

Developers

Joshua Wood, Brian Tannous

Professional JavaScript for Web Developers Nicholas C. Zakas, 2005-04-29 Dispels the myth that JavaScript is a baby language and demonstrates why it is the scripting language of choice used in the design of millions of Web pages and server-side applications Quickly covers JavaScript basics and then moves on to more advanced topics such as object-oriented programming, XML, Web services, and remote scripting Addresses the many issues that Web application developers face, including internationalization, security, privacy, optimization, intellectual property issues, and obfuscation Builds on the reader's basic understanding of HTML, CSS, and the Web in general This book is also available as part of the 4-book JavaScript and Ajax Wrox Box (ISBN: 0470227818). This 4-book set includes: Professional JavaScript for Web Developers (ISBN: 0764579088) Professional Ajax 2nd edition (ISBN: 0470109491) Professional Web 2.0 Programming (ISBN: 0470087889) Professional Rich Internet Applications: Ajax and Beyond (ISBN: 0470082801)

Appillionaires Chris Stevens, 2011-09-15 Turn your app ideas into a money-making goldmine More than 10 billion apps have been downloaded from Apple's AppStore and with the right combination of original ideas, great features, solid coding, unique designs, and savvy marketing, your apps could be a part of that staggering number. This book shows you how to turn your ideas into profit-making success stories. Citing a fascinating array of real-world examples, this useful book invites you to meet the rich and famous of the app development world. You'll look behind the scenes of these successful visionaries to learn their secrets first hand and discover how these bedroom coders became overnight millionaires. Serves as a must-have introduction to the fascinating, cutting-edge world of app design, where innovation reaps reward Shows you how to structure your app development process based on the Appillionaires who made their fortune Explores what works and what doesn't with regards to getting your app featured and enticing buyers Looks at successful apps such as Angry Birds, Cut the Rope, Fruit Ninja, and many others that have taken the app world by storm If you were unaware of the potential to make money from selling your apps, then app-arently, you really need this book!

Ask Your Developer Jeff Lawson, 2021-01-12 Jeff Lawson, developer turned CEO of Twilio (one of Bloomberg Businessweek's Top 50 Companies to Watch in 2021), creates a new playbook for unleashing the full potential of software developers in any organization, showing how to help management utilize this coveted and valuable workforce to enable growth, solve a wide range of business problems, and drive digital transformation. From banking and retail to insurance and finance, every industry is turning digital, and every company needs the best software to win the hearts and minds of customers. The landscape has shifted from the classic build vs. buy question, to one of build vs. die. Companies have to get this right to survive. But how do they make this transition? Software developers are sought after, highly paid, and desperately needed to compete in the modern, digital economy. Yet most companies treat them like digital factory workers without really understanding how to unleash their full potential. Lawson argues that developers are the creative workforce who can solve major business problems and create hit products for customers—not just grind through rote tasks. From Google and Amazon, to one-person online software companies—companies that bring software developers in as partners are winning. Lawson shows how leaders who build industry changing software products consistently do three things well. First, they understand why software developers matter more than ever. Second, they understand developers and know how to motivate them. And third, they invest in their developers' success. As a software developer and public company CEO, Lawson uses his unique position to bridge the language and tools executives use with the unique culture of high performing, creative software developers. Ask Your Developer is a toolkit to help business leaders, product managers, technical

leaders, software developers, and executives achieve their common goal—building great digital products and experiences. How to compete in the digital economy? In short: Ask Your Developer.

UX for Developers Westley Knight, 2018-12-05 Become more mindful of the user when building digital products, and learn how to integrate a user-centered approach into your thinking as a web or app developer. This book shows you how the user experience is the responsibility of everyone involved in creating the product and how to redefine development principles when building user-centered digital products. There are still many organizations that are not design driven, and the gap between stereotypical design and development teams needs to be bridged in order to build digital products that cater to the needs of real people. We are at a point where we see organizations that cannot bring the user experience into their core thinking falling behind their competitors. You'll see how to increase the level of UX maturity within any organization by tackling what is possibly the biggest stumbling block that stands between design and development: putting user needs ahead of system efficiency. UX for Developers shows how you can adjust your focus in order to be more mindful of the user when building digital products. Learn to care about what you build, not just for the system's sake, but for those who will use what you build. What You'll Learn Understand what it means to build websites and applications for the user, rather than from a developer's perspective. Review the soft skills required to build more usable digital products Discover the tools and techniques to adopt a user-focused approach to development. Improve communication throughout design and development, especially between developers and non-developers. Who This Book Is For Primary audience is Web/app developers that are looking to understand what it takes to build usable digital products. Secondary audience is UX Designers who are looking to understand the viewpoint of developers; Project managers and stakeholders who need to facilitate better working relationships between developers and designers.

Practices of an Agile Developer Venkat Subramaniam, Andy Hunt, 2006-04-04 These are the proven, effective agile practices that will make you a better developer. You'll learn pragmatic ways of approaching the development process and your personal coding techniques. You'll learn about your own attitudes, issues with working on a team, and how to best manage your learning, all in an iterative, incremental, agile style. You'll see how to apply each practice, and what benefits you can expect. Bottom line: This book will make you a better developer.

OpenShift for Developers Joshua Wood, Brian Tannous, 2021-09-01 Ready to build cloud native applications? Get a hands-on introduction to daily life as a developer crafting code on OpenShift, the open source container application platform from Red Hat. Creating and packaging your apps for deployment on modern distributed systems can be daunting. Too often, adding infrastructure value can complicate development. With this practical guide, you'll learn how to build, deploy, and manage a multitiered application on OpenShift. Authors Joshua Wood and Brian Tannous demonstrate how OpenShift speeds application development. With the Kubernetes container orchestrator at its core, OpenShift simplifies and automates the way you build, ship, and run code. You'll learn how to use OpenShift and the Quarkus Java framework to develop and deploy apps using proven enterprise technologies and practices that you can apply to code in any language. Learn the development cycles for building and deploying on OpenShift, and the tools that drive them Use OpenShift to build, deploy, and manage the ongoing lifecycle of an n-tier application Create a continuous integration and deployment pipeline to turn your source code changes into production rollouts Automate scaling decisions with metrics and trigger lifecycle events with webhooks

Linux for Developers William Rothwell, 2017-04-17 Linux for Developers shows you how to start writing great code for Linux, whether you're a Linux user with little or no

coding experience, or an experienced Windows programmer. Leading IT trainer/author William “Bo” Rothwell begins with a clear and up-to-date review of modern open source software, including the licensing arrangements and tradeoffs all developers need to understand. He presents essential skills for both Linux command line and GUI environments, introducing text editors and other tools for efficient coding. Building on this knowledge, Rothwell introduces scripting tools such as Bash, Python, and Perl, as well as traditional object-oriented programming languages such as Java, C++, and C. Finally, he presents a full section on the powerful Git version control system, teaching skills you can use in Linux and many other environments. Access Linux systems, use GUIs, and work at the command line Learn how Linux organizes files and navigate its filesystem Use basic developer commands such as gzip and grep Edit programs with vi and vim, and explore alternative editors Perform basic sysadmin tasks that developers often need to handle Compare Linux languages to choose the best one for each task Write Bash scripts that interact with users or other shell features Program with Python and Perl: flow control, variables, and more Understand Linux features related to building C, C++, and Java programs Stay on top of complex projects with GIT revision control Work in GIT: staging, committing, branches, diffs, merges, and patches Manage local and remote GIT repositories This guide’s modular coverage helps you quickly access whatever information you need right now.

Android Development Patterns Phil Dutson, 2016-02-18 “A must read for all developers that want to begin serious Android development.” —Justin Anderson, Freelance Android Developer “From start to finish, this book contains a variety of great tips and insight into the most important attributes of Android design. This book will definitely be required reading for any of our future Android engineers.” —Cameron Banga, Cofounder, 9magnets, LLC There’s a downside to Android’s amazing openness and versatility: it’s easy for developers to write code that’s inefficient, unreliable, insecure, or hard to maintain. In *Android Development Patterns*, enterprise Android developer Phil Dutson helps you leverage Android 5.0+’s amazing power without falling victim to those pitfalls. Dutson presents today’s most comprehensive set of patterns and procedures for building optimized, robust apps with Android 5.0+. First, Dutson guides you through establishing a highly efficient development environment and workflow, and testing your app to ensure that your code works just as you expect. Then, he walks through the modern best practices for structuring apps, using widgets and components, and working with views. You learn how to build apps that are easy to manage and update, deliver accurate and up-to-date information without wasting precious battery power, and take advantage of new hardware, such as Android Wear and Android TV. Dutson concludes by presenting powerful strategies for optimizing your apps and packaging them for distribution. Coverage includes Using testing to build more trustworthy, dependable, maintainable apps Understanding subtle but critical differences between Android and traditional Java programming Building consistent, modern user interfaces with views and layouts Leveraging the proven MVC pattern to cleanly organize logic Creating rich visual experiences with 3D graphics, animation, and media Simplifying capture and use of location data with the new Locations API Integrating optional hardware, such as Bluetooth, NFC, or USB Building better apps with Google Play Services Creating Android Wear notifications and apps Tuning and improving apps with Google Analytics Designing Android TV apps for the “ten foot view” informit.com/aw | <https://github.com/dutsonpa/adp-files>

Coder to Developer Mike Gunderloy, 2006-02-20 Two thumbs up —Gregory V. Wilson, Dr. Dobbs Journal (October 2004) No one can disparage the ability to write good code. At its highest levels, it is an art. But no one can confuse writing good code with developing good software. The difference—in terms of challenges, skills, and compensation—is

immense. Coder to Developer helps you excel at the many non-coding tasks entailed, from start to finish, in just about any successful development project. What's more, it equips you with the mindset and self-assurance required to pull it all together, so that you see every piece of your work as part of a coherent process. Inside, you'll find plenty of technical guidance on such topics as: Choosing and using a source code control system Code generation tools--when and why Preventing bugs with unit testing Tracking, fixing, and learning from bugs Application activity logging Streamlining and systematizing the build process Traditional installations and alternative approaches To pull all of this together, the author has provided the source code for Download Tracker, a tool for organizing your collection of downloaded code, that's used for examples throughout this book. The code is provided in various states of completion, reflecting every stage of development, so that you can dig deep into the actual process of building software. But you'll also develop soft skills, in areas such as team management, open source collaboration, user and developer documentation, and intellectual property protection. If you want to become someone who can deliver not just good code but also a good product, this book is the place to start. If you must build successful software projects, it's essential reading.

The Pragmatic Programmer Andrew Hunt, David Thomas, 1999-10-20 What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." — Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" — Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." — Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." — John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." — Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." — Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." — Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." — Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." — Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming

by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, *The Pragmatic Programmer* illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

HTTP Developer's Handbook Chris Shiflett, 2003 HTTP is the protocol that powers the Web. As Web applications become more sophisticated, and as emerging technologies continue to rely heavily on HTTP, understanding this protocol is becoming more and more essential for professional Web developers. By learning HTTP protocol, Web developers gain a deeper understanding of the Web's architecture and can create even better Web applications that are more reliable, faster, and more secure. The *HTTP Developer's Handbook* is written specifically for Web developers. It begins by introducing the protocol and explaining it in a straightforward manner. It then illustrates how to leverage this information to improve applications. Extensive information and examples are given covering a wide variety of issues, such as state and session management, caching, SSL, software architecture, and application security.

Node for Front-end Developers Garann Means, 2012 If you know how to use JavaScript in the browser, you already have the skills you need to put JavaScript to work on back-end servers with Node. This hands-on book shows you how to use this popular JavaScript platform to create simple server applications, communicate with the client, build dynamic pages, work with data, and tackle other tasks. Although Node has a complete library of developer-contributed modules to automate server-side development, this book will show you how to program with Node on your own, so you truly understand the platform. Discover firsthand how well Node works as a web server, and how easy it is to learn and use. Set up Node and learn how to build scaffolding for a web application Work with Node natively to see how it functions as a web server Understand how Node receives client data from GET and POST requests Use the Socket.IO module to facilitate realtime client-server communication Choose from among several Node templates to create dynamic pages Learn how to connect to a database, and store data in files Implement the Model-View-Controller pattern, and share Node modules with server and client

Professional JavaScript for Web Developers Matt Frisbie, 2023-08-18 Update and upgrade your JavaScript skillset for ES 2023 with the ultimate JavaScript guide for pros *Professional JavaScript for Web Developers*, 5th edition, is the gold-standard in intermediate-to-advanced JavaScript programming development books. The author dives directly into the inner workings of JavaScript to help you clean up your code and become a more sophisticated and talented JavaScript developer. From object-oriented programming and inheritance to combining JavaScript with HTML and other markup languages, expert computer engineer Matt Frisbie walks you through everything you need to know to level-up your JavaScript game. This new edition is updated to include ECMAScript 2023 and later standard releases, the most useful techniques, and a relentless focus on code that works seamlessly in mobile web browsers and with the latest common frameworks and libraries. With this book, you will: Get up to date with ECMAScript 2023 Get acquainted with the newest frameworks and libraries Explore advanced topics such as web animation, workers, and the latest APIs Get a head start on future ES releases Learn to use modern syntax and best practices Understand how to optimize performance in JavaScript

applications Master asynchronous programming patterns using promises, generators, and async/await Perfect for those who think they already know JavaScript “pretty well,” Professional JavaScript for Web Developers, 5th edition, is the pro-level update that intermediate and advanced web developers have been waiting for.

How to Get a Job in Web Development RealToughCandy, 2018-07-31 How to Get a Job in Web Development is designed for junior web developers. Whether you’re coming from a coding bootcamp, are completely self-taught, or graduated from college with a tech-related degree, this book is for you. Written by RealToughCandy. In this book, you will learn how to:

- Expertly craft the ‘holy clover’ of application materials: your resume, cover letter, GitHub page, and portfolio.
- Leverage the power of LinkedIn, Meetups, and social media.
- Handle follow-up emails and phone calls.
- Prepare for the multiple types of interviews you will encounter, whether via phone, video conference, or in person.
- Strategically apply to jobs so you can maximize your salary demands during negotiation.
- Efficiently organize and prioritize the jobs you’ve applied to.
- Craft results-driven email check-ins with your potential employer.
- Reduce your vulnerabilities for discrimination.

And much, much more! No awkward whiteboard interviews. No hour-long explanation of Big O notation. Just practical, actionable steps that will put you far ahead of the pack when it comes to getting a job in web development. Now let's go get that job! Just finished reading your book and all I can say is WOW! Mind you since May of 2016 I have taken about 6 online courses specifically looking for employment and around three of them were specifically for either how to get an IT or Web Developer job. These courses cannot hold a candle to the majority of the information you put in this book! -George M., Web Developer

WHY I WROTE THIS BOOK: When I started my web development journey, I was a lost hiker in the digital woods. I knew I wanted to build web apps, but didn’t know what those people called themselves. Were they website builders? Programmers? The term ‘software engineer’ floated around a lot online – was that my aspiration? Since I didn’t know exactly what I was looking for, I spent a lot of time reading and watching materials that were nothing but discouraging: mock Google coding interviews with whiteboards and markers. Lots of articles and videos that name-dropped things like binary trees, Big O notation, and time complexity. Forum post upon forum post that gave away actual coding interview questions from the biggest tech companies in the world like Facebook, Google, and Microsoft. Making things worse, some web developers I had discovered on YouTube were talking about a really good, popular book for coding interviews. I checked it out and once again my stomach sank. “I’m never going to make it in this field,” I said to myself. “I’ve been studying and practicing and building projects for months, and I still have no idea what these people are talking about.” What they didn’t tell me was that the book is geared towards senior software engineers trying to get a job with Amazon and Google. I wanted to quit my coding journey. In fact, I did quit. The difference was, I didn’t stay quit. Something told me to keep pushing forward, keep building projects to put in my portfolio and Github, keep reaching out and trying to find clients who needed websites. I kept pushing until I got a job as a fullstack web developer at a data company. As it turns out, the internet isn’t very generous to our career field. Beginners are especially marginalized. There aren’t any quality one-stop resources for discovering one of the most important questions – if not the most important question – web developers have. “How do I get a job in this field?” I wanted to change the junior web developer tech landscape with this book. My goal is for every junior developer who reads this to find a job. And if you take the recommended actions in this book, you can do it.

Leap Motion for Developers Abhishek Nandy, 2016-12-10 Develop apps and games using the Leap Motion sensor. This book starts with a brief introduction to Leap Motion, then covers getting the Leap Motion working and setting up a Leap Motion development environment. Leap Motion for Developers also covers the life cycle of how you interact

with Leap Motion and the workflow of making a complete app. You'll see how to use different programming languages for simple and steady development. The next part of the book walks through the basics of Leap Motion with Python and Java. We will then work on using Leap Motion with Unity, where we will build an app using Unity and then add different functionality to it. In the last part we cover Unreal 4, Processing, and JavaScript for Leap Motion. What You Will Learn Look at the basics of Leap Motion Develop apps for the Leap Motion sensor See how different languages work with Leap Motion Discover the future of Leap Motion Who This Book Is For Students, developers, game developers, and tech enthusiasts.

Docs for Developers Jared Bhatti,Sarah Corleissen,Jen Lambourne,David Nunez,Heidi Waterhouse,2021-10-01 Learn to integrate programming with good documentation. This book teaches you the craft of documentation for each step in the software development lifecycle, from understanding your users' needs to publishing, measuring, and maintaining useful developer documentation. Well-documented projects save time for both developers on the project and users of the software. Projects without adequate documentation suffer from poor developer productivity, project scalability, user adoption, and accessibility. In short: bad documentation kills projects. Docs for Developers demystifies the process of creating great developer documentation, following a team of software developers as they work to launch a new product. At each step along the way, you learn through examples, templates, and principles how to create, measure, and maintain documentation—tools you can adapt to the needs of your own organization. What You'll Learn Create friction logs and perform user research to understand your users' frustrations Research, draft, and write different kinds of documentation, including READMEs, API documentation, tutorials, conceptual content, and release notes Publish and maintain documentation alongside regular code releases Measure the success of the content you create through analytics and user feedback Organize larger sets of documentation to help users find the right information at the right time Who This Book Is For Ideal for software developers who need to create documentation alongside code, or for technical writers, developer advocates, product managers, and other technical roles that create and contribute to documentation for their products and services.

Kubernetes for Developers William Denniss,2024-03-19 A clear and practical beginner's guide that shows you just how easy it can be to make the switch to Kubernetes! Kubernetes for Developers reveals practical and painless methods for deploying your apps on Kubernetes—even for small-to-medium sized applications! You'll learn how to migrate your existing apps onto Kubernetes without a rebuild, and implement modern cloud native architectures that can handle your future growth. Inside, you'll learn how to: Containerize a web application with Docker Host a containerized app on Kubernetes with a public cloud service Save money and improve performance with cloud native technologies Make your deployments reliable and fault tolerant Prepare your deployments to scale without a redesign Monitor, debug and tune application deployments on Kubernetes Designed for busy working developers, this hands-on guide helps your first steps into Kubernetes using the powerful Google Kubernetes Engine (GKE) service. Learn how the GKE's powerful automation tools can perform automatic checks and scaling, giving you more time to spend developing great applications. You'll soon see that you don't need to incur huge costs or have the manpower of an enterprise organization to get a productivity boost from Kubernetes! About the technology Modern software needs to perform at scale while effectively handling load balancing, state and security. Kubernetes makes these tasks easier and more reliable for apps of any size. This book, written especially for software developers creating applications that run on Kubernetes, shows you exactly how to address these and other important issues. About the book Kubernetes for Developers covers everything you need to know to containerize and deploy an app on Kubernetes from

the developer's perspective. You'll start by creating a small application you can run on a cloud-based Kubernetes cluster. Then, you'll systematically explore best practices for stable long-term deployment, including scaling, capacity planning, and resource optimization. What's inside Deploying reliable web applications using automated operations Scaling up without an application redesign Monitoring, debugging, and tuning workloads About the reader For developers familiar with building or deploying web applications. No Docker or Kubernetes experience required. About the author William Denniss is a product manager at Google working on Google Kubernetes Engine. Table of Contents PART 1 Getting started with Kubernetes 1 Kubernetes for application deployment 2 Containerizing apps 3 Deploying to Kubernetes 4 Automated operations 5 Resource management PART 2 Going to production 6 Scaling up 7 Internal services and load balancing 8 Node feature selection 9 Stateful applications 10 Background processing 11 GitOps: Configuration as code 12 Securing Kubernetes

Postmortems from Game Developer Austin Grossman, 2003 Explains how to manage projects in game production by examining the development process of actual games, covering startups, sequels, innovation, building on a license, and online gaming.

Ethereum for Web Developers Santiago Palladino, 2019-09-26 Technology is constantly evolving, and blockchain is taking development to new places, as mobile did a decade ago – and Ethereum is the leading platform for creating this new wave of applications. This book reveals everything you need to create a robust decentralized application (more commonly known as DApp). Unlike other books on the topic, this one focuses on the web application layer, and guides you in creating great experiences on top of the Ethereum blockchain. You'll review the challenges and differences involved in developing DApps as opposed to traditional web applications. After a brief introduction to blockchain history and Ethereum in particular, you'll jump directly into building a sample decentralized application, to familiarize yourself with all the moving pieces. This book offers specific chapters on querying and rendering data from the blockchain, reacting to events, interacting with user accounts, sending transactions, managing gas, handling confirmations and reorganizations, and more. You will also find a chapter dedicated to Solidity that will give you the necessary means to understand and even build your own smart contracts. Other important topics covered include building backend servers that act as indexing layers, and managing storage efficiently with solutions like the interplanetary file system, or IPFS. Last but not least, you will find chapters that examine the biggest problems on Ethereum today: onboarding and scalability. These include the state of the art of the available strategies to tackle them, such as meta-transactions, smart accounts, ENS, state channels, sidechains, and more. What You'll Learn Connect to the blockchain from the browser and send transactions from client-side Build a web app that provides a read-only interface to a blockchain contract Create a wallet interface for arbitrary fungible tokens, displaying the user's balance and allowing for simple transfers to other addresses Develop a web app that stores large blobs of data off-chain, and keeps a reference to it on-chain (e.g. avatars, long text descriptions) Produce a web app that relies on a centralized server for indexing on-chain information to be presented to the user Who This Book Is For Web developers focused on client-side applications, with knowledge of JavaScript and HTML/CSS. You do not need any prior knowledge of Blockchain, Ethereum, or cryptocurrency.

Azure for Developers Kamil Mrzyglod, 2022-08-30 Develop cloud applications based on the most popular Azure services, including hosting web applications, running containers, storing data using both relational and non-relational databases, and much more Key Features Take a modern approach to Azure Cloud development and management Get a detailed introduction to services such as web hosting, databases, and serverless platforms Get the hang of cloud services with this practical, developer-centric

guide for Azure developers

Book Description Microsoft Azure is currently one of the fastest growing public cloud service providers thanks to its sophisticated set of services for building fault-tolerant and scalable cloud-based applications. This second edition of Azure for Developers will take you on a journey through the various PaaS services available in Azure, including Azure App Service, Azure Functions, and Azure SQL Databases, showing you how to build a complete and reliable system with ease. Throughout the book, you'll discover ways to enhance your skills when building cloud-based solutions leveraging different SQL/NoSQL databases, serverless and messaging components, containerized solutions, and even search engines such as Azure Cognitive Search. That's not all!! The book also covers more advanced scenarios such as scalability best practices, serving static content with Azure CDN, and distributing loads with Azure Traffic Manager, Azure Application Gateway, and Azure Front Door. By the end of this Azure book, you'll be able to build modern applications on the Azure cloud using the most popular and promising technologies to make your solutions reliable, stable, and efficient. What you will learn

- Identify the Azure services that can help you get the results you need
- Implement PaaS components – Azure App Service, Azure SQL, Traffic Manager, CDN, Notification Hubs, and Azure Cognitive Search
- Work with serverless components
- Integrate applications with storage
- Put together messaging components (Event Hubs, Service Bus, and Azure Queue Storage)
- Use Application Insights to create complete monitoring solutions
- Secure solutions using Azure RBAC and manage identities
- Develop fast and scalable cloud applications

Who this book is for This book is for developers and IT professionals who want to learn Microsoft Azure by developing applications based on various cloud services. Prior knowledge of software development and the basics of software architecture and Azure services give you an advantage.

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