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Getting started with Flask Andrés Cruz Yoris, This guide is intended to take your first steps with Flask using Python; with this, we are going to propose two things: It is not a book that aims to know Flask 100%, or from zero to expert, since it would be too big an objective for the scope of this guide, otherwise, to know what it offers us and create the first web applications with Flask, know its extensions, create an API, use Jinja2 among others... It is assumed that the reader has at least basic knowledge of Python development. This book has a practical approach, knowing the key aspects of the technology and moving into practice, gradually implementing small features of an application that has real scope. To follow this book you need to have a computer with Windows, Linux or MacOS. The book is currently in development. This book consists of 20 chapters, with which we will learn in detail the most important and basic features of Flask: Chapter 1: In this chapter we will give an introduction to Python, knowing its basic characteristics and functionalities such as variables, data types, functions, classes, among others. Chapter 2: In this chapter we are going to present the software necessary to create projects in Flask, what happens from Python, to preparing the environment, the editor that we will use, VSC and a web browser. Chapter 3: We present some essential commands to develop in Flask, we will prepare the environment and give an introduction to the framework, we will create a structure for the project in Flask and we will get a basic understanding of the routing for the controllers. Chapter 4: In this chapter we will see how to use the template engine par excellence in Flask, which is Jinja, with which we can return responses in HTML format and customize the page with embedded Python code with which we can customize using blocks, filters, macros, among others. Chapter 5: In this chapter we will see how to connect an application in Flask to a relational database such as MySQL using SQLAlchemy; We will see how to configure a database, connection through the models, generation of automatic migrations based on the models and basic CRUD operations to manipulate the database. Chapter 6: In this chapter we will install the Flask Migrate extension to configure a migration system for the project and in this way be able to customize the tables and have a robust schema to be able to make changes to the database in a practical and scalable way, in addition to be able to create a trace with these changes. Chapter 7: In this chapter we will use the Form WTF extension to create forms, apply validations, initial values and later dump this data into the database, these forms are classes with the aforementioned attributes and in this way we can apply the same schema for server and client side data manipulation. Chapter 8: In this chapter we will see how to use one-to-one, one-to-many and many-to-many relationships in Flask with SQLAlchemy. Chapter 9: In this chapter we will see how to use flash messages useful to inform the user about the operations carried out. Chapter 10: In this chapter we will use Flask Login to create an authentication system and protect drivers. Chapter 11: In this chapter we will see how to implement a Rest Api using the Restful Flash package, generate access tokens and make test connections. Chapter 12: In this chapter we will see how to implement unit tests that are part of the development of any application. To do this, we will use the Pytest package available for Python. Chapter 13: In this chapter we will integrate the Bootstrap 5 web framework to our project in Flask, in this way, we will see how to use both technologies together and we will apply styles to the forms, lists, navigation menu, among others. Chapter 14: In this chapter we will use Flask Babel to add a multilanguage system to the application, to give the application the ability to use more than one language. Chapter 15: In this chapter we will learn about several Flask extensions that we have not used until this chapter, such as cache, CLI, a debug banner, email, among others. Chapter 16: In this chapter we will learn how to create custom decorators to use in controllers. Chapter 17: In this chapter we will integrate a role system into the application, in addition to this, we will enhance the user profile with several options such as the option to change the password,

social networks, address, preferred language, among others. Chapter 18: In this chapter we are going to learn about some operations on the database using SQLAlchemy, in addition to knowing how to use the Flask shell. Chapter 19: In this chapter we are going to learn how to use files to manage environment variables in Flask. Chapter 20: In this chapter we are going to create our first experiment which will be a filter to filter by search term, category and tag.

Getting started Laravel 10 Inertia 1 Andrés Cruz, This book is aimed at anyone who wants to start developing with Laravel Inertia whose main advantage is that, we can use Vue components, as if they were blade views and with the added advantage of having all the power of Vue together with Laravel. For those people who want to learn something new, learn about a tool with little documentation and most of it is in English. For people who want to improve a skill in web development, who want to grow as a developer. As long as you identify with at least one of the points mentioned above, this book is for you. Map This book has a total of 16 chapters, it is recommended that you read in the order in which they are arranged and as we explain the components of the framework, go directly to the practice, replicate, test and modify the codes that we show in this book. Chapter 1: In this chapter we are going to learn about the Laravel Inertia tool and what it offers us when developing web applications. Chapter 2: In this chapter we are going to create a project in Laravel Inertia. Chapter 3: In this chapter we are going to learn about the characteristics that a project has in Laravel Inertia, both the structure that a project brings by default, and its base operation. Chapter 4: In this chapter we are going to create the typical CRUD to learn the basics of Laravel Inertia and its communication with components in Vue. Chapter 5: In this chapter we are going to learn about the use of redirections and flash messages. Chapter 6: In this chapter we are going to create the CRUD process for the posts, taking all the topics covered in the previous chapters. Chapter 7: In this chapter we are going to learn about the upload process in Laravel Inertia and using third-party plugins. Chapter 8: In this chapter we are going to install third-party plugins using Vue, specifically the CKEditor plugin. Chapter 9: In this chapter we are going to get to know the confirmation dialogs and toast messages of Laravel Inertia and using third-party plugins. Chapter 10: In this chapter we are going to know the communication between components of components used directly from Laravel, for that, we will create a form step by step. Chapter 10: In this chapter we are going to know the communication between components of components used directly from Laravel, for that, we will create a form step by step. Chapter 11: In this chapter we are going to implement filters and a search field for a list from the administration module. Chapter 12: In this chapter we are going to implement the ordering of columns of a table in a list from the administration module. Chapter 13: In this chapter we are going to create the blog module for the end user, a list and a detail page. Chapter 14: In this chapter we are going to create a shopping cart, which includes the typical CRUD and screens. Chapter 15: In this chapter we are going to explain some essential options that we can use when sending requests through the Inertia object. Chapter 16: In this chapter we are going to create a CRUD to do list type application with reordering via Drag and Drop. The book is currently in development, so there will be more chapters in the future.

Beginning Backbone.js James Sugrue, 2014-01-23 Beginning Backbone.js is your step-by-step guide to learning and using the Backbone.js library in your web projects. Backbone.js is one of the most popular JavaScript libraries among web developers, used to create modular, single-page web apps. This book takes you from downloading Backbone.js and its dependencies all the way to using more advanced libraries to structure your application architecture, and everything in between. With a real-world, practical approach, you will learn how you can integrate Backbone.js into the center of your JavaScript stack, and create scalable applications. James Sugrue shows you how to implement all aspects of templating, work efficiently with RequireJS, and fully understand Grunt and all its

plug-ins. Armed with this knowledge you'll be able to architect a continuous integration system that is key to real-world applications. With the explosion of JavaScript-based applications on the web, the need for more structured approaches to code management is more important than ever. Backbone.js helps create applications that separate models from views, enabling developers to avoid spaghetti code. Beginning Backbone.js will gently guide you into this amazingly powerful library, and help you ramp up to building professional applications. Integrate Backbone.js into your work today with this indispensable book.

Learning TypeScript 2.x Remo H. Jansen, 2018-04-30 Exploit the features of TypeScript to easily create your very own web applications Key Features Develop modular, scalable, maintainable, and adaptable web applications by taking advantage of TypeScript Walk through the fundamentals of TypeScript with the help of practical examples Enhance your web development skills using TypeScript 2.x Book Description TypeScript is an open source and cross-platform statically typed superset of JavaScript that compiles to plain JavaScript and runs in any browser or host. This book is a step-by-step guide that will take you through the use and benefits of TypeScript with the help of practical examples. You will start off by understanding the basics as well as the new features of TypeScript 2.x. Then, you will learn how to work with functions and asynchronous programming APIs. You will continue by learning how to resolve runtime issues and how to implement TypeScript applications using the Object-oriented programming (OOP) and functional programming (FP) paradigms. Later, you will automate your development workflow with the help of tools such as Webpack. Towards the end of this book, you will delve into some real-world scenarios by implementing some full-stack TypeScript applications with Node.js, React and Angular as well as how to optimize and test them. Finally, you will be introduced to the internal APIs of the TypeScript compiler, and you will learn how to create custom code analysis tools. What you will learn Understand TypeScript in depth, including its runtime and advanced type system features Master the core principles of the object-oriented programming and functional programming paradigms with TypeScript Save time using automation tools such as Gulp, Webpack, ts-node, and npm scripts Develop robust, modular, scalable, maintainable, and adaptable applications with testing frameworks such as Mocha, Chai, and Sinon.JS Put your TypeScript skills to practice by developing full-stack web applications with Node.js, React and Angular Use the APIs of the TypeScript compiler to build custom code analysis tool Who this book is for If you are a developer aiming to learn TypeScript to build attractive web applications, this book is for you. No prior knowledge of TypeScript is required. However, a basic understanding of JavaScript would be an added advantage.

Alexa for Seniors in easy steps Nick Vandome, 2020-06-16 Smart speakers are becoming more and more common in the home. These are devices that use a voice-controlled digital personal assistant to perform a range of everyday tasks. One of the most popular of these is Alexa, which operates on the Amazon Echo smart speaker. Alexa for Seniors in easy steps shows the Senior reader how to use Alexa to help with everyday tasks, and to give you peace of mind and keep you safe, including: Setting reminders and alerts for: taking medication upcoming appointments paying bills daily/weekly/monthly household tasks calling relatives and friends birthdays and anniversaries – get Alexa to remind you to send cards and presents in time ...and anything else you need reminding about Making hands-free phone calls if you can't reach the phone Setting and controlling smart home devices like smart heating and smart lighting Getting the weather forecast, latest news, and sports results Playing music and listening to the radio Playing games Doing shopping online And much, much more! Alexa for Seniors in easy steps guides you through setting up your Alexa-enabled device, so you don't have to ask the kids! Presented in larger font for easy reading – in the familiar In Easy Steps style.

Learning DHTMLX Suite UI Eli Geske,2013-10-25 A fast-paced, example-based guide to learning DHTMLX.Learning DHTMLX Suite UI is for web designers who have a basic knowledge of JavaScript and who are looking for powerful tools that will give them an extra edge in their own application development. This book is also useful for experienced developers who wish to get started with DHTMLX without going through the trouble of learning its quirks through trial and error. Readers are expected to have some knowledge of JavaScript, HTML, Document Object Model, and the ability to install a local web server.

Oracle Digital Assistant Luc Bors,Ardhendu Samajdwer,Mascha van Oosterhout,2019-12-10 Use this book as an on-ramp to the development of enterprise-grade chatbots and digital assistants. It is based on real-life experience and explains everything you need to know to start building your own digital assistant (DA) using Oracle technologies. You will become familiar with the concepts involved in DA development from both a user experience and technical point of view. You will learn to create DAs using Oracle technologies, including the Oracle Digital Assistant Cloud. In the first part of the book, you will learn the basic principles of the digital assistant (AKA Chatbot) technology. You will be guided through the steps involved in designing a DA, including how to make sure that the user receives a satisfying experience when using the assistant. In the second part of the book, you will learn how to implement the digital assistant that was designed in the first part. You will begin with a basic implementation, later enhancing that implementation with agents, multi-language support, and webviews. The final part of the book adds a deep dive into custom component development with an example around sentiment analysis and speech. What You Will LearnDesign digital assistants to meet business requirements Implement a great user experience for your digital assistants Translate digital assistant design into real implementations Build multi-language support into your assistants Enhance digital assistants with webviews Create custom components to extend feature sets Who This Book Is For Designers and developers who want to implement digital assistants using Oracle technologies and the cloud platform. This book is ideal for readers new to creating digital assistants, and covers aspects of design, including user experience design, before moving into the technical implementation. Readers experienced in creating digital assistants on other platforms will find the book useful for making the transition to Oracle technologies and the Oracle Digital Assistant Cloud.

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 FeaturesMobile 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.

Vue.js 2 Web Development Projects Guillaume Chau, 2017-11-30 A project-based, practical guide to get hands-on into Vue.js 2.5 development by building beautiful, functional and performant web applications

About This Book Build exciting real world web projects from scratch and become proefficient with Vue.js Web Development Take your app to the next level with animation, routing, state management, server-side rendering and i18n Learn professional web programming techniques to supercharge your Vue.js projects Who This Book Is For If you are a web developer who now wants to create rich and interactive professional applications using Vue.js, then this book is for you. Prior knowledge of JavaScript is assumed. Familiarity with HTML, Node.js, and tools such as npm and webpack will be helpful but not necessary.

What You Will Learn Set up a full Vue.js npm project with the webpack build tool and the official scaffolding tool, vue-cli Write automatically updated templates with directives to create a dynamic web application Structure the app with reusable and maintainable components Create delightful user experiences with animations Use build tools and preprocessor to make larger professional applications Create a multi-page application with the official Vue.js routing library Integrate non-Vue.js elements into your apps like Google Maps Use the official state-management library to prevent errors Optimize your app for SEO and performance with server-side rendering and internationalization

In Detail Do you want to make your web application amazingly responsive? Are you unhappy with your app's performance and looking forward to trying out ways to make your app more powerful? Then Vue.js, a framework for building user interfaces, is a great choice, and this book is the ideal way to put it through its paces. This book's project-based approach will get you to build six stunning applications from scratch and gain valuable insights in Vue.js 2.5. You'll start by learning the basics of Vue.js and create your first web app using directives along with rich and attractive user experiences. You will learn about animations and interactivity by creating a browser-based game. Using the available tools and preprocessor, you will learn how to create multi-page apps with plugins. You will create highly efficient and performant functional components for your app. Next, you will create your own online store and optimize it. Finally, you will integrate Vue.js with the real-time Meteor library and create a dashboard showing real-time data. By the end of this book you will have enough skills and will have worked through enough examples of real Vue.js projects to create interactive professional web applications with Vue.js 2.5.

Style and approach Project-based guide that will help you start building applications immediately with an easy to follow approach. Our book will have 6 concrete projects. It will take readers through clear and logical steps, with screenshots and tips along the way to help you follow the guide and learn how to get more from Vue.js.

Mastering Flask Jack Stouffer, 2015-09-30 Gain expertise in Flask to create dynamic and powerful web applications

About This Book Work with scalable Flask application structures to create complex web apps Discover the most powerful Flask extensions and learn how

to create one Deploy your application to real-world platforms using this step-by-step guide Who This Book Is For If you are a Flask user who knows the basics of the library and how to create basic web pages with HTML and CSS, and you want to take your applications to the next level, this is the book for you. Harnessing the full power of Flask will allow you to create complex web applications with ease. What You Will Learn Set up a best practices Python environment Use SQLAlchemy to programmatically query a database Develop templates in Jinja Set up an MVC environment for Flask Discover NoSQL, when to use it, when not to, and how to use it Develop a custom Flask extension Use Celery to create asynchronous tasks In Detail Flask is a library that allows programmers to create web applications in Python. Flask is a micro-framework that boasts a low learning curve, a large community, and the power to create complex web apps. However, Flask is easy to learn but difficult to master. Starting from a simple Flask app, this book will walk through advanced topics while providing practical examples of the lessons learned. After building a simple Flask app, a proper app structure is demonstrated by transforming the app to use a Model-View-Controller (MVC) architecture. With a scalable structure in hand, the next chapters use Flask extensions to provide extra functionality to the app, including user login and registration, NoSQL querying, a REST API, an admin interface, and more. Next, you'll discover how to use unit testing to take the guesswork away from making sure the code is performing as it should. The book closes with a discussion of the different platforms that are available to deploy a Flask app on, the pros and cons of each one, and how to deploy on each one. Style and approach With plenty of useful examples, this guide introduces new concepts and then shows you how those concepts can be used in a real-world environment. Most sections are based around a single example app that is developed throughout the book.

Mastering Backbone.js Abiee Echamea, 2016-01-15 Design and build scalable web applications using Backbone.js About This Book Level up your Backbone.js skills and create professional web applications with the best practices Use the Backbone.js components in the right way and avoid maintenance nightmares Improve your development workflow from application design to deployment Apply the best practices given in this tutorial to solve day-to-day problems in your applications Who This Book Is For This book is for those developers who know the basic concepts of Backbone.js and want to build scalable applications with it. If you are looking for the best practices of using Backbone.js applied to real work applications, this book is for you. You will be able to apply architectural principles to create amazing web applications easily. What You Will Learn Build web applications that scale with Backbone.js Design a powerful architecture that eliminates maintenance nightmares Use common patterns and best practices in Backbone.js web applications developments Pack your applications to be deployed to production environments Clean up your code organization to a simple and maintainable architecture Test your components and get confidence with your code Deal with common scenarios like file uploading and login issues In Detail Backbone.js is a popular library to build single page applications used by many start-ups around the world because of its flexibility, robustness and simplicity. It allows you to bring your own tools and libraries to make amazing webapps with your own rules. However, due to its flexibility it is not always easy to create scalable applications with it. By learning the best practices and project organization you will be able to create maintainable and scalable web applications with Backbone.js. With this book you will start right from organizing your Backbone.js application to learn where to put each module and how to wire them. From organizing your code in a logical and physical way, you will go on to delimit view responsibilities and work with complex layouts. Synchronizing models in a two-way binding can be difficult and with sub resources attached it can be even worse. The next chapter will explain strategies for how to deal with these models. The following chapters will help you to manage module dependencies on your projects, explore strategies to

upload files to a RESTful API and store information directly in the browser for using it with Backbone.js. After testing your application, you are ready to deploy it to your production environment. The final chapter will cover different flavors of authorization. The Backbone.js library can be difficult to master, but in this book you will get the necessary skill set to create applications with it, and you will be able to use any other library you want in your stack. Style and approach This book takes a tutorial approach to help you scale your Backbone.js applications. It builds a web application using the best practices and applies architectural design principles to develop maintainable web-apps. Each chapter explains the design decisions and improves the project that is used as an example alongside the book.

Panduan Membuat Aplikasi PPDB Online Dengan Laravel 8, Livewire dan Bootstrap 5 Rohi Abdulloh, 2021-04-19 Ebook ini membahas step by step pembuatan PPDB (Pendaftaran Peserta Didik Baru) online menggunakan Laravel 8, Livewire dan Bootstrap 5. Livewire merupakan fitur Laravel yang memiliki fungsi sama halnya dengan framework JavaScript seperti React atau Vue.js, tetapi ditulis dengan skrip PHP. Livewire memiliki fitur seperti component, event, action, state, props, data binding, lifecycle hook dan sebagainya layaknya framework JavaScript. Bedanya, semua ditulis menggunakan skrip PHP. Beberapa fitur dalam aplikasi ini meliputi: - Slideshow gambar untuk menampilkan foto-foto terbaik tentang sekolah yang dapat menarik perhatian calon peserta didik. - Login pendaftar untuk melindungi data pendaftar sehingga tidak dapat dilihat oleh orang lain. - Informasi yang dinamis sehingga dapat ditambah atau disesuaikan dengan kebutuhan sekolah terkait informasi yang ingin disampaikan ke calon pendaftar. - Widget dinamis yang dapat diatur posisi dan urutannya serta dapat ditambahkan widget dari pihak ketiga seperti video youtube, peta lokasi dari google map dan sebagainya. - Formulir dibagi menjadi 4 tahap sehingga data tidak harus dilengkapi saat itu juga. - Cetak formulir dalam format PDF dan dapat dilakukan kapan saja. - Export data pendaftar ke excel. - Tema mudah dikostumisasi hanya dengan mengubah variabel warna. - Tabel pada halaman admin dapat diedit secara inline editing. - Tabel data mengandung fitur sorting, show per page, searching dan pagination yang dibuat sendiri sehingga mudah dikostumisasi sesuai dengan kebutuhan. Demo aplikasi dapat dilihat di: https://www.youtube.com/watch?v=4_rYhaF__5E&t=636s

Practical Oracle JET Daniel Curtis, 2019-05-07 Learn how to use Oracle's JavaScript Extension Toolkit (JET) as a solution to the all too common problem of internal back office and intranet applications that are typically ugly, clunky, and cumbersome to use. JET simultaneously provides you with a JavaScript toolkit that is cutting-edge while being stable enough for enterprise development in an ecosystem that is notorious for its fast-paced rate of change. Practical Oracle JET walks through the process of developing a functional application using Oracle JET. By the end of this book you will have built a support ticket system using a variety of different components bundled with the toolkit, including lists, inputs, and visualizations. The skills acquired from reading this book and working the examples equip you to build your own applications and take your understanding even further to more advanced topics. What You'll Learn Build a real-world Oracle JET application Understand the fundamental technologies used in JET Control look and feel through theming a JET application Develop interfaces using Web Components Include and interface with third-party libraries Configure automated unit testing of JET applications Who This Book Is For Developers with a basic understanding of JavaScript who want to learn Oracle's JavaScript Extension Toolkit for building client-side applications that can integrate with data services and Oracle Cloud products. The book is also of interest to Oracle ADF developers coming from a Java and WebCenter background who are building new skills in JavaScript and browser-based applications.

Primeros pasos con Flask Andrés Cruz Yoris, Esta guía tiene la finalidad de dar los primeros pasos con Flask empleando Python; con esto, vamos a plantear dos cosas: No es un libro que tenga por objetivo conocer al 100% Flask, o de cero a experto, ya que, sería un objetivo demasiado grande para el alcance de esta guía, si no, conocer que nos ofrece y crear las primeras aplicaciones web con Flask, conocer sus extensiones, crear una API, usar Jinja2 entre otros. Se da por hecho de que el lector tiene conocimientos al menos básicos en el desarrollo de Python. Este libro tiene un enfoque práctico, conociendo los aspectos claves de la tecnología y pasando a la práctica, implementando de a poco pequeñas características de una aplicación que tiene alcance real. Para seguir este libro necesitas tener una computadora con Windows, Linux o MacOS. El libro se encuentra actualmente en desarrollo. Este libro consta de 20 capítulos, con los cuales conoceremos en detalle las características más importantes y básicas de Flask: Capítulo 1: En este capítulo daremos una introducción a Python conociendo sus características básicas y funcionalidades como variables, tipos de datos, funciones, clases entre otros. Capítulo 2: En este capítulo vamos a presentar el software necesario para crear proyectos en Flask, qué pasa desde Python, hasta preparar el entorno, el editor que emplearemos VSC y un navegador web. Capítulo 3: Presentamos algunos comandos imprescindibles para desarrollar en Flask, prepararemos el entorno y daremos una introducción al framework, crearemos una estructura para el proyecto en Flask y conoceremos de manera básica el ruteo para los controladores. Capítulo 4: En este capítulo veremos cómo emplear el motor de plantillas en por excelencia en Flask que es Jinja, con el cual podremos devolver respuestas en formato HTML y personalizar la página con código Python incrustado con el cual podremos personalizar mediante bloques, filtros, macros, entre otros. Capítulo 5: En este capítulo veremos cómo conectar una aplicación en Flask a una base de datos relacional como lo es MySQL empleando SQLAlchemy; veremos cómo configurar una base de datos, conexión mediante los modelos, generación de migraciones automáticas en base a los modelos y las operaciones CRUDs básicas para manipular la base de datos. Capítulo 6: En este capítulo instalaremos la extensión de Flask Migrate para configurar un sistema de migraciones para el proyecto y de esta forma poder personalizar las tablas y tener un esquema robusto para poder realizar cambios en la base de datos de manera práctica y escalable, además de poder crear una traza con estos cambios. Capítulo 7: En este capítulo usaremos la extensión de Form WTF para crear formularios, aplicar validaciones, valores iniciales y posteriormente volcar estos datos a la base de datos, estos formularios son clases con los atributos anteriormente mencionados y de esta forma podemos aplicar un mismo esquema para manipulación de los datos del lado del servidor y cliente. Capítulo 8: En este capítulo veremos cómo emplear las relaciones de tipo uno a uno, uno a muchos y muchos a muchos en Flask con SQLAlchemy. Capítulo 9: En este capítulo veremos cómo emplear los mensajes tipo flash útiles para indicar al usuario sobre las operaciones realizadas. Capítulo 10: En este capítulo usaremos Flask Login para crear un sistema de autenticación para registrar usuarios, realizar el login, hacer el logout y poder proteger controladores. Capítulo 11: En este capítulo veremos cómo implementar una Rest Api empleando el paquete de Flask Restful, generar tokens de acceso y realizar las conexiones de pruebas en Postman y empleando el paquete de requests. Capítulo 12: En este capítulo veremos cómo implementar pruebas unitarias que forman parte del desarrollo de cualquier aplicación, para ello, usaremos el paquete de Pytest disponible para Python. Capítulo 13: En este capítulo integraremos el framework web Bootstrap 5 a nuestro proyecto en Flask, de esta manera, veremos cómo emplear ambas tecnologías en conjunto y aplicaremos estilos a los formularios, listados, menú de navegación, entre otros. Capítulo 14: En este capítulo usaremos Flask Babel para agregar un sistema de multilenguaje a la aplicación, para dotar a la aplicación de que pueda emplear más de un idioma. Capítulo 15: En este capítulo conoceremos varias extensiones de Flask que no hemos empleado hasta este capítulo, como

caché, CLI, un debug banner, email, entre otros. Capítulo 16: En este capítulo aprenderemos a crear decoradores personalizados para emplear en los controladores. Capítulo 17: En este capítulo integraremos un sistema de roles a la aplicación, además de esto, potenciaremos el perfil de usuario con varias opciones como opción de cambiar la contraseña, redes sociales, dirección, idioma preferido entre otros. Capítulo 18: Este capítulo vamos a conocer algunas operaciones a la base de datos empleando SQLAlchemy, además de conocer cómo emplear la shell de Flask. Capítulo 19: En este capítulo vamos a conocer cómo emplear los archivos para manejar las variables de entorno en Flask. Capítulo 20: En este capítulo vamos a crear nuestro primer experimento que será un filtro para filtrar por término de búsqueda, categoría y etiqueta.

Practical Neo4j Gregory Jordan, 2014-12-29 Why have developers at places like Facebook and Twitter increasingly turned to graph databases to manage their highly connected big data? The short answer is that graphs offer superior speed and flexibility to get the job done. It's time you added skills in graph databases to your toolkit. In Practical Neo4j, database expert Greg Jordan guides you through the background and basics of graph databases and gets you quickly up and running with Neo4j, the most prominent graph database on the market today. Jordan walks you through the data modeling stages for projects such as social networks, recommendation engines, and geo-based applications. The book also dives into the configuration steps as well as the language options used to create your Neo4j-backed applications. Neo4j runs some of the largest connected datasets in the world, and developing with it offers you a fast, proven NoSQL database option. Besides those working for social media, database, and networking companies of all sizes, academics and researchers will find Neo4j a powerful research tool that can help connect large sets of diverse data and provide insights that would otherwise remain hidden. Using Practical Neo4j, you will learn how to harness that power and create elegant solutions that address complex data problems. This book: Explains the basics of graph databases Demonstrates how to configure and maintain Neo4j Shows how to import data into Neo4j from a variety of sources Provides a working example of a Neo4j-based application using an array of language of options including Java, .Net, PHP, Python, Spring, and Ruby As you'll discover, Neo4j offers a blend of simplicity and speed while allowing data relationships to maintain first-class status. That's one reason among many that such a wide range of industries and fields have turned to graph databases to analyze deep, dense relationships. After reading this book, you'll have a potent, elegant tool you can use to develop projects profitably and improve your career options.

Primeros pasos Laravel 10 Inertia 1 Andrés Cruz, Este libro está dirigido a cualquiera que quiera comenzar a desarrollar con Laravel Inertia cuya principal ventaja es que, podemos usar componentes de Vue, como si fueran vistas de blade y con la ventaja agregada de tener todo el poderío de Vue junto con Laravel. Para aquellas personas que quieran aprender algo nuevo, conocer sobre una herramienta con poca documentación y la mayoría de ella está en inglés. Para las personas que quieran mejorar una habilidad en el desarrollo web, que quieran crecer como desarrollador. Con que te identifiques al menos con alguno de los puntos señalados anteriormente, este libro es para ti. Mapa Este libro tiene un total de 16 capítulos, se recomienda que leas en el orden en el cual están dispuestos y a medida que vayamos explicando los componentes del framework, vayas directamente a la práctica, repliques, pruebes y modifiques los códigos que mostramos en este libro. Capítulo 1: En este capítulo vamos a conocer la herramienta de Laravel Inertia y que nos ofrece al momento del desarrollo de aplicaciones web. Capítulo 2: En este capítulo vamos a crear un proyecto en Laravel Inertia. Capítulo 3: En este capítulo vamos a conocer las características que cuenta un proyecto en Laravel Inertia, tanto la estructura que trae por defecto un proyecto, como su funcionamiento base. Capítulo 4: En este capítulo vamos a crear el típico CRUD para conocer

las bases de Laravel Inertia y su comunicación con componentes en Vue. Capítulo 5: En este capítulo vamos a conocer el uso de las redirecciones y mensajes flash. Capítulo 6: En este capítulo vamos a crear el proceso CRUD para los posts, tomando todos los temas tratados en los anteriores capítulos. Capítulo 7: En este capítulo vamos a conocer el proceso de upload en Laravel Inertia y usando plugins de terceros. Capítulo 8: En este capítulo vamos a instalar plugins de terceros usando Vue, específicamente, el plugin de CKEditor. Capítulo 9: En este capítulo vamos a conocer los diálogos de confirmación y mensajes tipo toast de Laravel Inertia y usando plugins de terceros. Capítulo 10: En este capítulo vamos a conocer la comunicación entre componentes de componentes usados directamente desde Laravel, para eso, crearemos un formulario paso por paso. Capítulo 11: En este capítulo vamos a implementar filtros y un campo de búsqueda para un listado desde el módulo de administración. Capítulo 12: En este capítulo vamos a implementar la ordenación de columnas de una tabla en un listado desde el módulo de administración. Capítulo 13: En este capítulo vamos a crear el módulo de blog de vista al usuario final, un listado y página de detalle. Capítulo 14: En este capítulo vamos a crear un carrito de compras, que incluye el típico CRUD y pantallas. Capítulo 15: En este capítulo vamos a explicar algunas opciones imprescindibles que podemos usar al momento de enviar peticiones mediante el objeto de Inertia. Capítulo 16: En este capítulo vamos a crear una aplicación tipo to do list tipo CRUD y con reordenación vía Drag and Drop. El libro se encuentra actualmente en desarrollo, por lo tanto habrá más capítulos a futuro.

Flask Web Development Miguel Grinberg, 2018-03-05 Take full creative control of your web applications with Flask, the Python-based microframework. With the second edition of this hands-on book, you'll learn the framework from the ground up by developing, step-by-step, a real-world project created by author Miguel Grinberg. This refreshed edition accounts for important technology changes that have occurred in the past three years. You'll learn the framework's core functionality, as well as how to extend applications with advanced web techniques such as database migration and web service communication. The first part of each chapter provides you with reference and background for the topic in question, while the second part guides you through a hands-on implementation of the topic. If you have Python experience, this book shows you how to take advantage of the creative freedom Flask provides.

The Rough Guide to Apple Watch Dwight Spivey, 2015-11-03 The Rough Guide to Apple Watch is the essential guide to the ultimate smartwatch. Whether you want an in-depth step-by-step guide to functionality, a definition of taptic engine, or you need advice on fast fixes and troubleshooting, The Rough Guide to Apple Watch is the definitive full-colour guide to the most exciting wearable tech and hottest smartwatch on the market. Full of easy to use, photographic step-by-steps, The Rough Guide to Apple Watch takes you from setting up your Apple Watch and connecting it to your iPhone to accessing iTunes and using Apple Pay, all the way through to getting the best from the health and fitness features and using third party apps. The Rough Guide to Apple Watch will give you all the best tip and tricks for maximising your Apple Watch's potential. Make the most of your Apple Watch with The Rough Guide to Apple Watch.

Apple Watch watchOS 3 Handbuch Anton Ochsenkühn, 2016-09-28 Bestimmt halten Sie dieses Buch in den Händen und fragen sich: Braucht man eine Anleitung für eine Uhr? Auf den ersten Blick ist es „nur“ eine Uhr, jedoch verbergen sich in diesem kleinen und unauffälligen Gerät mannigfaltige Funktionen. Alles auf einen Blick: Erhalten Sie sämtliche Meldungen direkt auf Ihrer Uhr am Handgelenk und reagieren Sie, ohne umständlich das iPhone aus der Tasche holen zu müssen. Termine, Wetterprognosen, Bahnverbindungen, Telefonate, Erinnerungen, Nachrichten – um nur ein paar Mitteilungen zu nennen – werden vom iPhone aus auf die Apple Watch geleitet und können diskret abgerufen oder beantwortet werden. Sport und Bewegung: Lassen Sie sich von Ihrer

persönlichen Apple Watch dazu motivieren, aktiv und gesund zu bleiben. Zeichnen Sie Trainings auf und sammeln Sie Medaillen über Ihre Erfolge. Und ab und an legen Sie eine bewusste Pause ein. Auch dabei unterstützt Sie Ihre Apple Watch. Mode: Dabei können Sie Ihren persönlichen Stil mit vielen Modellvariationen und zahlreichen Armbändern ausdrücken. Auch die Apple Watch selbst bietet so viele unterschiedliche Zifferblätter zur Darstellung, dass keine Wünsche mehr offen bleiben. Aus dem Inhalt: • Infos zur Apple Watch: Alles, was Sie vor dem Kauf wissen müssen – Modelle, Materialien, Technik etc. • Konfiguration: So wird die Apple Watch auf Ihre Bedürfnisse hin angepasst – Zifferblätter, Komplikationen, Apps, Dock und vieles mehr. • Apple Watch + iPhone: Nutzen Sie das iPhone, um die Apple Watch optimal einzurichten. Die Apps Health, Aktivität und Watch helfen Ihnen, die Fitness-Daten immer im Blick zu behalten. Über die Notruf-Funktion bekommen Sie rasch Hilfe, wenn es nötig ist. • Training mit der Apple Watch: Egal ob Sie joggen, schwimmen oder mit dem Rad unterwegs sind – die Watch kann Ihre Aktivitäten inkl. Pulsmessung aufzeichnen. Und auch darum kümmert sich die Uhr – ab und zu tut eine Pause auch ganz gut. • Bleiben Sie in Kontakt: Im Handumdrehen sind Nachrichten erstellt und versendet – egal ob es sich um Text- oder Bildnachrichten handelt: Über die Diktier- oder Scribble-Funktion gelingt die Texteingabe kinderleicht. Und Siri kann Ihnen in vielen Belangen mit Rat und Tat zur Seite stehen. • Insidertipps: Es gibt zahlreiche clevere Funktionen – man muss sie nur kennen.

Instant Kendo UI Mobile Sagar Ganatra, 2013-01-01 Filled with practical, step-by-step instructions and clear explanations for the most important and useful tasks. Written as practical recipes, Instant Kendo UI Mobile How-to will show you all you need to know to build your first mobile application utilizing the Kendo UI Mobile framework and its components. This book is for web application developers who are looking forward to build a mobile website or an application. It requires basic knowledge of HTML, CSS, and JavaScript. This guide assumes that you are new to the topic and provides a step-by-step approach to building mobile applications using the Kendo UI Mobile library.

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