

# IZip V1.0 's Developer

Karl Gilbert,Benjamin Caudill

*Docker and Kubernetes for Java Developers* Jaroslaw Krochmalski, 2017-08-30 Leverage the lethal combination of Docker and Kubernetes to automate deployment and management of Java applications

About This Book Master using Docker and Kubernetes to build, deploy and manage Java applications in a jiff Learn how to create your own Docker image and customize your own cluster using Kubernetes Empower the journey from development to production using this practical guide. Who This Book Is For The book is aimed at Java developers who are eager to build, deploy, and manage applications very quickly using container technology. They need have no knowledge of Docker and Kubernetes. What You Will Learn Package Java applications into Docker images Understand the running of containers locally Explore development and deployment options with Docker Integrate Docker into Maven builds Manage and monitor Java applications running on Kubernetes clusters Create Continuous Delivery pipelines for Java applications deployed to Kubernetes In Detail Imagine creating and testing Java EE applications on Apache Tomcat Server or Wildfly Application server in minutes along with deploying and managing Java applications swiftly. Sounds too good to be true? But you have a reason to cheer as such scenarios are only possible by leveraging Docker and Kubernetes. This book will start by introducing Docker and delve deep into its networking and persistent storage concepts. You will then proceed to learn how to refactor monolith application into separate services by building an application and then packaging it into Docker containers. Next, you will create an image containing Java Enterprise Application and later run it using Docker. Moving on, the book will focus on Kubernetes and its features and you will learn to deploy a Java

application to Kubernetes using Maven and monitor a Java application in production. By the end of the book, you will get hands-on with some more advanced topics to further extend your knowledge about Docker and Kubernetes. Style and approach An easy-to-follow, practical guide that will help Java developers develop, deploy, and manage Java applications efficiently.

**Beginning C++ Programming** Richard Grimes, 2017-04-24 Modern C++ at your fingertips! About This Book This book gets you started with the exciting world of C++ programming. It will enable you to write C++ code that uses the standard library, has a level of object orientation, and uses memory in a safe and effective way. It forms the basis of programming and covers concepts such as data structures and the core programming language. Who This Book Is For A computer, an internet connection, and the desire to learn how to code in C++ is all you need to get started with this book. What You Will Learn Get familiar with the structure of C++ projects. Identify the main structures in the language: functions and classes. Feel confident about being able to identify the execution flow through the code. Be aware of the facilities of the standard library. Gain insights into the basic concepts of object orientation. Know how to debug your programs. Get acquainted with the standard C++ library. In Detail C++ has come a long way and is now adopted in several contexts. Its key strengths are its software infrastructure and resource-constrained applications, including desktop applications, servers, and performance-critical applications, not to forget its importance in game programming. Despite its strengths in these areas, beginners usually tend to shy away from learning the language because of its steep learning curve. The main mission of this book is to make you familiar and comfortable with C++. You will finish the book not only being able to write your own

code, but more importantly, you will be able to read other projects. It is only by being able to read others' code that you will progress from a beginner to an advanced programmer. This book is the first step in that progression. The first task is to familiarize you with the structure of C++ projects so you will know how to start reading a project. Next, you will be able to identify the main structures in the language, functions, and classes, and feel confident being able to identify the execution flow through the code. You will then become aware of the facilities of the standard library and be able to determine whether you need to write a routine yourself, or use an existing routine in the standard library. Throughout the book, there is a big emphasis on memory and pointers. You will understand memory usage, allocation, and access, and be able to write code that does not leak memory. Finally, you will learn about C++ classes and get an introduction to object orientation and polymorphism. Style and approach This straightforward tutorial will help you build strong skills in C++ programming, be it for enterprise software or for low-latency applications such as games or embedded programming. Filled with examples, this book will take you gradually up the steep learning curve of C++.

**Go Web Development Cookbook** Arpit Aggarwal, 2018-04-23 86 recipes on how to build fast, scalable, and powerful web services and applications with Go Key Features Become proficient in RESTful web services Build scalable, high-performant web applications in Go Get acquainted with Go frameworks for web development Book Description Go is an open source programming language that is designed to scale and support concurrency at the language level. This gives you the liberty to write large concurrent web applications with ease. From creating web application to deploying them on Amazon Cloud Services, this

book will be your one-stop guide to learn web development in Go. The Go Web Development Cookbook teaches you how to create REST services, write microservices, and deploy Go Docker containers. Whether you are new to programming or a professional developer, this book will help get you up to speed with web development in Go. We will focus on writing modular code in Go; in-depth informative examples build the base, one step at a time. You will learn how to create a server, work with static files, SQL, NoSQL databases, and Beego. You will also learn how to create and secure REST services, and create and deploy Go web application and Go Docker containers on Amazon Cloud Services. By the end of the book, you will be able to apply the skills you've gained in Go to create and explore web applications in any domain. What you will learn Create a simple HTTP and TCP web server and understand how it works Explore record in a MySQL and MongoDB database Write and consume RESTful web service in Go Invent microservices in Go using Micro – a microservice toolkit Create and Deploy the Beego application with Nginx Deploy Go web application and Docker containers on an AWS EC2 instance Who this book is for This book is for Go developers interested in learning how to use Go to build powerful web applications. A background in web development is expected.

SQL Server 2016 Developer's Guide Dejan Sarka, Milos Radivojevic, William Durkin, 2017-03-22 Get the most out of the rich development capabilities of SQL Server 2016 to build efficient database applications for your organization About This Book Utilize the new enhancements in Transact-SQL and security features in SQL Server 2016 to build efficient database applications Work with temporal tables to get information about data stored in the table at any point in time A detailed guide to SQL Server 2016, introducing you to

multiple new features and enhancements to improve your overall development experience

**Who This Book Is For** This book is for database developers and solution architects who plan to use the new SQL Server 2016 features for developing efficient database applications. It is also ideal for experienced SQL Server developers who want to switch to SQL Server 2016 for its rich development capabilities. Some understanding of the basic database concepts and Transact-SQL language is assumed.

**What You Will Learn**

- Explore the new development features introduced in SQL Server 2016
- Identify opportunities for In-Memory OLTP technology, significantly enhanced in SQL Server 2016
- Use columnstore indexes to get significant storage and performance improvements
- Extend database design solutions using temporal tables
- Exchange JSON data between applications and SQL Server in a more efficient way
- Migrate historical data transparently and securely to Microsoft Azure by using Stretch Database
- Use the new security features to encrypt or to have more granular control over access to rows in a table
- Simplify performance troubleshooting with Query Store
- Discover the potential of R's integration with SQL Server

**In Detail**

Microsoft SQL Server 2016 is considered the biggest leap in the data platform history of the Microsoft, in the ongoing era of Big Data and data science. Compared to its predecessors, SQL Server 2016 offers developers a unique opportunity to leverage the advanced features and build applications that are robust, scalable, and easy to administer. This book introduces you to new features of SQL Server 2016 which will open a completely new set of possibilities for you as a developer. It prepares you for the more advanced topics by starting with a quick introduction to SQL Server 2016's new features and a recapitulation of the possibilities you may have already explored with previous versions of SQL Server. The next part

introduces you to small delights in the Transact-SQL language and then switches to a completely new technology inside SQL Server - JSON support. We also take a look at the Stretch database, security enhancements, and temporal tables. The last chapters concentrate on implementing advanced topics, including Query Store, columnstore indexes, and In-Memory OLTP. You will finally be introduced to R and how to use the R language with Transact-SQL for data exploration and analysis. By the end of this book, you will have the required information to design efficient, high-performance database applications without any hassle. Style and approach This book is a detailed guide to mastering the development features offered by SQL Server 2016, with a unique learn-as-you-do approach. All the concepts are explained in a very easy-to-understand manner and are supplemented with examples to ensure that you—the developer—are able to take that next step in building more powerful, robust applications for your organization with ease.

*Building Bots with Microsoft Bot Framework* Kishore Gaddam, 2017-05-31 Build intelligent and smart conversational interfaces using Microsoft Bot Framework About This Book Develop various real-world intelligent bots from scratch using Microsoft Bot Framework Integrate your bots with most popular conversation platforms such as Skype, Slack, and Facebook Messenger Flaunt your bot building skills in your organization by thoroughly understanding and implementing the bot development concepts such as messages (rich text and pictures), dialogs, and third-party authentication and calling Who This Book Is For This book is for developers who are keen on building powerful services with great and interactive bot interface. Experience with C# is needed. What You Will Learn Set up a development environment and

install all the required software to get started programming a bot Publish a bot to Slack, Skype, and the Facebook Messenger platform Develop a fully functional weather bot that communicates the current weather in a given city Help your bot identify the intent of a text with the help of LUIS in order to make decisions Integrate an API into your bot development Build an IVR solution Explore the concept of MicroServices and see how MicroServices can be used in bot development Develop an IoT project, deploy it, and connect it to a bot In Detail Bots help users to use the language as a UI and interact with the applications from any platform. This book teaches you how to develop real-world bots using Microsoft Bot Framework. The book starts with setting up the Microsoft Bot Framework development environment and emulator, and moves on to building the first bot using Connector and Builder SDK. Explore how to register, connect, test, and publish your bot to the Slack, Skype, and Facebook Messenger platforms. Throughout this book, you will build different types of bots from simple to complex, such as a weather bot, a natural speech and intent processing bot, an Interactive Voice Response (IVR) bot for a bank, a facial expression recognition bot, and more from scratch. These bots were designed and developed to teach you concepts such as text detection, implementing LUIS dialogs, Cortana Intelligence Services, third-party authentication, Rich Text format, Bot State Service, and microServices so you can practice working with the standard development tools such as Visual Studio, Bot Emulator, and Azure. Style and approach This step-by-step guide takes a learn-while-doing approach, delivering the practical knowledge and experience you need to design and build real-world Bots. The concepts come to you on an as-needed basis while developing a bot so you increase your programming knowledge and experience at the same time.



## **Learn Web Development with Python** Fabrizio Romano,Gaston C. Hillar,Arun Ravindran,2018-12-21

A comprehensive guide to Python programming for web development using the most popular Python web framework - Django

**Key Features**

- Learn the fundamentals of programming with Python and building web apps
- Build web applications from scratch with Django
- Create real-world RESTful web services with the latest Django framework

**Book Description**

If you want to develop complete Python web apps with Django, this Learning Path is for you. It will walk you through Python programming techniques and guide you in implementing them when creating 4 professional Django projects, teaching you how to solve common problems and develop RESTful web services with Django and Python. You will learn how to build a blog application, a social image bookmarking website, an online shop, and an e-learning platform. Learn Web Development with Python will get you started with Python programming techniques, show you how to enhance your applications with AJAX, create RESTful APIs, and set up a production environment for your Django projects. Last but not least, you'll learn the best practices for creating real-world applications. By the end of this Learning Path, you will have a full understanding of how Django works and how to use it to build web applications from scratch. This Learning Path includes content from the following Packt products:

- Learn Python Programming by Fabrizio Romano
- Django RESTful Web Services by Gastón C. Hillar
- Django Design Patterns and Best Practices by Arun Ravindran

What you will learn

- Explore the fundamentals of Python programming with interactive projects
- Grasp essential coding concepts along with the basics of data structures and control flow
- Develop RESTful APIs from scratch with Django and the Django REST Framework
- Create automated tests for RESTful web services
- Debug, test, and

profile RESTful web services with Django and the Django REST Framework Use Django with other technologies such as Redis and Celery Who this book is for If you have little experience in coding or Python and want to learn how to build full-fledged web apps, this Learning Path is for you. No prior experience with RESTful web services, Python, or Django is required, but basic Python programming experience is needed to understand the concepts covered.

**Penetration Testing with Shellcode** Hamza Megahed, 2018-02-14 Master Shellcode to leverage the buffer overflow concept Key Features Understand how systems can be bypassed both at the operating system and network level with shellcode, assembly, and Metasploit Learn to write and modify 64-bit shellcode along with kernel-level shellcode concepts A step-by-step guide that will take you from low-level security skills to covering loops with shellcode Book Description Security has always been a major concern for your application, your system, or your environment. This book's main goal is to build your skills for low-level security exploits, finding vulnerabilities and covering loopholes with shellcode, assembly, and Metasploit. This book will teach you topics ranging from memory management and assembly to compiling and extracting shellcode and using syscalls and dynamically locating functions in memory. This book also covers techniques to compile 64-bit shellcode for Linux and Windows along with Metasploit shellcode tools. Lastly, this book will also show you how to write your own exploits with intermediate techniques, using real-world scenarios. By the end of this book, you will have become an expert in shellcode and will understand how systems are compromised both at the operating system and network level. What you will learn Create an isolated lab to test and inject shellcodes (Windows and Linux).

Understand both Windows and Linux behavior. Learn the assembly programming language. Create shellcode using assembly and Metasploit. Detect buffer overflows. Debug and reverse-engineer using tools such as GDB, edb, and Immunity (Windows and Linux). Exploit development and shellcodes injections (Windows & Linux). Prevent and protect against buffer overflows and heap corruption. Who this book is for This book is intended to be read by penetration testers, malware analysts, security researchers, forensic practitioners, exploit developers, C language programmers, software testers, and students in the security field. Readers should have a basic understanding of OS internals (Windows and Linux). Some knowledge of the C programming language is essential, and a familiarity with the Python language would be helpful.

**Mastering Python** Rick van Hattem, 2016-04-29 Master the art of writing beautiful and powerful Python by using all of the features that Python 3.5 offers About This Book Become familiar with the most important and advanced parts of the Python code style Learn the trickier aspects of Python and put it in a structured context for deeper understanding of the language Offers an expert's-eye overview of how these advanced tasks fit together in Python as a whole along with practical examples Who This Book Is For Almost anyone can learn to write working script and create high quality code but they might lack a structured understanding of what it means to be 'Pythonic'. If you are a Python programmer who wants to code efficiently by getting the syntax and usage of a few intricate Python techniques exactly right, this book is for you. What You Will Learn Create a virtualenv and start a new project Understand how and when to use the functional programming paradigm Get familiar with the different ways the decorators can be written in Understand the power of generators and coroutines without digressing into lambda calculus

Create metaclasses and how it makes working with Python far easier Generate HTML documentation out of documents and code using Sphinx Learn how to track and optimize application performance, both memory and cpu Use the multiprocessing library, not just locally but also across multiple machines Get a basic understanding of packaging and creating your own libraries/applications In Detail Python is a dynamic programming language. It is known for its high readability and hence it is often the first language learned by new programmers. Python being multi-paradigm, it can be used to achieve the same thing in different ways and it is compatible across different platforms. Even if you find writing Python code easy, writing code that is efficient, easy to maintain, and reuse is not so straightforward. This book is an authoritative guide that will help you learn new advanced methods in a clear and contextualised way. It starts off by creating a project-specific environment using venv, introducing you to different Pythonic syntax and common pitfalls before moving on to cover the functional features in Python. It covers how to create different decorators, generators, and metaclasses. It also introduces you to functools.wraps and coroutines and how they work. Later on you will learn to use asyncio module for asynchronous clients and servers. You will also get familiar with different testing systems such as py.test, doctest, and unittest, and debugging tools such as Python debugger and faulthandler. You will learn to optimize application performance so that it works efficiently across multiple machines and Python versions. Finally, it will teach you how to access C functions with a simple Python call. By the end of the book, you will be able to write more advanced scripts and take on bigger challenges. Style and Approach This book is a comprehensive guide that covers advanced features of the Python language, and communicate them with

an authoritative understanding of the underlying rationale for how, when, and why to use them.

*Python Programming Blueprints* Daniel Furtado, Marcus Pennington, 2018-02-27 How to build useful, real-world applications in the Python programming language Key Features Deliver scalable and high-performing applications in Python. Delve into the great ecosystem of Python frameworks and libraries through projects that you will build with this book. This comprehensive guide will help you demonstrate the power of Python by building practical projects. Book Description Python is a very powerful, high-level, object-oriented programming language. It's known for its simplicity and huge community support. Python Programming Blueprints will help you build useful, real-world applications using Python. In this book, we will cover some of the most common tasks that Python developers face on a daily basis, including performance optimization and making web applications more secure. We will familiarize ourselves with the associated software stack and master asynchronous features in Python. We will build a weather application using command-line parsing. We will then move on to create a Spotify remote control where we'll use OAuth and the Spotify Web API. The next project will cover reactive extensions by teaching you how to cast votes on Twitter the Python way. We will also focus on web development by using the famous Django framework to create an online game store. We will then create a web-based messenger using the new Nameko microservice framework. We will cover topics like authenticating users and, storing messages in Redis. By the end of the book, you will have gained hands-on experience in coding with Python. What you will learn Learn object-oriented and functional programming concepts while developing projects The dos and don'ts of storing passwords in a database Develop a fully functional website

using the popular Django framework Use the Beautiful Soup library to perform web scrapping Get started with cloud computing by building microservice and serverless applications in AWS Develop scalable and cohesive microservices using the Nameko framework Create service dependencies for Redis and PostgreSQL Who this book is for This book is for software developers who are familiar with Python and want to gain hands-on experience with web and software development projects. A basic knowledge of Python programming is required.

**Mastering Go** Mihalis Tsoukalos, 2019-08-29 Publisher's Note: This edition from 2019 is outdated and is not compatible with the latest version of Go. A new third edition, updated for 2021 and featuring the latest in Go programming, has now been published. Key Features • Second edition of the bestselling guide to advanced Go programming, expanded to cover machine learning, more Go packages and a range of modern development techniques • Completes the Go developer's education with real-world guides to building high-performance production systems • Packed with practical examples and patterns to apply to your own development work • Clearly explains Go nuances and features to remove the frustration from Go development Book Description Often referred to (incorrectly) as Golang, Go is the high-performance systems language of the future. Mastering Go, Second Edition helps you become a productive expert Go programmer, building and improving on the groundbreaking first edition. Mastering Go, Second Edition shows how to put Go to work on real production systems. For programmers who already know the Go language basics, this book provides examples, patterns, and clear explanations to help you deeply understand Go's capabilities and apply them in your programming work. The book covers the nuances of

Go, with in-depth guides on types and structures, packages, concurrency, network programming, compiler design, optimization, and more. Each chapter ends with exercises and resources to fully embed your new knowledge. This second edition includes a completely new chapter on machine learning in Go, guiding you from the foundation statistics techniques through simple regression and clustering to classification, neural networks, and anomaly detection. Other chapters are expanded to cover using Go with Docker and Kubernetes, Git, WebAssembly, JSON, and more. If you take the Go programming language seriously, the second edition of this book is an essential guide on expert techniques. What you will learn

- Clear guidance on using Go for production systems
- Detailed explanations of how Go internals work, the design choices behind the language, and how to optimize your Go code
- A full guide to all Go data types, composite types, and data structures
- Master packages, reflection, and interfaces for effective Go programming
- Build high-performance systems networking code, including server and client-side applications
- Interface with other systems using WebAssembly, JSON, and gRPC
- Write reliable, high-performance concurrent code
- Build machine learning systems in Go, from simple statistical regression to complex neural networks

Who this book is for Mastering Go, Second Edition is for Go programmers who already know the language basics, and want to become expert Go practitioners.

Table of Contents

- Go and the Operating System
- Understanding Go Internals
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- Telling a Unix System What to Do
- Concurrency in Go: Goroutines, Channels, and Pipelines
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Foundations of Network Programming in Go • Network Programming: Building Your Own Servers and Clients • Machine Learning in Go Review Mastering Go - Second Edition is a must-read for developers wanting to expand their knowledge of the language or wanting to pick it up from scratch -- Alex Ellis - Founder of OpenFaaS Ltd, CNCF Ambassador

Hands-On System Programming with Go Alex Guerrieri, 2019-07-05 Explore the fundamentals of systems programming starting from kernel API and filesystem to network programming and process communications Key Features Learn how to write Unix and Linux system code in Golang v1.12 Perform inter-process communication using pipes, message queues, shared memory, and semaphores Explore modern Go features such as goroutines and channels that facilitate systems programming Book Description System software and applications were largely created using low-level languages such as C or C++. Go is a modern language that combines simplicity, concurrency, and performance, making it a good alternative for building system applications for Linux and macOS. This Go book introduces Unix and systems programming to help you understand the components the OS has to offer, ranging from the kernel API to the filesystem, and familiarize yourself with Go and its specifications. You'll also learn how to optimize input and output operations with files and streams of data, which are useful tools in building pseudo terminal applications. You'll gain insights into how processes communicate with each other, and learn about processes and daemon control using signals, pipes, and exit codes. This book will also enable you to understand how to use network communication using various protocols, including TCP and HTTP. As you advance, you'll focus on Go's best feature-concurrency helping you handle communication with channels



and goroutines, other concurrency tools to synchronize shared resources, and the context package to write elegant applications. By the end of this book, you will have learned how to build concurrent system applications using Go. What you will learn: Explore concepts of system programming using Go and concurrency; Gain insights into Golang's internals, memory models and allocation; Familiarize yourself with the filesystem and IO streams in general; Handle and control processes and daemons' lifetime via signals and pipes; Communicate with other applications effectively using a network; Use various encoding formats to serialize complex data structures; Become well-versed in concurrency with channels, goroutines, and sync; Use concurrency patterns to build robust and performant system applications. Who this book is for: If you are a developer who wants to learn system programming with Go, this book is for you. Although no knowledge of Unix and Linux system programming is necessary, intermediate knowledge of Go will help you understand the concepts covered in the book.

**Learning ArcGIS Runtime SDK for .NET** Ron Vincent, 2016-06-30 Learn how to build native, cross-platform mapping apps with this comprehensive and practical guide, using the MVVM pattern. About This Book Enhance the user experience with the power of ArcGIS runtime SDK for .NET. This clear, well-segregated book has all the information you need on ArcGIS Runtime SDK. Just name it—this book has it! This highly practical book empowers you to build your own custom application! Get to know the inner details of ArcGIS Runtime SDK from our experts, in this book written by Ron Vincent, with 24 years' experience in the GIS industry and many in GIS training. Who This Book Is For This book caters to long-term users of Esri's technologies that are new to mobile development or are transitioning from older Esri

technologies such as ArcGIS Engine. It is also for users who are unfamiliar with Esri or GIS and are in need of a mapping solution for either their desktop or a mobile platform, or both. The book requires knowledge of .NET. What You Will Learn Understand and implement the MVVM pattern using MVVM Light Create and add layers from offline and online resources such as ArcGIS Online or ArcGIS for Server Create a 2D or 3D map and decide what kind of symbology to use Symbolize the layers based on the geometry Search and find objects in the layers Geocode an address and create a route using an address Edit layer objects from online content and offline content Test the application using test-driven development and then build and release the application for the intended audience In Detail ArcGIS is a geographic information system (GIS) that enables you to work with maps and geographic information. It can be used to create and utilize maps, compile geographic data, analyze mapped information, share and discover geographic information and manage geographic information in a database. This book starts by showing you where ArcGIS Runtime fits within Esri's overall platform strategy. You'll create an initial map using the SDK, then use it to get an understanding of the MVVM model. You'll find out about the different kinds of layers and start adding layers, and you'll learn to transform maps into a 3D scene. The next chapters will help you comprehend and extract information contained in the maps using co-ordinates and layer objects. Towards the end, you will learn to set the symbology, decide whether to use 2D or 3D, see how to implement 2D or 3D, and learn to search and find objects. You'll also get to grips with many other standard features of the Application Programming Interface (API), including create applications and finally testing, licensing, and deploying them. Once completed, you will be able to meet most of the common requirements of any

mapping application for desktop or mobile platforms. Style and approach This comprehensive book takes a completely practical approach, where every chapter explains the important concepts and demonstrates a practical application of them in a hands-on manner.

**Enterprise Application Architecture with .NET Core** Ganesan Senthilvel,Ovais Mehboob Ahmed Khan,Habib Ahmed Qureshi,2017-04-25 Architect and design highly scalable, robust, clean and highly performant applications in .NET Core About This Book Incorporate architectural soft-skills such as DevOps and Agile methodologies to enhance program-level objectives Gain knowledge of architectural approaches on the likes of SOA architecture and microservices to provide traceability and rationale for architectural decisions Explore a variety of practical use cases and code examples to implement the tools and techniques described in the book Who This Book Is For This book is for experienced .NET developers who are aspiring to become architects of enterprise-grade applications, as well as software architects who would like to leverage .NET to create effective blueprints of applications. What You Will Learn Grasp the important aspects and best practices of application lifecycle management Leverage the popular ALM tools, application insights, and their usage to monitor performance, testability, and optimization tools in an enterprise Explore various authentication models such as social media-based authentication, 2FA and OpenID Connect, learn authorization techniques Explore Azure with various solution approaches for Microservices and Serverless architecture along with Docker containers Gain knowledge about the recent market trends and practices and how they can be achieved with .NET Core and Microsoft tools and technologies In Detail If you want to design and develop enterprise applications using .NET Core as the development framework and learn

about industry-wide best practices and guidelines, then this book is for you. The book starts with a brief introduction to enterprise architecture, which will help you to understand what enterprise architecture is and what the key components are. It will then teach you about the types of patterns and the principles of software development, and explain the various aspects of distributed computing to keep your applications effective and scalable. These chapters act as a catalyst to start the practical implementation, and design and develop applications using different architectural approaches, such as layered architecture, service oriented architecture, microservices and cloud-specific solutions. Gradually, you will learn about the different approaches and models of the Security framework and explore various authentication models and authorization techniques, such as social media-based authentication and safe storage using app secrets. By the end of the book, you will get to know the concepts and usage of the emerging fields, such as DevOps, BigData, architectural practices, and Artificial Intelligence. Style and approach Filled with examples and use cases, this guide takes a no-nonsense approach to show you the best tools and techniques required to become a successful software architect.

*Data Lake for Enterprises* Tomcy John,Pankaj Misra,2017-05-31 A practical guide to implementing your enterprise data lake using Lambda Architecture as the base About This Book Build a full-fledged data lake for your organization with popular big data technologies using the Lambda architecture as the base Delve into the big data technologies required to meet modern day business strategies A highly practical guide to implementing enterprise data lakes with lots of examples and real-world use-cases Who This Book Is For Java developers and architects who would like to implement a data lake for their enterprise will

find this book useful. If you want to get hands-on experience with the Lambda Architecture and big data technologies by implementing a practical solution using these technologies, this book will also help you.

**What You Will Learn**

- Build an enterprise-level data lake using the relevant big data technologies
- Understand the core of the Lambda architecture and how to apply it in an enterprise
- Learn the technical details around Sqoop and its functionalities
- Integrate Kafka with Hadoop components to acquire enterprise data
- Use flume with streaming technologies for stream-based processing
- Understand stream-based processing with reference to Apache Spark Streaming
- Incorporate Hadoop components and know the advantages they provide for enterprise data lakes
- Build fast, streaming, and high-performance applications using ElasticSearch
- Make your data ingestion process consistent across various data formats with configurability
- Process your data to derive intelligence using machine learning algorithms

**In Detail**

The term Data Lake has recently emerged as a prominent term in the big data industry. Data scientists can make use of it in deriving meaningful insights that can be used by businesses to redefine or transform the way they operate. Lambda architecture is also emerging as one of the very eminent patterns in the big data landscape, as it not only helps to derive useful information from historical data but also correlates real-time data to enable business to take critical decisions. This book tries to bring these two important aspects — data lake and lambda architecture—together. This book is divided into three main sections. The first introduces you to the concept of data lakes, the importance of data lakes in enterprises, and getting you up-to-speed with the Lambda architecture. The second section delves into the principal components of building a data lake using the Lambda architecture. It introduces you to popular big data technologies such as Apache

Hadoop, Spark, Sqoop, Flume, and ElasticSearch. The third section is a highly practical demonstration of putting it all together, and shows you how an enterprise data lake can be implemented, along with several real-world use-cases. It also shows you how other peripheral components can be added to the lake to make it more efficient. By the end of this book, you will be able to choose the right big data technologies using the lambda architectural patterns to build your enterprise data lake. Style and approach The book takes a pragmatic approach, showing ways to leverage big data technologies and lambda architecture to build an enterprise-level data lake.

*Splunk Best Practices* Travis Marlette, 2016-09-21 Design, implement, and publish custom Splunk applications by following best practices About This Book This is the most up-to-date guide on the market and will help you finish your tasks faster, easier, and more efficiently. Highly practical guide that addresses common and not-so-common pain points in Splunk. Want to explore shortcuts to perform tasks more efficiently with Splunk? This is the book for you! Who This Book Is For This book is for administrators, developers, and search ninjas who have been using Splunk for some time. A comprehensive coverage makes this book great for Splunk veterans and newbies alike. What You Will Learn Use Splunk effectively to gather, analyze, and report on operational data throughout your environment Expedite your reporting, and be empowered to present data in a meaningful way Create robust searches, reports, and charts using Splunk Modularize your programs for better reusability. Build your own Splunk apps and learn why they are important Learn how to integrate with enterprise systems Summarize data for longer term trending, reporting, and analysis In Detail This book will give you an edge over others through

insights that will help you in day-to-day instances. When you're working with data from various sources in Splunk and performing analysis on this data, it can be a bit tricky. With this book, you will learn the best practices of working with Splunk. You'll learn about tools and techniques that will ease your life with Splunk, and will ultimately save you time. In some cases, it will adjust your thinking of what Splunk is, and what it can and cannot do. To start with, you'll get to know the best practices to get data into Splunk, analyze data, and package apps for distribution. Next, you'll discover the best practices in logging, operations, knowledge management, searching, and reporting. To finish off, we will teach you how to troubleshoot Splunk searches, as well as deployment, testing, and development with Splunk. Style and approach If you're stuck or want to find a better way to work with Splunk environment, this book will come handy. This easy-to-follow, insightful book contains step-by-step instructions and examples and scenarios that you will connect to.

Mastering PostGIS Dominik Mikiewicz,Michal Mackiewicz,Tomasz Nycz,2017-05-31 Write efficient GIS applications using PostGIS - from data creation to data consumption About This Book Learn how you can use PostGIS for spatial data analysis and manipulation Optimize your queries and build custom functionalities for your GIS application A comprehensive guide with hands-on examples to help you master PostGIS with ease Who This Book Is For If you are a GIS developer or analyst who wants to master PostGIS to build efficient, scalable GIS applications, this book is for you. If you want to conduct advanced analysis of spatial data, this book will also help you. The book assumes that you have a working installation of PostGIS in place, and have working experience with PostgreSQL. What You Will Learn Refresh your

knowledge of the PostGIS concepts and spatial databases Solve spatial problems with the use of SQL in real-world scenarios Practical walkthroughs of application development examples using Postgis, GeoServer and OpenLayers. Extract, transform and load your spatial data Expose data directly or through web services. Consume your data in both desktop and web clients In Detail PostGIS is open source extension onf PostgreSQL object-relational database system that allows GIS objects to be stored and allows querying for information and location services. The aim of this book is to help you master the functionalities offered by PostGIS- from data creation, analysis and output, to ETL and live edits. The book begins with an overview of the key concepts related to spatial database systems and how it applies to Spatial RMDS. You will learn to load different formats into your Postgres instance, investigate the spatial nature of your raster data, and finally export it using built-in functionalities or 3th party tools for backup or representational purposes. Through the course of this book, you will be presented with many examples on how to interact with the database using JavaScript and Node.js. Sample web-based applications interacting with backend PostGIS will also be presented throughout the book, so you can get comfortable with the modern ways of consuming and modifying your spatial data. Style and approach This book is a comprehensive guide covering all the concepts you need to master PostGIS. Packed with hands-on examples, tips and tricks, even the most advanced concepts are explained in a very easy-to-follow manner. Every chapter in the book does not only focus on how each task is performed, but also why.

**Electron Projects** Denys Vuika,2019-11-29 A project-based guide to help you create, package, and deploy desktop applications on multiple platforms using modern JavaScript frameworks Key FeaturesUse



your web development skills with JavaScript and Node.js to build desktop applications for macOS and Windows. Develop desktop versions of popular mobile applications that are similar to Slack, Spotify, and more. Design desktop apps with automatic updates and real-time analytics capabilities.

**Book Description** The Electron framework allows you to use modern web technologies to build applications that share the same code across all operating systems and platforms. This also helps designers to easily transition from the web to the desktop. *Electron Projects* guides you through building cross-platform Electron apps with modern web technologies and JavaScript frameworks such as Angular, React.js, and Vue.js. You'll explore the process of configuring modern JavaScript frameworks and UI libraries, real-time analytics and automatic updates, and interactions with the operating system. You'll get hands-on with building a basic Electron app, before moving on to implement a Markdown Editor. In addition to this, you'll be able to experiment with major JavaScript frameworks such as Angular and Vue.js, discovering ways to integrate them with Electron apps for building cross-platform desktop apps. Later, you'll learn to build a screenshot snipping tool, a mini-game, and a music player, while also gaining insights into analytics, bug tracking, and licensing. You'll then get to grips with building a chat app, an eBook generator and finally a simple digital wallet app. By the end of this book, you'll have experience in building a variety of projects and project templates that will help you to apply your knowledge when creating your own cross-platform applications. What you will learn:

- Initialize Node.js, Node Package Manager (NPM), and JavaScript to set up your app
- Integrate Phaser with Electron to build a simple 2D game
- Improve app quality by adding an error tracking system and crash reports
- Implement group chat features and event handling capabilities using Firebase
- Integrate a

WordPress-like rich-text editor into your appBuild Electron applications using a single codebaseWho this book is for This book is for JavaScript developers who want to explore the Electron framework for building desktop apps. Working knowledge of modern frontend JavaScript frameworks and Node.js is assumed. No prior knowledge of desktop development is required.

**Learn React with TypeScript 3** Carl Rippon,2018-11-29 Start developing modern day component based web apps using React 16, Redux and TypeScript 3 with this easy to follow guide filled with practical examples. Key FeaturesLearn the latest and core features of React such as components, React Router, and suspenseDive into TypeScript 3 and it's core components such as interfaces, types aliases, tuples, generics and much more.Build small-to-large scale single page applications with React, Redux, GraphQL and TypeScriptBook Description React today is one of the most preferred choices for frontend development. Using React with TypeScript enhances development experience and offers a powerful combination to develop high performing web apps. In this book, you'll learn how to create well structured and reusable react components that are easy to read and maintain by leveraging modern web development techniques. We will start with learning core TypeScript programming concepts before moving on to building reusable React components. You'll learn how to ensure all your components are type-safe by leveraging TypeScript's capabilities, including the latest on Project references, Tuples in rest parameters, and much more. You'll then be introduced to core features of React such as React Router, managing state with Redux and applying logic in lifecycle methods. Further on, you'll discover the latest features of React such as hooks and suspense which will enable you to create powerful function-based components. You'll get to

grips with GraphQL web API using Apollo client to make your app more interactive. Finally, you'll learn how to write robust unit tests for React components using Jest. By the end of the book, you'll be well versed with all you need to develop fully featured web apps with React and TypeScript. What you will learnGain a first-hand experience of TypeScript and its productivity features Transpile your TypeScript code into JavaScript for it to run in a browser Learn relevant advanced types in TypeScript for creating strongly typed and reusable components.Create stateful function-based components that handle lifecycle events using hooks Get to know what GraphQL is and how to work with it by executing basic queries to get familiar with the syntaxBecome confident in getting good unit testing coverage on your components using JestWho this book is for The ideal target audience for this book are web developers who want to get started with creating modern day web apps with React and TypeScript.You are expected to have a basic understanding of JavaScript and HTML programming. No prior knowledge of TypeScript and React is needed.

*Hands-On AWS Penetration Testing with Kali Linux* Karl Gilbert,Benjamin Caudill,2019-04-30

Identify tools and techniques to secure and perform a penetration test on an AWS infrastructure using Kali Linux Key FeaturesEfficiently perform penetration testing techniques on your public cloud instancesLearn not only to cover loopholes but also to automate security monitoring and alerting within your cloud-based deployment pipelinesA step-by-step guide that will help you leverage the most widely used security platform to secure your AWS Cloud environmentBook Description The cloud is taking over the IT industry. Any organization housing a large amount of data or a large infrastructure has started moving

cloud-ward — and AWS rules the roost when it comes to cloud service providers, with its closest competitor having less than half of its market share. This highlights the importance of security on the cloud, especially on AWS. While a lot has been said (and written) about how cloud environments can be secured, performing external security assessments in the form of pentests on AWS is still seen as a dark art. This book aims to help pentesters as well as seasoned system administrators with a hands-on approach to pentesting the various cloud services provided by Amazon through AWS using Kali Linux. To make things easier for novice pentesters, the book focuses on building a practice lab and refining penetration testing with Kali Linux on the cloud. This is helpful not only for beginners but also for pentesters who want to set up a pentesting environment in their private cloud, using Kali Linux to perform a white-box assessment of their own cloud resources. Besides this, there is a lot of in-depth coverage of the large variety of AWS services that are often overlooked during a pentest — from serverless infrastructure to automated deployment pipelines. By the end of this book, you will be able to identify possible vulnerable areas efficiently and secure your AWS cloud environment. What you will learn

Familiarize yourself with and pentest the most common external-facing AWS services  
Audit your own infrastructure and identify flaws, weaknesses, and loopholes  
Demonstrate the process of lateral and vertical movement through a partially compromised AWS account  
Maintain stealth and persistence within a compromised AWS account  
Master a hands-on approach to pentesting  
Discover a number of automated tools to ease the process of continuously assessing and improving the security stance of an AWS infrastructure  
Who this book is for  
If you are a security analyst or a penetration tester and are interested in exploiting Cloud environments to reveal

vulnerable areas and secure them, then this book is for you. A basic understanding of penetration testing, cloud computing, and its security concepts is mandatory.

**C++17 STL Cookbook** Jacek Galowicz, 2017-06-28 Over 90 recipes that leverage the powerful features of the Standard Library in C++17 About This Book Learn the latest features of C++ and how to write better code by using the Standard Library (STL). Reduce the development time for your applications. Understand the scope and power of STL features to deal with real-world problems. Compose your own algorithms without forfeiting the simplicity and elegance of the STL way. Who This Book Is For This book is for intermediate-to-advanced C++ programmers who want to get the most out of the Standard Template Library of the newest version of C++: C++ 17. What You Will Learn Learn about the new core language features and the problems they were intended to solve Understand the inner workings and requirements of iterators by implementing them Explore algorithms, functional programming style, and lambda expressions Leverage the rich, portable, fast, and well-tested set of well-designed algorithms provided in the STL Work with strings the STL way instead of handcrafting C-style code Understand standard support classes for concurrency and synchronization, and how to put them to work Use the filesystem library addition available with the C++17 STL In Detail C++ has come a long way and is in use in every area of the industry. Fast, efficient, and flexible, it is used to solve many problems. The upcoming version of C++ will see programmers change the way they code. If you want to grasp the practical usefulness of the C++17 STL in order to write smarter, fully portable code, then this book is for you. Beginning with new language features, this book will help you understand the language's mechanics and library features, and offers

insight into how they work. Unlike other books, ours takes an implementation-specific, problem-solution approach that will help you quickly overcome hurdles. You will learn the core STL concepts, such as containers, algorithms, utility classes, lambda expressions, iterators, and more, while working on practical real-world recipes. These recipes will help you get the most from the STL and show you how to program in a better way. By the end of the book, you will be up to date with the latest C++17 features and save time and effort while solving tasks elegantly using the STL. Style and approach This recipe-based guide will show you how to make the best use of C++ together with the STL to squeeze more out of the standard language

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