Jsonlib

Lucas Carlson

Software Mistakes and Tradeoffs Tomasz Lelek, Jon Skeet, 2022-06-07 Optimize the decisions that define your code by exploring the common mistakes and intentional tradeoffs made by expert developers. In Software Mistakes and Tradeoffs you will learn how to: Reason about your systems to make intuitive and better design decisions Understand consequences and how to balance tradeoffs Pick the right library for your problem Thoroughly analyze all of your service's dependencies Understand delivery semantics and how they influence distributed architecture Design and execute performance tests to detect code hot paths and validate a system's SLA Detect and optimize hot paths in your code to focus optimization efforts on root causes Decide on a suitable data model for date/time handling to avoid common (but subtle) mistakes Reason about compatibility and versioning to prevent unexpected problems for API clients Understand tight/loose coupling and how it influences coordination of work between teams Clarify requirements until they are precise, easily implemented, and easily tested Optimize your APIs for friendly user experience Code performance versus simplicity. Delivery speed versus duplication. Flexibility versus maintainability—every decision you make in software engineering involves balancing tradeoffs. In Software Mistakes and Tradeoffs you'll learn from costly mistakes that Tomasz Lelek and Jon Skeet have encountered over their impressive careers. You'll explore real-world scenarios where poor understanding of tradeoffs lead to major problems down the road, so you can pre-empt your own mistakes with a more thoughtful approach to decision making. Learn how code duplication impacts the coupling and evolution speed of your systems, and how simple-sounding requirements can have hidden nuances with respect to

date and time information. Discover how to efficiently narrow your optimization scope according to 80/20 Pareto principles, and ensure consistency in your distributed systems. You'll soon have built up the kind of knowledge base that only comes from years of experience. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Every step in a software project involves making tradeoffs. When you're balancing speed, security, cost, delivery time, features, and more, reasonable design choices may prove problematic in production. The expert insights and relatable war stories in this book will help you make good choices as you design and build applications. About the book Software Mistakes and Tradeoffs explores real-world scenarios where the wrong tradeoff decisions were made and illuminates what could have been done differently. In it, authors Tomasz Lelek and Jon Skeet share wisdom based on decades of software engineering experience, including some delightfully instructive mistakes. You'll appreciate the specific tips and practical techniques that accompany each example, along with evergreen patterns that will change the way you approach your next projects. What's inside How to reason about your software systematically How to pick tools, libraries, and frameworks How tight and loose coupling affect team coordination Requirements that are precise, easy to implement, and easy to test About the reader For mid- and senior-level developers and architects who make decisions about software design and implementation. About the author Tomasz Lelek works daily with a wide range of production services, architectures, and JVM languages. A Google engineer and author of C# in Depth, Jon Skeet is famous for his many practical contributions to Stack Overflow. Table of Contents 1 Introduction 2 Code duplication is not always bad: Code duplication vs. flexibility 3 Exceptions

vs. other patterns of handling errors in your code 4 Balancing flexibility and complexity 5 Premature optimization vs. optimizing the hot path: Decisions that impact code performance 6 Simplicity vs. cost of maintenance for your API 7 Working effectively with date and time data 8 Leveraging data locality and memory of your machines 9 Third-party libraries: Libraries you use become your code 10 Consistency and atomicity in distributed systems 11 Delivery semantics in distributed systems 12 Managing versioning and compatibility 13 Keeping up to date with trends vs. cost of maintenance of your code

Groovy 2 Cookbook Andrey Adamovich, Luciano Fiandesio, 2013-10-22 This book follows a Cookbook style and is packed with intermediate and advanced level recipes. This book is for Java developers who have an interest in discovering new ways to quickly get the job done using a new language that shares many similarities with Java. The book's recipes start simple, therefore no previous Groovy experience is required to understand the code and the explanations accompanying the examples.

Java 9 Modularity Sander Mak, Paul Bakker, 2017-09-07 The upcoming Java 9 module system will affect existing applications and offer new ways of creating modular and maintainable applications. With this hands-on book, Java developers will learn not only about the joys of modularity, but also about the patterns needed to create truly modular and reliable applications. Authors Sander Mak and Paul Bakker teach you the concepts behind the Java 9 module system, along with the new tools it offers. You'll also learn how to modularize existing code and how to build new Java applications in a modular way. Understand Java 9 module system concepts Master the patterns and practices for building truly modular applications Migrate existing applications and libraries to Java 9 modules Use JDK 9 tools for modular development and

migration

Clojure in Action Amit Rathore, 2015-12-16 Summary A fully revised edition that covers the new features available in Clojure 1.6. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Clojure is a modern Lisp for the JVM. It has the strengths you expect: first-class functions, macros, and Lisp's clean programming style. It supports functional programming, making it ideal for concurrent programming and for creating domain-specific languages. Clojure lets you solve harder problems, make faster changes, and end up with a smaller code base. It's no wonder that there are so many Clojure success stories. About the Book Clojure in Action, Second Edition is an expanded and improved version that's been updated to cover the new features of Clojure 1.6. The book gives you a rapid introduction to the Clojure language, moving from abstract theory to practical examples. You'll start by learning how to use Clojure as a general-purpose language. Next, you'll explore Clojure's efficient concurrency model, based on the database concept of Software Transactional Memory (STM). You'll gain a new level of productivity through Clojure DSLs that can run on the JVM. Along the way, you'll learn countless tips, tricks, and techniques for writing smaller, safer, and faster code. What's Inside Functional programming basics Metaprogramming with Clojure's macros Interoperating with Java Covers Clojure 1.6 About the Reader Assumes readers are familiar with a programming language like C, Java, Ruby, or Python. Table of Contents Introducing Clojure Clojure elements: Data structures and functions Building blocks of Clojure Multimethod polymorphism Exploring Clojure and Java interop State and the concurrent world Evolving Clojure through macros More on functional programming Protocols, records,

and types Test-driven development and more More macros and DSL

Distributed Applications and Interoperable Systems Frank Eliassen, Rüdiger Kapitza, 2010-06-01 This book constitutes the refereed proceedings of the 10th IFIP WG 6.1 International Conference on Distributed Applications and Interoperable Systems, DAIS 2010, held in Amsterdam, The Netherlands, in June 2009. The DAIS conference was held as part of the federated event on Distributed Computing Techniques (DisCoTec), together with the 12th International Conference on Coordination Models and Languages (Coordination 2010), the 12th Formal Methods for Open Object-Based Distributed Systems and the 30th Formal Techniques for Networked and Distributed Systems (FMOODS/FORTE 2010). The 17 revised full papers presented were carefully reviewed and selected from 53 submissions. The papers are organized in topical sections on ubiquitous services and applications, grid computing, sensor networks, context awareness, service orientation, distributed fault tolerant controllers, cloud and cluster computing, adaptive and (re)configurable systems, and collaborative systems.

The Semantic Web: Research and Applications Grigoris Antoniou, Marko Grobelnik, Elena Simperl, Bijan Parsia, Dimitris Plexousakis, Pieter De Leenheer, Jeff Z. Pan, 2011-06-11 The books (LNCS 6643 and 6644) constitute the refereed proceedings of the 8th European Semantic Web Conference, ESWC 2011, held in Heraklion, Crete, Greece, in May/June 2011. The 57 revised full papers of the research track presented together with 7 PhD symposium papers and 14 demo papers were carefully reviewed and selected from 291 submissions. The papers are organized in topical sections on digital libraries track; inductive and probabilistic approaches track; linked open data track; mobile web track; natural language processing track;

ontologies track; and reasoning track (part I); semantic data management track; semantic web in use track; sensor web track; software, services, processes and cloud computing track; social web and web science track; demo track, PhD symposium (part II).

ESP32/2 [PP 1007 [V7 . [7] . [?] .2023-01-10 ESP 7 ESP32 **GPIO** , 2 2 LINE2 ☑ (DB Agent)
☑ Python. ? (Data Visualized Agent) ESP 32 , 2 2 Arduino Yun Arduino + Wifi Shield , 2 Maker 🛮 ESP 32 🛮

Apache Camel Developer's Cookbook Scott Cranton, Jakub Korab, 2013-12-26 This book is written in a Cookbook style with short recipes showing developers how to effectively implement EIP without breaking everything in the process. It is concise and to the point, and it helps developers get their data flowing between different components without the need to read through page upon page of theory, while also enabling the reader to learn how to create exciting new projects. Camel Enterprise Integration

Cookbook is intended for developers who have some familiarity with Apache Camel and who want a quick lookup reference to practical, proven tips on how to perform common tasks. Every recipe also includes a summary and reference pointers for more details that make it easy for you to get a deeper understanding of the Apache Camel capabilities that you will use day to day.

Workshops at 18th International Conference on Intelligent Environments (IE2022) H.H. Alvarez Valera, M. Luštrek, 2022-07-05 The term Intelligent Environments (IEs) refers to physical spaces in which information and communication technologies are interwoven with sensing technologies, innovative user interfaces, robotics and artificial intelligence to create interactive spaces which increase the awareness and enhance the experience of those occupying them. The growing IE community is rooted in academia, but increasingly involves practitioners. It explores the core ideas of IEs as well as the factors necessary to make them a reality, such as energy efficiency, the computational constraints of edge devices and privacy issues. This book presents papers from Workshops held during the 18th International Conference on Intelligent Environments, IE2022, held as a hybrid conference in Biarritz, France, from 20 to 23 June 2022. The conference is now recognized as a major annual venue in the field of IE. It offers a truly international forum for the exchange of information and ideas, and welcomes contributions from all technically active regions of the planet. Included here are 35 papers from the 1st International Workshop on Sentiment Analysis and Emotion Recognition for Social Robots (SENTIRobots'22); 1st International Workshop on Edge AI for Smart Agriculture (EAISA'22); 2nd International Workshop on Artificial Intelligence and Machine Learning for Emerging Topics (ALLEGET'22); 11th International Workshop on the Reliability of

Intelligent Environments (WoRIE'22); 2nd International Workshop on Self-Learning in Intelligent Environments (SeLIE'22); 5th Workshop on Citizen Centric Smart Cities Solutions (CCSCS'22); 11th International Workshop on Intelligent Environments Supporting Healthcare and Well-being (WISHWell'22) Exploring some of the latest research and developments in the field, the book will be of interest to all those working with intelligent environments and its associated technologies.

Machine Learning: End-to-End guide for Java developers Richard M. Reese, Jennifer L. Reese, Bostjan Kaluza, Dr. Uday Kamath, Krishna Choppella, 2017-10-05 Develop, Implement and Tuneup your Machine Learning applications using the power of Java programming About This Book Detailed coverage on key machine learning topics with an emphasis on both theoretical and practical aspects Address predictive modeling problems using the most popular machine learning Java libraries A comprehensive course covering a wide spectrum of topics such as machine learning and natural language through practical usecases Who This Book Is For This course is the right resource for anyone with some knowledge of Java programming who wants to get started with Data Science and Machine learning as quickly as possible. If you want to gain meaningful insights from big data and develop intelligent applications using Java, this course is also a must-have. What You Will Learn Understand key data analysis techniques centered around machine learning Implement Java APIs and various techniques such as classification, clustering, anomaly detection, and more Master key Java machine learning libraries, their functionality, and various kinds of problems that can be addressed using each of them Apply machine learning to real-world data for fraud detection, recommendation engines, text classification, and human activity recognition Experiment with

semi-supervised learning and stream-based data mining, building high-performing and real-time predictive models Develop intelligent systems centered around various domains such as security, Internet of Things, social networking, and more In Detail Machine Learning is one of the core area of Artificial Intelligence where computers are trained to self-learn, grow, change, and develop on their own without being explicitly programmed. In this course, we cover how Java is employed to build powerful machine learning models to address the problems being faced in the world of Data Science. The course demonstrates complex data extraction and statistical analysis techniques supported by Java, applying various machine learning methods, exploring machine learning sub-domains, and exploring real-world use cases such as recommendation systems, fraud detection, natural language processing, and more, using Java programming. The course begins with an introduction to data science and basic data science tasks such as data collection, data cleaning, data analysis, and data visualization. The next section has a detailed overview of statistical techniques, covering machine learning, neural networks, and deep learning. The next couple of sections cover applying machine learning methods using Java to a variety of chores including classifying, predicting, forecasting, market basket analysis, clustering stream learning, active learning, semi-supervised learning, probabilistic graph modeling, text mining, and deep learning. The last section highlights realworld test cases such as performing activity recognition, developing image recognition, text classification, and anomaly detection. The course includes premium content from three of our most popular books: Java for Data Science Machine Learning in Java Mastering Java Machine Learning On completion of this course, you will understand various machine learning techniques, different machine learning java algorithms you

can use to gain data insights, building data models to analyze larger complex data sets, and incubating applications using Java and machine learning algorithms in the field of artificial intelligence. Style and approach This comprehensive course proceeds from being a tutorial to a practical guide, providing an introduction to machine learning and different machine learning techniques, exploring machine learning with Java libraries, and demonstrating real-world machine learning use cases using the Java platform.

Java: Data Science Made Easy Richard M. Reese, Jennifer L. Reese, Alexey Grigorev, 2017-07-07 Data collection, processing, analysis, and more About This Book Your entry ticket to the world of data science with the stability and power of Java Explore, analyse, and visualize your data effectively using easy-tofollow examples A highly practical course covering a broad set of topics - from the basics of Machine Learning to Deep Learning and Big Data frameworks. Who This Book Is For This course is meant for Java developers who are comfortable developing applications in Java, and now want to enter the world of data science or wish to build intelligent applications. Aspiring data scientists with some understanding of the Java programming language will also find this book to be very helpful. If you are willing to build efficient data science applications and bring them in the enterprise environment without changing your existing Java stack, this book is for you! What You Will Learn Understand the key concepts of data science Explore the data science ecosystem available in Java Work with the Java APIs and techniques used to perform efficient data analysis Find out how to approach different machine learning problems with Java Process unstructured information such as natural language text or images, and create your own search Learn how to build deep neural networks with DeepLearning4j Build data science applications that scale and process

large amounts of data Deploy data science models to production and evaluate their performance In Detail Data science is concerned with extracting knowledge and insights from a wide variety of data sources to analyse patterns or predict future behaviour. It draws from a wide array of disciplines including statistics, computer science, mathematics, machine learning, and data mining. In this course, we cover the basic as well as advanced data science concepts and how they are implemented using the popular Java tools and libraries. The course starts with an introduction of data science, followed by the basic data science tasks of data collection, data cleaning, data analysis, and data visualization. This is followed by a discussion of statistical techniques and more advanced topics including machine learning, neural networks, and deep learning. You will examine the major categories of data analysis including text, visual, and audio data, followed by a discussion of resources that support parallel implementation. Throughout this course, the chapters will illustrate a challenging data science problem, and then go on to present a comprehensive, Java-based solution to tackle that problem. You will cover a wide range of topics – from classification and regression, to dimensionality reduction and clustering, deep learning and working with Big Data. Finally, you will see the different ways to deploy the model and evaluate it in production settings. By the end of this course, you will be up and running with various facets of data science using Java, in no time at all. This course contains premium content from two of our recently published popular titles: Java for Data Science Mastering Java for Data Science Style and approach This course follows a tutorial approach, providing examples of each of the concepts covered. With a step-by-step instructional style, this book covers various facets of data science and will get you up and running quickly.

Spring Recipes Gary Mak, Daniel Rubio, Josh Long, 2010-12-28 The Spring framework is growing. It has always been about choice. Java EE focused on a few technologies, largely to the detriment of alternative, better solutions. When the Spring framework debuted, few would have agreed that Java EE represented the best-in-breed architectures of the day. Spring debuted to great fanfare, because it sought to simplify Java EE. Each release since marks the introduction of new features designed to both simplify and enable solutions. With version 2.0 and later, the Spring framework started targeting multiple platforms. The framework provided services on top of existing platforms, as always, but was decoupled from the underlying platform wherever possible. Java EE is a still a major reference point, but it's not the only target. OSGi (a promising technology for modular architectures) has been a big part of the SpringSource strategy here. Additionally, the Spring framework runs on Google App Engine. With the introduction of annotation-centric frameworks and XML schemas, SpringSource has built frameworks that effectively model the domain of a specific problem, in effect creating domain-specific languages (DSLs). Frameworks built on top of the Spring framework have emerged supporting application integration, batch processing, Flex and Flash integration, GWT, OSGi, and much more.

Java for Data Science Richard M. Reese, Jennifer L. Reese, 2017-01-10 Examine the techniques and Java tools supporting the growing field of data science About This Book Your entry ticket to the world of data science with the stability and power of Java Explore, analyse, and visualize your data effectively using easy-to-follow examples Make your Java applications more capable using machine learning Who This Book Is For This book is for Java developers who are comfortable developing applications in Java. Those who

now want to enter the world of data science or wish to build intelligent applications will find this book ideal. Aspiring data scientists will also find this book very helpful. What You Will Learn Understand the nature and key concepts used in the field of data science Grasp how data is collected, cleaned, and processed Become comfortable with key data analysis techniques See specialized analysis techniques centered on machine learning Master the effective visualization of your data Work with the Java APIs and techniques used to perform data analysis In Detail Data science is concerned with extracting knowledge and insights from a wide variety of data sources to analyse patterns or predict future behaviour. It draws from a wide array of disciplines including statistics, computer science, mathematics, machine learning, and data mining. In this book, we cover the important data science concepts and how they are supported by Java, as well as the often statistically challenging techniques, to provide you with an understanding of their purpose and application. The book starts with an introduction of data science, followed by the basic data science tasks of data collection, data cleaning, data analysis, and data visualization. This is followed by a discussion of statistical techniques and more advanced topics including machine learning, neural networks, and deep learning. The next section examines the major categories of data analysis including text, visual, and audio data, followed by a discussion of resources that support parallel implementation. The final chapter illustrates an in-depth data science problem and provides a comprehensive, Java-based solution. Due to the nature of the topic, simple examples of techniques are presented early followed by a more detailed treatment later in the book. This permits a more natural introduction to the techniques and concepts presented in the book. Style and approach This book follows a tutorial approach, providing examples of each of the major concepts

covered. With a step-by-step instructional style, this book covers various facets of data science and will get you up and running quickly.

Hands-On Software Architecture with Java Giuseppe Bonocore, Arunee Singhchawla, 2022-03-16 Build robust and scalable Java applications by learning how to implement every aspect of software architecture Key FeaturesUnderstand the fundamentals of software architecture and build production-grade applications in JavaMake smart architectural decisions with comprehensive coverage of various architectural approaches from SOA to microservicesGain an in-depth understanding of deployment considerations with cloud and CI/CD pipelinesBook Description Well-written software architecture is the core of an efficient and scalable enterprise application. Java, the most widespread technology in current enterprises, provides complete toolkits to support the implementation of a well-designed architecture. This book starts with the fundamentals of architecture and takes you through the basic components of application architecture. You'll cover the different types of software architectural patterns and application integration patterns and learn about their most widespread implementation in Java. You'll then explore cloud-native architectures and best practices for enhancing existing applications to better suit a cloud-enabled world. Later, the book highlights some cross-cutting concerns and the importance of monitoring and tracing for planning the evolution of the software, foreseeing predictable maintenance, and troubleshooting. The book concludes with an analysis of the current status of software architectures in Java programming and offers insights into transforming your architecture to reduce technical debt. By the end of this software architecture book, you'll have acquired some of the most valuable and in-demand software architect skills to progress in your

career. What you will learnUnderstand the importance of requirements engineering, including functional versus non-functional requirementsExplore design techniques such as domain-driven design, test-driven development (TDD), and behavior-driven developmentDiscover the mantras of selecting the right architectural patterns for modern applicationsExplore different integration patternsEnhance existing applications with essential cloud-native patterns and recommended practicesAddress cross-cutting considerations in enterprise applications regardless of architectural choices and application typeWho this book is for This book is for Java software engineers who want to become software architects and learn everything a modern software architect needs to know. The book is also for software architects, technical leaders, vice presidents of software engineering, and CTOs looking to extend their knowledge and stay up to date with the latest developments in the field of software architecture.

Camel in Action Claus Ibsen, Jonathan Anstey, 2018-02-02 Summary Camel in Action, Second Edition is the most complete Camel book on the market. Written by core developers of Camel and the authors of the highly acclaimed first edition, this book distills their experience and practical insights so that you can tackle integration tasks like a pro. Forewords by James Strachan and Dr. Mark Little Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Apache Camel is a Java framework that implements enterprise integration patterns (EIPs) and comes with over 200 adapters to third-party systems. A concise DSL lets you build integration logic into your app with just a few lines of Java or XML. By using Camel, you benefit from the testing and experience of a large and vibrant open source community. About the Book Camel in Action, Second Edition is the definitive

guide to the Camel framework. It starts with core concepts like sending, receiving, routing, and transforming data. It then goes in depth on many topics such as how to develop, debug, test, deal with errors, secure, scale, cluster, deploy, and monitor your Camel applications. The book also discusses how to run Camel with microservices, reactive systems, containers, and in the cloud. What's Inside Coverage of all relevant EIPs Camel microservices with Spring Boot Camel on Docker and Kubernetes Error handling, testing, security, clustering, monitoring, and deployment Hundreds of examples in Java and XML About the Reader Readers should be familiar with Java. This book is accessible to beginners and invaluable to experts. About the Author Claus Ibsen is a senior principal engineer working for Red Hat specializing in cloud and integration. He has worked on Apache Camel for the last nine years where he heads the project. Claus lives in Denmark. Jonathan Anstey is an engineering manager at Red Hat and a core Camel contributor. He lives in Newfoundland, Canada. Table of Contents Part 1 - First steps Meeting Camel Routing with Camel Part 2 - Core Camel Transforming data with Camel Using beans with Camel Enterprise integration patterns Using components Part 3 - Developing and testing Microservices Developing Camel projects Testing RESTful web services Part 4 - Going further with Camel Error handling Transactions and idempotency Parallel processing Securing Camel Part 5 - Running and managing Camel Running and deploying Camel Management and monitoring Part 6 - Out in the wild Clustering Microservices with Docker and Kubernetes Camel tooling Bonus online chapters Available at https://www.manning.com/books/camel-in-action-second-edition and in electronic versions of this book: Reactive Camel Camel and the IoT by Henryk Konsek

XPages Portable Command Guide Martin Donnelly, Maire Kehoe, Tony McGuckin, Dan O'Connor, 2012-01-30 A Practical Primer for XPages Application Development, Debugging, and Performance Using XPages, Lotus® Notes® and Domino® developers can guickly create state-of-the-art web, mobile, and Notes client business applications using standard technologies like HTML, JavaScript, CSS, and XML. Now, there's a perfect portable XPages quick reference for every working developer. Straight from the experts at IBM®, XPages Portable Command Guide offers fast access to working code, tested solutions, expert tips, and example-driven best practices. Drawing on their unsurpassed experience as IBM XPages lead developers and customer consultants, the authors explore many lesser known facets of the XPages runtime, illuminating these capabilities with dozens of examples that solve specific XPages development problems. Using their easy-to-adapt code examples, you can develop XPages solutions with outstanding performance, scalability, flexibility, efficiency, reliability, and value. Covers lots of commands and parameters related to XPages behavior modification through xsp.properties Notes/Domino configuration files XSP Command Manager and OSGi Console The XSP Client-Side JavaScript Object Server Side JavaScript scripting Server Side JavaScript debugging via global functions, simple programming constructs, and logging Instantly access all XPages commands: Use this book as your quick offline solutions resource Logical how-to topic groupings provide one-stop research Compact size makes it easy to carry with you—wherever you go "Create Your Own Journal" section with blank, lined pages makes it easy to personalize this book for your needs "What Do You Want to Do?" chart inside the front cover helps you quickly find specific tasks Designed for all Lotus and Domino developers with at least some XPages

experience, XPages Portable Command Guide is the ideal companion and follow-up to Mastering XPages from IBM Press, the world's #1 book on XPages technology.

Programming Rust Jim Blandy, Jason Orendorff, Leonora F.S. Tindall, 2021-06-11 Systems programming provides the foundation for the world's computation. Writing performance-sensitive code requires a programming language that puts programmers in control of how memory, processor time, and other system resources are used. The Rust systems programming language combines that control with a modern type system that catches broad classes of common mistakes, from memory management errors to data races between threads. With this practical guide, experienced systems programmers will learn how to successfully bridge the gap between performance and safety using Rust. Jim Blandy, Jason Orendorff, and Leonora Tindall demonstrate how Rust's features put programmers in control over memory consumption and processor use by combining predictable performance with memory safety and trustworthy concurrency. You'll learn: Rust's fundamental data types and the core concepts of ownership and borrowing How to write flexible, efficient code with traits and generics How to write fast, multithreaded code without data races Rust's key power tools: closures, iterators, and asynchronous programming Collections, strings and text, input and output, macros, unsafe code, and foreign function interfaces This revised, updated edition covers the Rust 2021 Edition.

Programming for PaaS Lucas Carlson,2013-07-31 Platform-as-a-Service (PaaS) is gaining serious traction among web and mobile developers, but as new PaaS providers emerge and existing vendors upgrade their features, it's hard to keep track of what PaaS has to offer. This thorough introduction takes you through the

PaaS model from a developer's point of view, and breaks down the types of services that Google App Engine, Windows Azure, Heroku, Cloud Foundry, and others deliver. Whether you're an entrepreneur or part of a large enterprise development team, this book shows you how PaaS can help you focus on innovative applications, rather than spend your time worrying about technical operations. Track the cloud's evolution from IaaS and DevOps to PaaS Learn how PaaS combines the simplicity of shared web hosting with the control of dedicated hosting Explore the benefits of both portable and non-portable PaaS options Apply best practices for moving legacy apps to PaaS—and understand the challenges involved Write new applications for PaaS from scratch with RESTful meta-services Use PaaS to build mobile apps with backend services that scale Examine the core services that each major provider currently offers Learn the situations in which PaaS might not be advantageous

The Semantic Web: ESWC 2011 Workshops Raul Garcia-Castro, Dieter Fensel, Grigoris Antoniou, 2012-01-09 This volume constitutes the thoroughly refereed proceedings of 11 international workshops held as part of the 8th Extended Semantic Web Conference, ESWC 2011, in Heraklion, Crete, Greece, in May 2010. The 22 revised full papers presented were carefully reviewed and selected from a total of 75 submissions to the workshops during two rounds of reviewing and improvement. The papers are organized in topical sections on the following workshops: 1st International Workshop on eLearning Approaches for the Linked Data Age, 1st Workshop on High-Performance Computing for the Semantic Web, 3rd International Workshop on Inductive Reasoning and Machine Learning for the Semantic Web, 1st Workshop on Making Sense of Microposts, 1st Workshop on Ontology and Semantic Web for

Manufacturing, 1st Workshop on Question Answering over Linked Data, 4th International Workshop on REsource Discovery, 6th International Workshop on Semantic Business Process Management, 1st Workshop on Semantic Publication, 1st Workshop on Semantics in Governance and Policy Modelling, and 1st International Workshop on User Profile Data on the Social Semantic Web.

Ajax on Java Steven Douglas Olson, 2007-02-22 This practical guide shows you how to make your Java web applications more responsive and dynamic by incorporating new Ajaxian features, including suggestion lists, drag-and-drop, and more. Java developers can choose between many different ways of incorporating Ajax, from building JavaScript into your applications by hand to using the new Google Web Toolkit (GWT). Ajax on Java starts with an introduction to Ajax, showing you how to write some basic applications that use client-side JavaScript to request information from a Java servlet and display it without doing a full page reload. It also presents several strategies for communicating between the client and the server, including sending raw data, and using XML or JSON (JavaScript Object Notation) for sending more complex collections of data. The book then branches out into different approaches for incorporating Ajax, which include: The Prototype and script.aculo.us Javascript libraries, the Dojo and Rico libraries, and DWR Integrating Ajax into Java ServerPages (JSP) applications Using Ajax with Struts Integrating Ajax into Java ServerFaces (JSF) applications Using Google's GWT, which offers a pure Java approach to developing web applications: your client-side components are written in Java, and compiled into HTML and JavaScript Ajax gives web developers the ability to build applications that are more interactive, more dynamic, more exciting and enjoyable for your users. If you're a Java developer and haven't tried Ajax, but would like to

get started, this book is essential. Your users will be grateful.

Enjoying the Song of Term: An Emotional Symphony within Jsonlib

In some sort of eaten by monitors and the ceaseless chatter of fast interaction, the melodic beauty and mental symphony created by the prepared word usually fade into the background, eclipsed by the persistent noise and disturbances that permeate our lives. Nevertheless, nestled within the pages of **Jsonlib** a charming literary prize full of organic feelings, lies an immersive symphony waiting to be embraced. Crafted by an outstanding composer of language, that captivating masterpiece conducts readers on a mental journey, well unraveling the hidden tunes and profound affect resonating within each cautiously crafted phrase. Within the depths with this emotional review, we will discover the book is central harmonies, analyze their enthralling writing style, and surrender ourselves to the profound resonance that echoes in the depths of readers souls.

Table of Contents Jsonlib

1. Understanding the eBook Jsonlib

- The Rise of Digital Reading Jsonlib
- Advantages of eBooks Over Traditional Books

- 2. Identifying Jsonlib
 - Exploring Different Genres
 - o Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
- 3. Choosing the Right eBook Platform
 - o Popular eBook Platforms
 - o Features to Look for in an Jsonlib
 - User-Friendly Interface
- 4. Exploring eBook Recommendations from Jsonlib
 - Personalized Recommendations
 - Jsonlib User Reviews and Ratings
 - Jsonlib and Bestseller Lists
- 5. Accessing Jsonlib Free and Paid eBooks
 - o Jsonlib Public Domain eBooks
 - o Jsonlib eBook Subscription Services
 - Jsonlib Budget-Friendly Options
- 6. Navigating Jsonlib eBook Formats
 - o ePub, PDF, MOBI, and More

- Jsonlib Compatibility with Devices
- Jsonlib Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Jsonlib
 - Highlighting and Note-Taking Jsonlib
 - o Interactive Elements Jsonlib
- 8. Staying Engaged with Jsonlib
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers
 Jsonlib
- 9. Balancing eBooks and Physical Books Jsonlib
 - o Benefits of a Digital Library
 - Creating a Diverse Reading Collection
 Jsonlib
- 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions

- Managing Screen Time
- 11. Cultivating a Reading Routine Jsonlib
 - o Setting Reading Goals Jsonlib
 - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Jsonlib
 - Fact-Checking eBook Content of Jsonlib
 - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
- 14. Embracing eBook Trends
 - o Integration of Multimedia Elements
 - Interactive and Gamified eBooks

Jsonlib Introduction

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