you live by. There are no trite superlatives here. Packed with lessons learned from more than a decade of software development experience, author Ka Wai Cheung takes you through the programming profession from nearly every angle to uncover ways of sustaining a healthy connection with your work. You'll see how to stay productive even on the longest projects. You'll create a workflow that works with you, not against you. And you'll learn how to deal with clients whose goals don't align with your own. If you don't handle them just right, issues such as these can crush even the most seasoned, motivated developer. But with the right approach, you can transcend these common problems and become the professional developer you want to be. In more than 50 nuggets of wisdom, you'll learn: Why many traditional approaches to process and development roles in this industry are wrong - and how to sniff them out. Why you must always say no to the software pet project and open-ended timelines. How to incorporate code generation into your development process, and why its benefits go far beyond just faster code output. What to do when your client or end user disagrees with an approach you believe in. How to pay your knowledge forward to future generations of programmers through teaching and evangelism. If you're in this industry for the long run, you'll be coming back to this book again and again.

The Business Value of Developer Relations Mary Thengvall, 2018-10-10 Discover the true value of

Developer Relations as you learn to build and maintain positive relationships with your developer community. Use the principles laid out in this book to walk through your company goals and discover how you can formulate a plan tailored to your specific needs. First you will understand the value of a technical community: why you need to foster a community and how to do it. Then you will learn how to be involved in community building on a daily basis: finding the right audience, walking the tightrope between representing the company and building a personal brand, in-person events, and more. Featuring interviews with Developer Relations professionals from many successful companies including Red Hat, Google, Chef, Docker, Mozilla, SparkPost, Heroku, Twilio, CoreOS, and more, and with a foreword by Jono Bacon, *The Business Value of Developer Relations* is the perfect book for anyone who is working in the tech industry and wants to understand where DevRel is now and how to get involved. Don't get left behind – join the community today. What You'll Learn Define community and sell community to your company Find, build, and engage with the community Determine how and when to hire community managers Build your own personal brand Who This Book Is For Any business leaders/owners/stakeholders in the tech industry, tech evangelists, community managers or developer advocates.

Developer, Advocate! Geertjan Wielenga, 2019-09-30 A collection of in-depth conversations with leading developer advocates that reveal the world of developer relations today

Key FeaturesTop developer advocates reveal the work they're doing at the center of their tech communities and the impact their advocacy is having on the tech industry as a wholeDiscover the best practices of developer advocacy and get the inside story on working at some of the world's largest tech companiesFeatures contributions from noted developer advocates, including Scott Hanselman, Sally Eaves, Venkat Subramaniam, Jono Bacon, Ted Neward, and moreBook Description What exactly is a developer advocate, and how do they connect developers and companies around the world? Why is the area of developer relations set to explode? Can anybody with a passion for tech become a developer advocate? What are the keys to success on a global scale? How does a developer advocate maintain authenticity when balancing the needs of their company and their tech community? What are the hot topics in areas including Java, JavaScript, tech for good, artificial intelligence, blockchain, the cloud, and open source? These are just a few of the questions addressed by developer advocate and author Geertjan Wielenga in *Developer, Advocate!*. 32 of the industry's most prominent developer advocates, from companies including Oracle, Microsoft, Google, and Amazon, open up about what it's like to turn a lifelong passion for knowledge sharing about tech into a rewarding career. These advocates run the gamut from working at large software vendors to small start-ups, along with independent developer advocates who work within organizations or for themselves. In *Developer, Advocate!*, readers will see how developer

advocates are actively changing the world, not only for developers, but for individuals and companies navigating the fast-changing tech landscape. More importantly, Developer, Advocate! serves as a rallying cry to inspire and motivate tech enthusiasts and burgeoning developer advocates to get started and take their first steps within their tech community. What you will learnDiscover how developer advocates are putting developer interests at the heart of the software industry in companies including Microsoft and GoogleGain the confidence to use your voice in the tech communityImmerse yourself in developer advocacy techniquesUnderstand and overcome the challenges and obstacles facing developer advocates todayHear predictions from the people at the cutting edge of techExplore your career options in developer advocacyWho this book is for Anybody interested in developer advocacy, the impact it is having, and how to build developer advocacy capabilities

The Web Development Glossary Jens Oliver Meiert, 2020-04-07 The Web Development Glossary is probably the largest of its kind. With more than 2,000 terms and explanations it acquaints and reunites you with the major standards and concepts of the Web, with HTML, CSS, JavaScript, accessibility, security, performance, code quality, internationalization, localization, editors and tooling and more. The glossary then goes beyond web development, touching on computer science, design, typography, usability and user experience, information as well as project management, other disciplines of interest and

relevance to the modern developer. It goes beyond, inspiring the curiosity to learn more about the Web and the people creating and using it. And still it is a glossary, of a couple of thousand terms for developers, leaning on (and giving back to) Wikipedia and the MDN Web Docs. → This is the book if you choose to extend and validate your web and software development knowledge.

Mobile Platforms and Development Environments

Sumi Helal, Raja Bose, Wendong Li, 2022-06-01 Mobile platform development has lately become a technological war zone with extremely dynamic and fluid movement, especially in the smart phone and tablet market space. This Synthesis lecture is a guide to the latest developments of the key mobile platforms that are shaping the mobile platform industry. The book covers the three currently dominant native platforms -- iOS, Android and Windows Phone -- along with the device-agnostic HTML5 mobile web platform. The lecture also covers location-based services (LBS) which can be considered as a platform in its own right. The lecture utilizes a sample application (TwitterSearch) that the authors show programmed on each of the platforms. Audiences who may benefit from this lecture include: (1) undergraduate and graduate students taking mobile computing classes or self-learning the mobile platform programmability road map; (2) academic and industrial researchers working on mobile computing R&D projects; (3) mobile app developers for a specific platform who may be curious about other platforms; (4) system integrator consultants and firms concerned with mobilizing businesses and

enterprise apps; and (5) industries including health care, logistics, mobile workforce management, mobile commerce and payment systems and mobile search and advertisement. Table of Contents: From the Newton to the iPhone / iOS / Android / Windows Phone / Mobile Web / Platform-in-Platform: Location-Based Services (LBS) / The Future of Mobile Platforms / TwitterSearch Sample Application

Team Geek Brian W. Fitzpatrick, Ben Collins-Sussman, 2012-07-06 In a perfect world, software engineers who produce the best code are the most successful. But in our perfectly messy world, success also depends on how you work with people to get your job done. In this highly entertaining book, Brian Fitzpatrick and Ben Collins-Sussman cover basic patterns and anti-patterns for working with other people, teams, and users while trying to develop software. This is valuable information from two respected software engineers whose popular series of talks—including Working with Poisonous People—has attracted hundreds of thousands of followers. Writing software is a team sport, and human factors have as much influence on the outcome as technical factors. Even if you've spent decades learning the technical side of programming, this book teaches you about the often-overlooked human component. By learning to collaborate and investing in the soft skills of software engineering, you can have a much greater impact for the same amount of effort. Team Geek was named as a Finalist in the 2013 Jolt Awards from Dr. Dobbs's Journal. The publication's panel of judges chose five notable books, published

during a 12-month period ending June 30, that every serious programmer should read.

Simplifying Application Development with Kotlin Multiplatform Mobile Robert Nagy, 2022-03-04

Explore the new Kotlin Multiplatform to build native apps for Android and iOS while sharing business logic between apps Key FeaturesImprove app development speed dramatically by writing the business logic in KotlinImplement a native user interface and work with platform-specific APIsLeverage Kotlin Multiplatform Mobile's code-sharing capabilities for your projectsBook Description Sharing code between platforms can help developers gain a competitive edge, and Kotlin Multiplatform Mobile (KMM) offers a sensible way to do it. KMM helps mobile teams share code between Android and iOS in a flexible way, leaving room for native development. The book begins by helping you to gain a clear understanding of the Kotlin Multiplatform approach, how it works, and how it is different from cross-platform technologies, such as React Native and Flutter, and code sharing options, such as C++. You'll then see how your team can use this software development kit (SDK) to build native applications more effectively by learning timeless concepts and working through practical examples. As you advance, you'll get to grips with the core concepts, understand why UI sharing fails, and get hands-on with developing a small KMM application. Finally, you'll discover expert tips and best practices, along with production- and adoption-related questions, that will help you take the next step in your project and career. By the end

of this Kotlin book, you'll have gained a solid understanding of the capabilities of KMM and be able to share code between Android and iOS flexibly. What you will learnGet acquainted with the multiplatform approach and KMM's competitive edgeUnderstand how Kotlin Multiplatform works under the hoodGet up and running with the Kotlin language quickly in the context of SwiftFind out how to share code between Android and iOSExplore tips and best practices in KMM to increase app development efficiencyDiscover adoption tips to integrate KMM into existing or new production appsWho this book is for This book is for native Android and iOS developers who want to build high-quality apps using an efficient development process. Knowledge of the framework and the languages used is necessary, that is, Android with Java or Kotlin and iOS with Objective-C or Swift. For Swift developers, the book assumes no knowledge of Kotlin as this will be covered in the context of Swift.

Head First Android Development Dawn

Griffiths,David Griffiths,2015-06-17 What will you learn from this book? If you have an idea for a killer Android app, this book will help you build your first working application in a jiffy. You'll learn hands-on how to structure your app, design interfaces, create a database, make your app work on various smartphones and tablets, and much more. It's like having an experienced Android developer sitting right next to you! All you need is some Java know-how to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First

Android Development uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Software Booklet: How to Become a 10X Developer
Florentin Bota, There are a lot of problems in the software development industry: burnout, stress, responsibility, unrealistic expectations to name a few. In addition, we have to implement more features than ever. Sometimes we feel exhausted and moving forward seems like an impossible task. In this book, you will learn exactly what 10X development is and how you can capitalize on your skills to deliver better products, without wasting energy.

Modern Front-end Architecture Ryan Lanciaux, 2021
Learn how to build front-end applications that can help you ship applications faster with fewer defects. Many software projects fail because they are not planned well, or lack organization. Applying strategies from other industries can help you create better software. This book explores the mise en place technique from cooking and reveals how you can apply it to the art of creating software. In many professional kitchens, the work of preparing a meal is divided and performed in workstations to help create the whole. You'll review the philosophy behind this and see how to leverage this approach in your code. You'll also learn to visualize your applications as a series of components and build parts of your application in isolation - just like a professional chef

crafting each part of the meal. The book describes to how to structure your code base for reuse, and how to communicate the code's intent to other developers. You'll develop your components in isolation and test these building blocks for quality at a granular level. Then compose these components as building blocks in increasingly complicated features. Finally, you'll apply some strategies not directly related to code to ensure maximum quality and efficiency. With Modern Front-end Architecture, developers of all levels will learn strategies that they and their teams can leverage to be more productive. You will:

Structure an application as a series of components
Build a component library that others in an organization can leverage
Ensure quality and accessibility at a component level rather than a page or app level
Test code in a way that gives the maximum amount of confidence while providing an excellent developer experience
Automate repeatable tasks.

Modern Front-End Development for Rails Noel Rappin, 2021-06-29 Improve the user experience for your Rails app with rich, engaging client-side interactions. Learn to use the Rails 6 tools and simplify the complex JavaScript ecosystem. It's easier than ever to build user interactions with the Webpacker gem and Stimulus. You can add great front-end flair without much extra complication. Add React to build an even more extensive set of client-side features. Structure your code for different levels of client-side needs with these powerful options. Add to your toolkit today! It's hard to have a Rails application without

integrating some client-side logic. But client-side coding tools, and the Rails tools for integrating with them, all change continuously. Rails 6 simplifies client-side integration with the Webpacker gem. It's the default tool for building client-side assets for use by web browsers. Learn how to use Rails 6 and Webpacker to build rich front-end logic into your Rails applications. The job is even easier with Stimulus, a library that brings Rails conventions to JavaScript tools. Add in some React, a popular framework that automatically updates the browser when your data changes. Learn the basics of webpack, Webpacker, and TypeScript, and add pizazz to your application. Structure your web application to best manage your state. Learn how to interact with data on the server while still keeping the user experience interactive. Use the type system in TypeScript to expand on JavaScript and help prevent error conditions. Debug and test your front-end application with tools specific to each framework. There are a lot of ways to do client-side coding, and Rails is here to help. What You Need: This book requires Ruby on Rails 6.0+, React 16.8.0+. Other dependencies will be added by Rails.

Head First Software Development Dan Pilone, Russ Miles, 2008-12-26 Provides information on successful software development, covering such topics as customer requirements, task estimates, principles of good design, dealing with source code, system testing, and handling bugs.

The Passionate Programmer Chad Fowler, 2009-05-28 Success in today's IT environment requires you to

view your career as a business endeavor. In this book, you'll learn how to become an entrepreneur, driving your career in the direction of your choosing. You'll learn how to build your software development career step by step, following the same path that you would follow if you were building, marketing, and selling a product. After all, your skills themselves are a product. The choices you make about which technologies to focus on and which business domains to master have at least as much impact on your success as your technical knowledge itself--don't let those choices be accidental. We'll walk through all aspects of the decision-making process, so you can ensure that you're investing your time and energy in the right areas. You'll develop a structured plan for keeping your mind engaged and your skills fresh. You'll learn how to assess your skills in terms of where they fit on the value chain, driving you away from commodity skills and toward those that are in high demand. Through a mix of high-level, thought-provoking essays and tactical Act on It sections, you will come away with concrete plans you can put into action immediately. You'll also get a chance to read the perspectives of several highly successful members of our industry from a variety of career paths. As with any product or service, if nobody knows what you're selling, nobody will buy. We'll walk through the often-neglected world of marketing, and you'll create a plan to market yourself both inside your company and to the industry in general. Above all, you'll see how you can set the direction of your career, leading to a more

fulfilling and remarkable professional life.

Head First Android Development Dawn

Griffiths, David Griffiths, 2021-11-10 What will you learn from this book? If you have an idea for a killer Android app, this fully revised and updated edition will get you up and running in a jiffy. You'll go beyond syntax and how-to manuals and learn how to think like a great Android developer. This hands-on book teaches you everything from designing user interfaces to building multi-screen apps that persist data in a database. It covers the latest features of Android Jetpack, including Jetpack Compose. It's like having an experienced Android developer sitting right next to you! If you have some Kotlin know-how, you're ready to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Android Development uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

The Software Development Edge Joe Marasco, 2005 A software project management classic for the twenty - first century: in - the - trenches wisdom from legendary project leader Joe Marasco.

Kotlin and Android Development featuring Jetpack

Michael Fazio, 2021-06-15 Start building native Android apps the modern way in Kotlin with Jetpack's expansive set of tools, libraries, and best practices. Learn how to create efficient, resilient views with Fragments and share data

between the views with ViewModels. Use Room to persist valuable data quickly, and avoid NullPointerExceptions and Java's verbose expressions with Kotlin. You can even handle asynchronous web service calls elegantly with Kotlin coroutines. Achieve all of this and much more while building two full-featured apps, following detailed, step-by-step instructions. With Kotlin and Jetpack, Android development is now smoother and more enjoyable than ever before. Dive right in by developing two complete Android apps. With the first app, Penny Drop, you create a full game complete with random die rolls, customizable rules, and AI opponents. Build lightweight Fragment views with data binding, quickly and safely update data with ViewModel classes, and handle all app navigation in a single location. Use Kotlin with Android-specific Kotlin extensions to efficiently write null-safe code without all the normal boilerplate required for pre-Jetpack + Kotlin apps. Persist and retrieve data as full objects with the Room library, then display that data with ViewModels and list records in a RecyclerView. Next, you create the official app for the Android Baseball League. It's a fake league but a real app, where you use what you learn in Penny Drop and build up from there. Navigate all over the app via a Navigation Drawer, including specific locations via Android App Links. Handle asynchronous and web service calls with Kotlin Coroutines, display that data smoothly with the Paging library, and send notifications to a user's phone from your app. Come build Android apps the modern way with Kotlin and Jetpack! What

You Need: You'll need the Android SDK, a text editor, and either a real Android device or emulator for testing. While not strictly required, it's assumed you're using Android Studio, which comes with the Android SDK and simplifies creating an emulator. Also, a few examples require JDK 1.8 or later, though all of these pieces can be completed in other ways when using JDK 1.6.

Reviewing **Kontalk Devteam**: Unlocking the Spellbinding Force of Linguistics

In a fast-paced world fueled by information and interconnectivity, the spellbinding force of linguistics has acquired newfound prominence. Its capacity to evoke emotions, stimulate contemplation, and stimulate metamorphosis is actually astonishing. Within the pages of "**Kontalk Devteam**," an enthralling opus penned by a very acclaimed wordsmith, readers embark on an immersive expedition to unravel the intricate significance of language and its indelible imprint on our lives. Throughout this assessment, we shall delve to the book is central motifs, appraise its distinctive narrative style, and gauge its overarching influence on the minds of its readers.

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Gamified eBooks**Kontalk Devteam
Introduction**

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