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Robert Nagy

Learn Spring for Android Application Development S. M. Mohi Us Sunnat,Igor Kucherenko,2019-01-31 A hands-on guide to Android programming with Spring MVC, Spring Boot, and Spring Security Key FeaturesBuild native Android applications with Spring for AndroidExplore Reactive programming, concurrency, and multithreading paradigms for building fast and efficient applicationsWrite more expressive and robust code with Kotlin using its coroutines and other latest featuresBook Description As the new official language for Android, Kotlin is attracting new as well as existing Android developers. As most developers are still working with Java and want to switch to Kotlin, they find a combination of these two appealing. This book addresses this interest by bringing together Spring, a widely used Java SE framework for building enterprise-grade applications, and Kotlin. Learn Spring for Android Application Development will guide you in leveraging some of the powerful modules of the Spring Framework to build lightweight and robust Android apps using Kotlin. You will work with various modules, such as Spring AOP, Dependency Injection, and Inversion of Control, to develop applications with better dependency management. You'll also explore other modules of the Spring Framework, such as Spring MVC, Spring Boot, and Spring Security. Each chapter has practice exercises at the end for you to assess your learning. By the end of the book, you will be fully equipped to develop Android applications with Spring technologies. What you will learnGet to

grips with the basics of the Spring FrameworkWrite web applications using the Spring Framework with KotlinDevelop Android apps with KotlinConnect a RESTful web service with your app using RetrofiltUnderstand JDBC, JPA, MySQL for Spring and SQLite Room for AndroidExplore Spring Security fundamentals, Basic Authentication, and OAuth2Delve into Concurrency and Reactive programming using KotlinDevelop testable applications with Spring and AndroidWho this book is for If you're an aspiring Android developer or an existing developer who wants to learn how to use Spring to build robust Android applications in Kotlin, this book is for you. Though not necessary, basic knowledge of Spring will assist with understanding key concepts covered in this book.

  Simplifying Application Development with Kotlin Multiplatform Mobile Robert Nagy,2022-03-04 Explore the new Kotlin Multiplatform to build native apps for Android and iOS while sharing business logic between apps Key FeaturesImprove app development speed dramatically by writing the business logic in KotlinImplement a native user interface and work with platform-specific APIsLeverage Kotlin Multiplatform Mobile's code-sharing capabilities for your projectsBook Description Sharing code between platforms can help developers gain a competitive edge, and Kotlin Multiplatform Mobile (KMM) offers a sensible way to do it. KMM helps mobile teams share code between Android and iOS in a flexible way, leaving room for native development. The book begins by helping you to gain a clear understanding of the Kotlin Multiplatform approach, how it works, and how it is different from cross-platform

technologies, such as React Native and Flutter, and code sharing options, such as C++. You'll then see how your team can use this software development kit (SDK) to build native applications more effectively by learning timeless concepts and working through practical examples. As you advance, you'll get to grips with the core concepts, understand why UI sharing fails, and get hands-on with developing a small KMM application. Finally, you'll discover expert tips and best practices, along with production- and adoption-related questions, that will help you take the next step in your project and career. By the end of this Kotlin book, you'll have gained a solid understanding of the capabilities of KMM and be able to share code between Android and iOS flexibly. What you will learnGet acquainted with the multiplatform approach and KMM's competitive edgeUnderstand how Kotlin Multiplatform works under the hoodGet up and running with the Kotlin language quickly in the context of SwiftFind out how to share code between Android and iOSExplore tips and best practices in KMM to increase app development efficiencyDiscover adoption tips to integrate KMM into existing or new production appsWho this book is for This book is for native Android and iOS developers who want to build high-quality apps using an efficient development process. Knowledge of the framework and the languages used is necessary, that is, Android with Java or Kotlin and iOS with Objective-C or Swift. For Swift developers, the book assumes no knowledge of Kotlin as this will be covered in the context of Swift.

<u>Android Database Best Practices</u> Adam Stroud,2016-07-25 Battle-Tested Strategies for Storing, Managing, and Sharing Android Data "AndroidTM Database Best Practices goes well beyond API documentation to offer strategic advice about how to handle data in an Android application and the tools needed to develop productively. This arms the developer with a trove of solutions to nearly any problem an application may face involving data. Mastering the concepts in this book are therefore essential for any developer who wants to create professional Android applications." —Greg Milette, Android developer, Gradison Technologies, Inc. This is the first guide to focus on one of the most critical aspects of Android development: how to efficiently store, retrieve, manage, and share information from your app's internal database. Through real-world code examples, which you can use in your own apps, you'll learn how to take full advantage of SQLite and the database-related classes on Android. A part of Addison-Wesley's AndroidTM Deep Dive series for experienced Android developers, Android Database Best Practices draws on Adam Stroud's extensive experience leading cutting-edge app projects. Stroud reviews the core database theory and SQL techniques you need to efficiently build, manipulate, and read SQLite databases. He explores SQLite in detail, illuminates Android's APIs for database interaction, and shares modern best practices for working with databases in the Android environment. Through a complete case study, you'll learn how to design your data access layer to simplify all facets of data management and avoid

unwanted technical debt. You'll also find detailed solutions for common challenges in building data-enabled Android apps, including issues associated with threading, remote data access, and showing data to users. Extensive, up-to-date sample code is available for download at github.com/android-database-best-practices/device-database. You will Discover how SQLite database differs from other relational databases Use SQL DDL to add structure to a database, and use DML to manipulate data Define and work with SQLite data types Persist highly structured data for fast, efficient access Master Android classes for create, read, update, and delete (CRUD) operations and database queries Share data within or between apps via content providers Master efficient UI strategies for displaying data, while accounting for threading issues Use Android's Intents API to pass data between activities when starting a new activity or service Achieve two-way communication between apps and remote web APIs Manage the complexities of app-to-server communication, and avoid common problems Use Android's new Data Binding API to write less code and improve performance

  Android Development with Kotlin Marcin Moskala,Igor Wojda,2017-08-30 Learn how to make Android development much faster using a variety of Kotlin features, from basics to advanced, to write better quality code. About This Book Leverage specific features of Kotlin to ease Android application development Write code based on both object oriented and functional programming to build robust applications Filled with various practical

examples so you can easily apply your knowledge to real world scenarios Identify the improved way of dealing with common Java patterns Who This Book Is For This book is for developers who have a basic understanding of Java language and have 6-12 months of experience with Android development and developers who feel comfortable with OOP concepts. What You Will Learn Run a Kotlin application and understand the integration with Android Studio Incorporate Kotlin into new/existing Android Java based project Learn about Kotlin type system to deal with null safety and immutability Define various types of classes and deal with properties Define collections and transform them in functional way Define extensions, new behaviours to existing libraries and Android framework classes Use generic type variance modifiers to define subtyping relationship between generic types Build a sample application In Detail Nowadays, improved application development does not just mean building better performing applications. It has become crucial to find improved ways of writing code. Kotlin is a language that helps developers build amazing Android applications easily and effectively. This book discusses Kotlin features in context of Android development. It demonstrates how common examples that are typical for Android development, can be simplified using Kotlin. It also shows all the benefits, improvements and new possibilities provided by this language. The book is divided in three modules that show the power of Kotlin and teach you how to use it properly. Each module present features in different levels of advancement. The first

module covers Kotlin basics. This module will lay a firm foundation for the rest of the chapters so you are able to read and understand most of the Kotlin code. The next module dives deeper into the building blocks of Kotlin, such as functions, classes, and function types. You will learn how Kotlin brings many improvements to the table by improving common Java concepts and decreasing code verbosity. The last module presents features that are not present in Java. You will learn how certain tasks can be achieved in simpler ways thanks to Kotlin. Through the book, you will learn how to use Kotlin for Android development. You will get to know and understand most important Kotlin features, and how they can be used. You will be ready to start your own adventure with Android development with Kotlin.

  Building Kotlin Applications Mounir Boussetta,2023-11-03 Unlock your programming potential with Kotlin - Start building today KEY FEATURES ● Understand Kotlin fundamentals, such as syntax, type system, basic concepts, and reactive programming principles. ● Learn to use Kotlin's advanced features, such as coroutines, extension functions, and generics, to write efficient, maintainable, and reusable code. ● Explore applying reactive programming techniques to solve common challenges, such as handling concurrency, managing data streams, and building responsive user interfaces. ● Seek guidance on how to build robust and scalable applications using Kotlin and reactive programming patterns, such as Spring Boot. DESCRIPTION Kotlin is a modern, expressive, and concise programming language popular among

developers for its many benefits. These include its interoperability with Java, ability to build native mobile and web applications, and support for functional programming. This book provides a comprehensive introduction to Kotlin, covering everything you need to know to start building Kotlin applications, regardless of your prior programming experience. You'll start by learning the basics of Kotlin, including its variables, types, functions, and control flow statements. Then, you'll explore more advanced topics such as object-oriented programming, generics, coroutines, RxKotlin, and multiplatform development. Once you have a solid foundation in Kotlin, you'll learn how to use it to build real-world applications. You'll start with a simple Android application and then move on to more complex projects, such as a web application and a desktop application. By the end of this book, you will have a deep understanding of Kotlin and be confident in your ability to use it to build robust, maintainable, and scalable applications. WHAT YOU WILL LEARN ● Learn Kotlin syntax, type system, and basic concepts to write idiomatic, expressive, and safe code. ● Build robust and scalable applications using Kotlin, including web, mobile, and desktop applications. Use reactive patterns and frameworks such as Spring Boot to design highly scalable and resilient applications. ● Apply best practices and design patterns to write maintainable and reusable code. ● Write code that is reliable and easy to maintain. ● Become a more productive and efficient programmer. WHO THIS BOOK IS FOR Building Kotlin Applications is for anyone

who wants to learn how to build modern and scalable applications with Kotlin. Whether you are a software engineer, mobile developer, web developer, or student, this book will teach you everything you need to know to get started with Kotlin. TABLE OF CONTENTS 1. Java and Kotlin 2. Kotlin Basics 3. OOP with Kotlin 4. Generics 5. Annotations and Reflection 6. Functional Programming with Kotlin and RxKotlin 7. Observables, Observers, and Subjects 8. Flowables and Backpressure 9. Data Transformers and Async Operators 10. Concurrency and Parallel Processing 11. Testing Reactive Applications 12. Spring Reactive for Kotlin 13. Asynchronous Programming and Coroutines 14. Suspending Functions and Async/Await 15. Contexts and Dispatchers 16. Coroutines Channels 17. Coroutine Flows 18. Multiplatform and Kotlin

Clean Android Architecture Alexandru Dumbravan,Ed Price,2022-06-20 Learn how to build, maintain, and test Android applications using clean architecture principles Key FeaturesUnderstand various software design principles and patterns to make an application more testableStructure your application's code into different layers and components to make it more maintainable and flexibleStudy popular libraries and frameworks and integrate them into an applicationBook Description As an application's code base increases, it becomes harder for developers to maintain existing features and introduce new ones. In this clean architecture book, you'll learn to identify when and how this problem emerges and how to structure your code to overcome it. The book starts by explaining clean architecture principles and Android

architecture components and then explores the tools, frameworks, and libraries involved. You'll learn how to structure your application in the data and domain layers, the technologies that go in each layer, and the role that each layer plays in keeping your application clean. You'll understand how to arrange the code into these two layers and the components involved in assembling them. Finally, you'll cover the presentation layer and the patterns that can be applied to have a decoupled and testable code base. By the end of this architecture book, you'll be able to build an application following clean architecture principles and have the knowledge you need to maintain and test the application easily. What you will learnDiscover and solve issues in Android legacy applicationsBecome well versed in the principles behind clean architectureGet to grips with writing loosely coupled and testable codeFind out how to structure an application's code in separate layersUnderstand the role each layer plays in keeping the application cleanIntegrate existing frameworks and libraries for each layerWho this book is for This book is for Android developers who want to learn about managing the complexity of their applications, and is also highly recommended for intermediate or advanced Android developers looking for a go-to guide for clean architecture and the integration of various Android technologies. New developers familiar with the fundamentals of Android app development will find this book useful too.

   Lean Mobile App Development Mike van Drongelen,Adam Dennis,Richard

Garabedian,Alberto Gonzalez,Aravind Krishnaswamy,2017-11-28 Develop lean iOS and Android apps using industry standard techniques and lean development practices. About This Book Build ready-to-deploy apps with less iterations and shorter development times Adopt the lean startup methodologies to develop iOS and Android apps that shine in the App Store This hands-on guide puts continuous innovation into practice to develop successful mobile apps Who This Book Is For This book is for developers, CTOs, and architects working for a startup or another kind of lean startup environment, such as start-up within a cooperation. It is is ideal for any iOS and Android developer who wants to build successful mobile apps by adopting the lean startup methodology. What You Will Learn Apply the lean startup methodology to real Android and iOS development Define what your hypotheses are by creating an Minimal Viable Product Validate your idea against the Business Model Canvas Gather feedback through statistics and by getting user comments, learn from it, and adapt your app accordingly Develop skills and devise strategies to build versatile and flexible apps that meet changing business requirements Investigate the possibilities when you need to pivot your start-up idea whether in a startup or an established business. Create a successful app and get tips on how to boostconversion and how to optimize the on boardingprocess. In Detail Lean is the ultimate methodology for creating a startup that succeeds. Sounds great from a theoretical point of view, but what does that mean for you as an a technical co-founder or mobile developer?

By applying the Lean Start-up methodology to your mobile App development, it will become so much easier to build apps that take Google Play or the App Store by storm. This book shows you how to bring together smarter business processes with technical know-how. It makes no sense to develop a brilliant app for six months or longer only to find out later that nobody is interested in it. Build a Minimum Viable Product (MVP) first. Validate your hypotheses early and often. Discover effective product development strategies that let you put Facebook's famous axiom move fast and break things into practice. A great app without visibility and marketing clout is nothing, so use this book to market your app, making use of effective metrics that help you track and iterate all aspects of project performance. Style and approach This book takes a hands-on approach to developing apps through the Lean Start-up Methodology. Following a 50% business and 50% tech approach, this book is filled with practical examples and real-world experiments.

Android Mesh - An Android Networking Library Ajay Sharvesh M P,2020-07-19 This book reveals about android networking libraries, it's architecture & with furnishes flawless practical stuff.

Mastering Android Development with Kotlin Milos Vasic,2017-11-08 Master Android development using a variety of Kotlin features About This Book Leverage specific features of Kotlin to ease Android application development An illustrative guide that will help you write code based Kotlin language to build robust Android applications Filled with various practical examples

build amazing Android project using Kotlin so you can easily apply your knowledge to real world scenarios Who This Book Is For The book is for developers who want to build amazing Android applications in an easy and effective way. Basic knowledge of Kotlin is assumed, but you do not need any familiarity with Android development. What You Will Learn Understand the basics of Android development with Kotlin Get to know the key concepts in Android development See how to create modern mobile applications for the Android platform Adjust your application's look and feel Know how to persist and share application database Work with Services and other concurrency mechanisms Write effective tests Migrate an existing Java-based project to Kotlin In Detail Kotlin is a programming language intended to be a better Java, and it's designed to be usable and readable across large teams with different levels of knowledge. As a language, it helps developers build amazing Android applications in an easy and effective way. This book begins by giving you a strong grasp of Kotlin's features in the context of Android development and its APIs. Moving on, you'll take steps toward building stunning applications for Android. The book will show you how to set up the environment, and the difficulty level will grow steadily with the applications covered in the upcoming chapters. Later on, the book will introduce you to the Android Studio IDE, which plays an integral role in Android development. We'll use Kotlin's basic programming concepts such as functions, lambdas, properties, object-oriented code, safety aspects, type

parameterization, testing, and concurrency, which will guide you through writing Kotlin code into production. We'll also show you how to integrate Kotlin into any existing Android project. Style and approach In this book, you'll master Android development using Kotlin through real application examples. We'll introduce you to basic Android concepts and offer guidance from the first steps to the final project. In each chapter, we'll develop one important application functionality as a development milestone. As we progress, you'll become more experienced in Android and our application will progress toward a real-world product. Finally, when we complete the application's development, we'll write proper tests to ensure it's production ready.

  Kotlin for Android App Development Peter Sommerhoff,2018-12-17 Write More Robust and Maintainable Android Apps with Kotlin "Peter Sommerhoff takes a practical approach to teaching Kotlin by providing a larger set of code listings that demonstrate language features and by guiding readers through the development of two Android apps step by step. . . . Peter finds a good balance between what is essential and what can be left to readers, so this book is an efficient yet comprehensible source for starting programming with Kotlin." —Bernhard Rumpe, Professor of Software Engineering, RWTH Aachen University The Kotlin language brings state-of-the-art programming techniques and constructs to Android development. Kotlin for Android App Development will help you rapidly understand Kotlin's principles and techniques, apply

Kotlin in production app development, integrate Kotlin with existing Java code, and plan a migration to Kotlin, if you choose. If you have at least basic programming experience (with any language), Peter Sommerhoff's well-crafted overview and examples will help you get quickly up-to-speed with the Kotlin language, its constructs, and its advanced functional and object-oriented capabilities. Once you've mastered these foundations, Sommerhoff walks you through two complete app development projects, introducing best practices and emerging patterns for writing code that's robust, concise, readable, and highly performant. Understand Kotlin's goals, principles, advantages, design, and constructs Take full advantage of functional programming in the Kotlin environment Write more concise and reusable code using Kotlin's object-oriented features Interoperate with existing Java code, and plan a migration to Kotlin Use coroutines to efficiently handle concurrency Capture data via third-party APIs, map it to internal data representations, and present it to users Master best practices for architecting Kotlin Android apps Improve productivity and readability by creating simple domain-specific languages in Kotlin

How to Build Android Apps with Kotlin Alex Forrester,Eran Boudjnah,Alexandru Dumbravan,Jomar Tigcal,2023-05-02 Unleash the power of Android programming to build scalable and reliable apps using industry best practices Purchase of the print or Kindle book includes a free PDF eBook Key Features Build apps with Kotlin, Google's preferred programming language for

Android development Unlock solutions to development challenges with guidance from experienced Android professionals Improve your apps by adding valuable features that make use of advanced functionality Book DescriptionLooking to kick-start your app development journey with Android 13, but don't know where to start? How to Build Android Apps with Kotlin is a comprehensive guide that will help jump-start your Android development practice. This book starts with the fundamentals of app development, enabling you to utilize Android Studio and Kotlin to get started with building Android projects. You'll learn how to create apps and run them on virtual devices through guided exercises. Progressing through the chapters, you'll delve into Android's RecyclerView to make the most of lists, images, and maps, and see how to fetch data from a web service. You'll also get to grips with testing, learning how to keep your architecture clean, understanding how to persist data, and gaining basic knowledge of the dependency injection pattern. Finally, you'll see how to publish your apps on the Google Play store. You'll work on realistic projects that are split up into bitesize exercises and activities, allowing you to challenge yourself in an enjoyable and attainable way. You'll build apps to create quizzes, read news articles, check weather reports, store recipes, retrieve movie information, and remind you where you parked your car. By the end of this book, you'll have the skills and confidence to build your own creative Android applications using Kotlin.What you will learn Create maintainable and scalable apps using Kotlin Understand the Android app

development lifecycle Simplify app development with Google architecture components Use standard libraries for dependency injection and data parsing Apply the repository pattern to retrieve data from outside sources Build user interfaces using Jetpack Compose Explore Android asynchronous programming with Coroutines and the Flow API Publish your app on the Google Play store Who this book is for If you want to build Android applications using Kotlin but are unsure of how and where to begin, then this book is for you. To easily grasp the concepts in this book, a basic understanding of Kotlin, or experience in a similar programming language is a must.

The First Line of Code Lin Guo,2022-05-27 The First Line of Code is a must-have for developers who want to learn Android and Kotlin, and the best-seller in China. Knowledge between Android and Kotlin is interspersed in a way that readers are easy to understand and get start: · Android part covers all the important aspects of the Android platform, such as activity, service, content provider, broadcast receiver, fragment, basic UI, data storage, network, Jetpack and other application-level knowledge. · Kotlin part covers various aspects of Kotlin, such as standard grammar, common skills, higher-order functions, generics, coroutines, DSL and other language-level knowledge. In addition, The First Line of Code is a very practicing book, illustrating concepts with a complete weather forecast program. You can use and practice all the knowledge comprehensively after learning and see the actual result for what you have learned through the book. All contents of the book are

quite easy to understand. It might be a good choice for both beginners and experienced developers. Also suitable for college students, college teachers, etc.

   <u>Android Programming</u> Bryan Sills,Brian Gardner,Kristin Marsicano,Chris Stewart,2022-05-12 Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Kotlin experience. Based on Big Nerd Ranch's popular Android Bootcamp, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps in Kotlin compatible with Android 7.0 (Nougat) through Android 12 and beyond. Write and run code every step of the way, using Android Studio to create apps that integrate with other apps, download and display pictures from the web, store data in databases, and more. Learn about the latest patterns and techniques, including Kotlin coroutines and Jetpack Compose, a new way to build Android UIs. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development.

   <u>Practical Java Programming with ChatGPT</u> Alan S. Bluck,2023-11-03 How to use ChatGPT to write fast validated Java code KEY FEATURES ● Discover how to leverage Java code generated with ChatGPT to expedite the development of practical solutions for everyday programming challenges. ● Gain insight into the benefits of harnessing AI to elevate your effectiveness as a software

engineer. ● Elevate your professional journey by significantly boosting your programming efficiency to swiftly produce reliable; tested code. ● Harness and validate the potential of ChatGPT; both directly through the ChatGPT Java API and indirectly by leveraging ChatGPT's Java code generation capabilities. DESCRIPTION Embark on a Fascinating Journey into AI-Powered Software Development with ChatGPT. This transformative book challenges the conventional speed of software development by showcasing a diverse array of inquiries directed at cutting-edge AI tools, including Ask AI, ChatGPT 3.5, Perplexity AI, Microsoft Bing Chatbot based on ChatGPT 4.0, and the Phed mobile app. Diving deep into the integration of Java and ChatGPT, this book provides readers with a comprehensive understanding of their synergy in programming. Each carefully crafted question serves as a testament to ChatGPT's exceptional ability to swiftly generate Java programs. The resulting code undergoes rigorous validation using the latest open-source Eclipse IDE and the Java language, empowering readers to craft efficient code in a fraction of the usual time. The journey doesn't end there—this book looks ahead to the promising future of ChatGPT, unveiling exciting potential enhancements planned by OpenAI. These innovations are poised to usher in even more formidable AI-driven capabilities for software development. WHAT WILL YOU LEARN ● Develop NLP Solutions in Java for Mathematical, Content, and Sentiment Analysis. ● Seamlessly Integrate ChatGPT with Java via OpenAI API. ● Harness AI-Powered Code Snippet Generation and Intelligent Code

Suggestions. ● Leverage Rapid Idea Prototyping and Validation in Java Development. ● Empower the Creation of Tailored Java Applications. ● Enhance Efficiency and Expedite Prototyping with Instant AI Insights. WHO IS THIS BOOK FOR? This book is tailored for Java Programmers, IT consultants, Systems and Solution Architects with fundamental IT knowledge. It offers practical templates for Java programming solutions, complete with ChatGPT-powered examples. These templates empower Developers working on data processing, mathematical analysis, and document management, facilitating implementations for industries such as Manufacturing, Banking, and Insurance Companies. TABLE OF CONTENTS 1. Getting Started with ChatGPT 2. Java Programming – Best Practices as Stated by ChatGPT 3. Developing Java Code for Utilizing the ChatGPT API 4. Java Program for Using Binary Search 5. Installation of the Latest Open-source Eclipse Java IDE 6. ChatGPT Generated Java Code for Fourier Analysis 7. ChatGPT Generated Java Code for the Fast Fourier Transform 8. ChatGPT Generated Java Code for Indexing a Document 9. ChatGPT-Generated Java Code for Saltikov Particle Distribution 10. ChatGPT-Generated Java Code to Invert a Triangular Matrix 11. ChatGPT Generated Java Code to Store a Document in the IBM FileNet System 12. Conclusions and the Future of ChatGPT for Program Development 13. Appendices for Additional Questions Index

  Ridge: Day One Shawn P. B. Robinson,2021-06-07 The darkest hour is just before dawn. But with bloodthirsty Beasts cutting brief lives shorter, can one man beat the ticking clock? Rezin Hamel will protect his people until his

dying breath. Resolving to carry on past every dearly departed loved one, the forty-four-year-old General has no idea how he's lived over a decade beyond the average life expectancy. But when he's shamed and cast out for an out-of-character act, he sets out to end the constant attacks from creatures staining the walls with death. Searching for answers in society's seedy underbelly, Hamel is shocked by the conditions ravaging the lower rungs of the city. But the strategic genius's quest takes a staggering turn when he's blindsided by a secret that could tear his tight-knit community to shreds. Can Hamel restore his honor and stop the carnage before he's the next one taken by the Dusk? Ridge: Day One is the action-packed first book in the Ridge dystopian thriller series. If you like fantastic worlds, heart-trembling suspense, and twisted surprises, then you'll love Shawn P. B. Robinson's peek behind the Ridge veil. Buy Ridge: Day One to mark the calendar of doom today!

DIRECTORY OF CORPORATE COUNSEL. ,2023

The New iPad Fully Loaded Alan Hess,2012-05-14 Maximize all that the new iPad has to offer with The New iPad Fully Loaded! The new iPad Fully Loaded is a one-of-a-kind resource for squeezing every bit of functionality from your new iPad. Whether you're downloading content of any sort, looking to get the most out of iOS5, or using your new iPad to control anything from your home stereo system to your vehicle, nothing is out of the realm of possibilities. As you progress through this captivating, full-color book,

veteran author Alan Hess takes you beyond the basics and show you how to fully utilize your new iPad and it's impressive features. Peppered with sophisticated tips and tricks, The new iPad Fully Loaded encourages you to modify your new iPad to your own specifications and teaches you never-before-revealed tricks so that you can truly get the most out of this amazing device. Goes beyond the basics to deliver rare tips and tricks on maximizing all that the new iPad has to offer Includes tips, tricks, and techniques that are applicable to every version of the iPad Covers new benefits of iOS 5 Boasts updates on the latest iPad technology developments as well as coverage of both common and uncommon tasks In full-color and sporting a convenient trim size, The new iPad Fully Loaded is the perfect accessory to your new iPad.

Building Tools with GitHub Chris Dawson,Ben Straub,2016-02-08 For your next project on GitHub, take advantage of the service's powerful API to meet your unique development requirements. This practical guide shows you how to build your own software tools for customizing the GitHub workflow. Each hands-on chapter is a compelling story that walks you through the tradeoffs and considerations for building applications on top of various GitHub technologies. If you're an experienced programmer familiar with GitHub, you'll learn how to build tools with the GitHub API and related open source technologies such as Jekyll (site builder), Hubot (NodeJS chat robot), and Gollum (wiki). Build a simple Ruby server with Gist API command-line tools

and Ruby's Octokit API client Use the Gollum command-line tool to build an image management application Build a GUI tool to search GitHub with Python Document interactions between third-party tools and your code Use Jekyll to create a fully-featured blog from material in your GitHub repository Create an Android mobile application that reads and writes information into a Jekyll repository Host an entire single-page JavaScript application on GitHub Use Hubot to automate pull request reviews

  ChatGPT for Java Bruce Hopkins,2024-02-27 Embrace the future of software development! ChatGPT for Java is the perfect starting point for Java developers to learn how to build intelligent applications using ChatGPT and Open AI APIs. This book takes you from the ground up to demonstrate how to use ChatGPT programmatically. You will learn the basics of ChatGPT and OpenAI APIs, including how to authenticate, send prompts, generate responses, test in the Playground, and handle errors. Each chapter includes practical exercises which demonstrate different API functionalities and bring your concepts to life. You will learn how to AI-enable your own applications using models such as GPT-4, GPT-3.5, Whisper, DALL-E, and many more. As a result, developers will understand that generative AI tools will not replace software development jobs! Instead, you will leverage ChatGPT as your Java AI-pair programmer to increase speed and productivity. You will also learn how ChatGPT can provide powerful Natural Language Processing (NLP) capabilities to your Java apps in order to understand various formats of unstructured

text. Step-by-step, you will apply the concepts covered to create your own intelligent chatbots that can automatically process messages from either Slack on Discord. With this book, Java developers will be empowered to take their applications to new heights by leveraging the power of AI as this exciting field continues to evolve and transform. What You Will Learn Authenticate with the ChatGPT and OpenAI APIs and learn how to engineer and send prompts Test your prompts in the ChatGPT Playground How to use multiple artificial intelligence models Harness the power the temperature, top_p, and other parameters that can ONLY be accessed by developers to create more unique and engaging responses from ChatGPT Create intelligent bots for Slack or Discord servers Incorporate context into prompts for betterresponses and apply advanced features of the APIs. Explore future directions for ChatGPT and OpenAI Who This Book Is For Beginning and intermediate Java developers who have a basic understanding of Java programming concepts and are interested in learning how to add intelligence to their applications by using ChatGPT programmatically. No prior experience with ChatGPT or OpenAI APIs is required.

  Reactive Programming with RxJava Tomasz Nurkiewicz,Ben Christensen,2016-10-06 In today's app-driven era, when programs are asynchronous and responsiveness is so vital, reactive programming can help you write code that's more reliable, easier to scale, and better-performing. With this practical book, Java developers will first learn how to view

problems in the reactive way, and then build programs that leverage the best features of this exciting new programming paradigm. Authors Tomasz Nurkiewicz and Ben Christensen include concrete examples that use the RxJava library to solve real-world performance issues on Android devices as well as the server. You'll learn how RxJava leverages parallelism and concurrency to help you solve today's problems. This book also provides a preview of the upcoming 2.0 release. Write programs that react to multiple asynchronous sources of input without descending into callback hell Get to that aha! moment when you understand how to solve problems in the reactive way Cope with Observables that produce data too quickly to be consumed Explore strategies to debug and to test programs written in the reactive style Efficiently exploit parallelism and concurrency in your programs Learn about the transition to RxJava version 2

"squareup" Book Review: Unveiling the Power of Words

In some sort of driven by information and connectivity, the ability of words has are more evident than ever. They have the capacity to inspire, provoke, and ignite change. Such could be the essence of the book **"squareup"**, a literary masterpiece that delves deep into the significance of words and their affect our lives. Compiled by a renowned author, this captivating work

takes readers on a transformative journey, unraveling the secrets and potential behind every word. In this review, we shall explore the book is key themes, examine its writing style, and analyze its overall affect readers.

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