Peazip 64 Bit

Giuseppe Bonaccorso

Open Source Systems: Enterprise Software and Solutions Ioannis Stamelos,Jesus M. Gonzalez-Barahoña,Iraklis Varlamis,Dimosthenis Anagnostopoulos,2018-06-08 This book constitutes the refereed proceedings of the 14th IFIP WG 2.13 International Conference on Open Source Systems, OSS 2018, held in Athens, Greece, in June 2018. The 14 revised full papers and 2 short papers presented were carefully reviewed and selected from 38 submissions. The papers cover a wide range of topics in the field of free/libre open source software (FLOSS) and are organized in the following thematic sections: organizational aspects of OSS projects, OSS projects validity, mining OSS data, OSS in public administration, OSS governance, and OSS reusability.

Python for Offensive PenTest Hussam Khrais,2018-04-26 Your one-stop guide to using Python, creating your own hacking tools, and making the most out of resources available for this programming language Key Features Comprehensive information on building a web application penetration testing framework using Python Master web application penetration testing using the multi-paradigm programming language Python Detect vulnerabilities in a system or application by writing your own Python scripts Book Description Python is an easy-to-learn and cross-platform programming language that has unlimited third-party libraries. Plenty of open source hacking tools are written in Python, which can be easily integrated within your script. This book is packed with step-

by-step instructions and working examples to make you a skilled penetration tester. It is divided into clear bite-sized chunks, so you can learn at your own pace and focus on the areas of most interest to you. This book will teach you how to code a reverse shell and build an anonymous shell. You will also learn how to hack passwords and perform a privilege escalation on Windows with practical examples. You will set up your own virtual hacking environment in VirtualBox, which will help you run multiple operating systems for your testing environment. By the end of this book, you will have learned how to code your own scripts and mastered ethical hacking from scratch. What you will learn Code your own reverse shell (TCP and HTTP) Create your own anonymous shell by interacting with Twitter, Google Forms, and SourceForge Replicate Metasploit features and build an advanced shell Hack passwords using multiple techniques (API hooking, keyloggers, and clipboard hijacking) Exfiltrate data from your target Add encryption (AES, RSA, and XOR) to your shell to learn how cryptography is being abused by malware Discover privilege escalation on Windows with practical examples Countermeasures against most attacks Who this book is for This book is for ethical hackers; penetration testers; students preparing for OSCP, OSCE, GPEN, GXPN, and CEH; information security professionals; cybersecurity consultants; system and network security administrators; and programmers who are keen on learning all about penetration testing.

  QlikView: Advanced Data Visualization Miguel Ángel García,Barry

Harmsen,Stephen Redmond,Karl Pover,2018-12-27 Build powerful data analytics applications with this business intelligence tool and overcome all your business challenges Key FeaturesMaster time-saving techniques and make your QlikView development more efficientPerform geographical analysis and sentiment analysis in your QlikView applicationsExplore advanced QlikView techniques, tips, and tricks to deliver complex business requirementsBook Description QlikView is one of the most flexible and powerful business intelligence platforms around, and if you want to transform data into insights, it is one of the best options you have at hand. Use this Learning Path, to explore the many features of QlikView to realize the potential of your data and present it as impactful and engaging visualizations. Each chapter in this Learning Path starts with an understanding of a business requirement and its associated data model and then helps you create insightful analysis and data visualizations around it. You will look at problems that you might encounter while visualizing complex data insights using QlikView, and learn how to troubleshoot these and other not-so-common errors. This Learning Path contains real-world examples from a variety of business domains, such as sales, finance, marketing, and human resources. With all the knowledge that you gain from this Learning Path, you will have all the experience you need to implement your next QlikView project like a pro. This Learning Path includes content from the following Packt products: QlikView for Developers by Miguel Ángel García, Barry HarmsenMastering

QlikView by Stephen RedmondMastering QlikView Data Visualization by Karl PoverWhat you will learnDeliver common business requirements using advanced techniquesLoad data from disparate sources to build associative data modelsUnderstand when to apply more advanced data visualizationUtilize the built-in aggregation functions for complex calculationsBuild a data architecture that supports scalable QlikView deploymentsTroubleshoot common data visualization errors in QlikViewProtect your QlikView applications and dataWho this book is for This Learning Path is designed for developers who want to go beyond their technical knowledge of QlikView and understand how to create analysis and data visualizations that solve real business needs. To grasp the concepts explained in this Learning Path, you should have a basic understanding of the common QlikView functions and some hands-on experience with the tool.

Hands-On Design Patterns with Java Dr. Edward Lavieri,2019-04-27 Understand Gang of Four, architectural, functional, and reactive design patterns and how to implement them on modern Java platforms, such as Java 12 and beyond Key FeaturesLearn OOP, functional, and reactive patterns for creating readable and maintainable codeExplore architectural patterns and practices for building scalable and reliable applicationsTackle all kinds of performance-related issues and streamline development using design patternsBook Description Java design patterns are reusable and proven solutions to software design problems. This book covers over 60 battle-tested design

patterns used by developers to create functional, reusable, and flexible software. Hands-On Design Patterns with Java starts with an introduction to the Unified Modeling Language (UML), and delves into class and object diagrams with the help of detailed examples. You'll study concepts and approaches to object-oriented programming (OOP) and OOP design patterns to build robust applications. As you advance, you'll explore the categories of GOF design patterns, such as behavioral, creational, and structural, that help you improve code readability and enable large-scale reuse of software. You'll also discover how to work effectively with microservices and serverless architectures by using cloud design patterns, each of which is thoroughly explained and accompanied by real-world programming solutions. By the end of the book, you'll be able to speed up your software development process using the right design patterns, and you'll be comfortable working on scalable and maintainable projects of any size. What you will learnUnderstand the significance of design patterns for software engineeringVisualize software design with UML diagramsStrengthen your understanding of OOP to create reusable software systemsDiscover GOF design patterns to develop scalable applicationsExamine programming challenges and the design patterns that solve themExplore architectural patterns for microservices and cloud developmentWho this book is for If you are a developer who wants to learn how to write clear, concise, and effective code for building production-ready applications, this book is for you. Familiarity with the fundamentals of Java

is assumed.

MicroStrategy Quick Start Guide Fernando Carlos Rivero Esqueda,2018-09-28 Build reporting applications and dashboards using the different MicroStrategy objects Key FeaturesLearn the fundamentals of MicroStrategyUse MicroStrategy to get actionable insights from your business dataCreate visualizations and build intuitive dashboards and reportsBook Description MicroStrategy is an enterprise business intelligence application. It turns data into reports for making and executing key organization decisions. This book shows you how to implement Business Intelligence (BI) with MicroStrategy. It takes you from setting up and configuring MicroStrategy to security and administration. The book starts by detailing the different components of the MicroStrategy platform, and the key concepts of Metadata and Project Source. You will then install and configure MicroStrategy and lay down the foundations for building MicroStrategy BI solutions. By learning about objects and different object types, you will develop a strong understanding of the MicroStrategy Schema and Public Objects. With these MicroStrategy objects, you will enhance and scale your BI and Analytics solutions. Finally, you will learn about the administration, security, and monitoring of your BI solution. What you will learnSet up the MicroStrategy Intelligence Server and client toolsCreate a MicroStrategy metadata repository and your first ProjectExplore the main MicroStrategy object types and their dependencies Create, manipulate, and share ReportsCreate and share DashboardsManage Users and GroupsWho this book

is for This book is for Business Intelligence professionals or data analysts who want to get started with Microstrategy. Some basic understanding of BI and data analysis will be required to get the most from this book.

   Continuous Delivery with Docker and Jenkins Rafał Leszko,2019-05-31 Create a complete Continuous Delivery process using modern DevOps tools such as Docker, Kubernetes, Jenkins, Docker Hub, Ansible, GitHub and many more. Key FeaturesBuild reliable and secure applications using Docker containers.Create a highly available environment to scale a Docker servers using KubernetesImplement advance continuous delivery process by parallelizing the pipeline tasksBook Description Continuous Delivery with Docker and Jenkins, Second Edition will explain the advantages of combining Jenkins and Docker to improve the continuous integration and delivery process of an app development. It will start with setting up a Docker server and configuring Jenkins on it. It will then provide steps to build applications on Docker files and integrate them with Jenkins using continuous delivery processes such as continuous integration, automated acceptance testing, and configuration management. Moving on, you will learn how to ensure quick application deployment with Docker containers along with scaling Jenkins using Kubernetes. Next, you will get to know how to deploy applications using Docker images and testing them with Jenkins. Towards the end, the book will touch base with missing parts of the CD pipeline, which are the environments and infrastructure, application versioning, and nonfunctional testing. By the

end of the book, you will be enhancing the DevOps workflow by integrating the functionalities of Docker and Jenkins. What you will learnGet to grips with docker fundamentals and how to dockerize an application for the CD processLearn how to use Jenkins on the Cloud environmentsScale a pool of Docker servers using KubernetesCreate multi-container applications using Docker ComposeWrite acceptance tests using Cucumber and run them in the Docker ecosystem using JenkinsPublish a built Docker image to a Docker Registry and deploy cycles of Jenkins pipelines using community best practicesWho this book is for The book targets DevOps engineers, system administrators, docker professionals or any stakeholders who would like to explore the power of working with Docker and Jenkins together. No prior knowledge of DevOps is required for this book.

  Test-Driven Java Development, Second Edition Viktor Farcic,Alex Garcia,2018-03-23 This book will teach the concepts of test driven development in Java so you can build clean, maintainable and robust code Key Features Explore the most popular TDD tools and frameworks and become more proficient in building applications Create applications with better code design, fewer bugs, and higher test coverage, enabling you to get them to market quickly Implement test-driven programming methods into your development workflows Book Description Test-driven development (TDD) is a development approach that relies on a test-first procedure that emphasizes writing a test before writing the necessary code, and then refactoring the

code to optimize it.The value of performing TDD with Java, one of the longest established programming languages, is to improve the productivity of programmers and the maintainability and performance of code, and develop a deeper understanding of the language and how to employ it effectively. Starting with the basics of TDD and understanding why its adoption is beneficial, this book will take you from the first steps of TDD with Java until you are confident enough to embrace the practice in your day-to-day routine.You'll be guided through setting up tools, frameworks, and the environment you need, and we will dive right into hands-on exercises with the goal of mastering one practice, tool, or framework at a time. You'll learn about the Red-Green-Refactor procedure, how to write unit tests, and how to use them as executable documentation.With this book, you'll also discover how to design simple and easily maintainable code, work with mocks, utilize behavior-driven development, refactor old legacy code, and release a half-finished feature to production with feature toggles.You will finish this book with a deep understanding of the test-driven development methodology and the confidence to apply it to application programming with Java. What you will learn Explore the tools and frameworks required for effective TDD development Perform the Red-Green-Refactor process efficiently, the pillar around which all other TDD procedures are based Master effective unit testing in isolation from the rest of your code Design simple and easily maintainable code by implementing different techniques Use mocking frameworks and techniques to

easily write and quickly execute tests Develop an application to implement
behavior-driven development in conjunction with unit testing Enable and
disable features using feature toggles Who this book is for If you're an
experienced Java developer and want to implement more effective methods of
programming systems and applications, then this book is for you.

   Mobile DevOps Rohin Tak,Jhalak Modi,2018-03-29 Today's world is all about
perfection, and there are hundreds of applications that are released each day
out of which only a few succeed. Making sure that the app looks, performs,
and behaves as expected is one of the biggest challenge developers face
today.

   Scala Machine Learning Projects Md. Rezaul Karim,2018-01-31 Powerful smart
applications using deep learning algorithms to dominate numerical computing,
deep learning, and functional programming. Key Features Explore machine
learning techniques with prominent open source Scala libraries such as Spark
ML, H2O, MXNet, Zeppelin, and DeepLearning4j Solve real-world machine
learning problems by delving complex numerical computing with Scala
functional programming in a scalable and faster way Cover all key aspects
such as collection, storing, processing, analyzing, and evaluation required
to build and deploy machine models on computing clusters using Scala Play
framework. Book Description Machine learning has had a huge impact on
academia and industry by turning data into actionable information. Scala has
seen a steady rise in adoption over the past few years, especially in the

fields of data science and analytics. This book is for data scientists, data engineers, and deep learning enthusiasts who have a background in complex numerical computing and want to know more hands-on machine learning application development. If you're well versed in machine learning concepts and want to expand your knowledge by delving into the practical implementation of these concepts using the power of Scala, then this book is what you need! Through 11 end-to-end projects, you will be acquainted with popular machine learning libraries such as Spark ML, H2O, DeepLearning4j, and MXNet. At the end, you will be able to use numerical computing and functional programming to carry out complex numerical tasks to develop, build, and deploy research or commercial projects in a production-ready environment. What you will learn Apply advanced regression techniques to boost the performance of predictive models Use different classification algorithms for business analytics Generate trading strategies for Bitcoin and stock trading using ensemble techniques Train Deep Neural Networks (DNN) using H2O and Spark ML Utilize NLP to build scalable machine learning models Learn how to apply reinforcement learning algorithms such as Q-learning for developing ML application Learn how to use autoencoders to develop a fraud detection application Implement LSTM and CNN models using DeepLearning4j and MXNet Who this book is for If you want to leverage the power of both Scala and Spark to make sense of Big Data, then this book is for you. If you are well versed with machine learning concepts and wants to expand your knowledge by delving

into the practical implementation using the power of Scala, then this book is what you need! Strong understanding of Scala Programming language is recommended. Basic familiarity with machine Learning techniques will be more helpful.

  <u>Building RESTful Web Services with Spring 5</u> Raja CSP Raman,Ludovic Dewailly,2018-01-29 Find out how to implement the REST architecture to build resilient software in Java with the help of the Spring 5.0 framework. Key Features Follow best practices and explore techniques such as clustering and caching to achieve a reactive, scalable web service. Leverage the Spring Framework to quickly implement RESTful endpoints. Learn to implement a client library for a RESTful web service using the Spring Framework along with the new front end framework. Book Description REST is an architectural style that tackles the challenges of building scalable web services. In today's connected world, APIs have taken a central role on the web. APIs provide the fabric through which systems interact, and REST has become synonymous with APIs.The depth, breadth, and ease of use of Spring makes it one of the most attractive frameworks in the Java ecosystem. Marrying the two technologies is therefore a very natural choice.This book takes you through the design of RESTful web services and leverages the Spring Framework to implement these services. Starting from the basics of the philosophy behind REST, you'll go through the steps of designing and implementing an enterprise-grade RESTful web service. Taking a practical approach, each chapter provides code samples

that you can apply to your own circumstances.This second edition brings forth the power of the latest Spring 5.0 release, working with MVC built-in as well as the front end framework. It then goes beyond the use of Spring to explores approaches to tackle resilience, security, and scalability concerns. Improve performance of your applications with the new HTTP 2.0 standards. You'll learn techniques to deal with security in Spring and discover how to implement unit and integration test strategies.Finally, the book ends by walking you through building a Java client for your RESTful web service, along with some scaling techniques using the new Spring Reactive libraries. What you will learn Deep dive into the principles behind REST Expose CRUD operations through RESTful endpoints with the Spring Framework Devise response formats and error handling strategies, offering a consistent and flexible structure to simplify integration for service consumers Follow the best approaches for dealing with a service's evolution while maintaining backward compatibility Understand techniques to secure web services Comply with the best ways to test RESTful web services, including tips for load testing Optimise and scale web services using techniques such as caching and clustering Who this book is for This book is intended for those who want to learn to build RESTful web services with the latest Spring 5.0 Framework. To make best use of the code samples included in the book, you should have a basic knowledge of the Java language. Previous experience with the Spring Framework would also help you get up and running quickly.

Hands-On GPU Programming with Python and CUDA Dr. Brian Tuomanen,2018-11-27 Build real-world applications with Python 2.7, CUDA 9, and CUDA 10. We suggest the use of Python 2.7 over Python 3.x, since Python 2.7 has stable support across all the libraries we use in this book. Key FeaturesExpand your background in GPU programming—PyCUDA, scikit-cuda, and NsightEffectively use CUDA libraries such as cuBLAS, cuFFT, and cuSolverApply GPU programming to modern data science applicationsBook Description Hands-On GPU Programming with Python and CUDA hits the ground running: you'll start by learning how to apply Amdahl's Law, use a code profiler to identify bottlenecks in your Python code, and set up an appropriate GPU programming environment. You'll then see how to "query" the GPU's features and copy arrays of data to and from the GPU's own memory. As you make your way through the book, you'll launch code directly onto the GPU and write full blown GPU kernels and device functions in CUDA C. You'll get to grips with profiling GPU code effectively and fully test and debug your code using Nsight IDE. Next, you'll explore some of the more well-known NVIDIA libraries, such as cuFFT and cuBLAS. With a solid background in place, you will now apply your new-found knowledge to develop your very own GPU-based deep neural network from scratch. You'll then explore advanced topics, such as warp shuffling, dynamic parallelism, and PTX assembly. In the final chapter, you'll see some topics and applications related to GPU programming that you may wish to pursue, including AI, graphics, and blockchain. By the end of this book, you will be able to apply

GPU programming to problems related to data science and high-performance computing. What you will learnLaunch GPU code directly from PythonWrite effective and efficient GPU kernels and device functionsUse libraries such as cuFFT, cuBLAS, and cuSolverDebug and profile your code with Nsight and Visual ProfilerApply GPU programming to datascience problemsBuild a GPU-based deep neuralnetwork from scratchExplore advanced GPU hardware features, such as warp shufflingWho this book is for Hands-On GPU Programming with Python and CUDA is for developers and data scientists who want to learn the basics of effective GPU programming to improve performance using Python code. You should have an understanding of first-year college or university-level engineering mathematics and physics, and have some experience with Python as well as in any C-based programming language such as C, C++, Go, or Java.

  Beginning C++ Programming Richard Grimes,2017-04-24 Modern C++ at your fingertips! About This Book This book gets you started with the exciting world of C++ programming It will enable you to write C++ code that uses the standard library, has a level of object orientation, and uses memory in a safe and effective way It forms the basis of programming and covers concepts such as data structures and the core programming language Who This Book Is For A computer, an internet connection, and the desire to learn how to code in C++ is all you need to get started with this book. What You Will Learn Get familiar with the structure of C++ projects Identify the main structures in the language: functions and classes Feel confident about being able to

identify the execution flow through the code Be aware of the facilities of the standard library Gain insights into the basic concepts of object orientation Know how to debug your programs Get acquainted with the standard C++ library In Detail C++ has come a long way and is now adopted in several contexts. Its key strengths are its software infrastructure and resource-constrained applications, including desktop applications, servers, and performance-critical applications, not to forget its importance in game programming. Despite its strengths in these areas, beginners usually tend to shy away from learning the language because of its steep learning curve. The main mission of this book is to make you familiar and comfortable with C++. You will finish the book not only being able to write your own code, but more importantly, you will be able to read other projects. It is only by being able to read others' code that you will progress from a beginner to an advanced programmer. This book is the first step in that progression. The first task is to familiarize you with the structure of C++ projects so you will know how to start reading a project. Next, you will be able to identify the main structures in the language, functions, and classes, and feel confident being able to identify the execution flow through the code. You will then become aware of the facilities of the standard library and be able to determine whether you need to write a routine yourself, or use an existing routine in the standard library. Throughout the book, there is a big emphasis on memory and pointers. You will understand memory usage, allocation, and

access, and be able to write code that does not leak memory. Finally, you will learn about C++ classes and get an introduction to object orientation and polymorphism. Style and approach This straightforward tutorial will help you build strong skills in C++ programming, be it for enterprise software or for low-latency applications such as games or embedded programming. Filled with examples, this book will take you gradually up the steep learning curve of C++.

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

intermediate techniques, using real-world scenarios. By the end of this book, you will have become an expert in shellcode and will understand how systems are compromised both at the operating system and network level. What you will learn Create an isolated lab to test and inject shellcodes (Windows and Linux). Understand both Windows and Linux behavior. Learn the assembly programming language. Create shellcode using assembly and Metasploit. Detect buffer overflows. Debug and reverse-engineer using tools such as GDB, edb, and Immunity (Windows and Linux). Exploit development and shellcodes injections (Windows & Linux). Prevent and protect against buffer overflows and heap corruption. Who this book is for This book is intended to be read by penetration testers, malware analysts, security researchers, forensic practitioners, exploit developers, C language programmers, software testers, and students in the security field. Readers should have a basic understanding of OS internals (Windows and Linux). Some knowledge of the C programming language is essential, and a familiarity with the Python language would be helpful.

Learning PHP 7 High Performance Altaf Hussain,2016-04-25 Improve the performance of your PHP application to ensure the application users aren't left waiting About This Book Make the optimum use of PHP coding to improve your programming productivity Leverage the potential of PHP for server-side programming, memory management, and object-oriented programming Packed with real-life examples to help the readers implement concepts as they learn Who

This Book Is For This book is for those who have basic experience in PHP programming. If you are developing performance-critical applications, then this book is for you. What You Will Learn Setup high performance development and production environment for PHP 7 Discover new OOP features in PHP 7 to achieve high performance Improve your PHP applications' performance Attain improved database performance Benchmark PHP applications to optimize them Write quality code by learning to improve code reusability, simplicity, and expressiveness Get rid of the bottlenecks in your PHP 7 applications by writing PHP code optimally Tackle issues related to web applications, such as high user dependency and large datasets In Detail PHP is a great language for building web applications. It is essentially a server-side scripting language that is also used for general-purpose programming. PHP 7 is the latest version, providing major backward-compatibility breaks and focusing on high performance and speed. This fast-paced introduction to PHP 7 will improve your productivity and coding skills. The concepts covered will allow you, as a PHP programmer, to improve the performance standards of your applications. We will introduce you to the new features in PHP 7 and then will run through the concepts of object-oriented programming (OOP) in PHP 7. Next, we will shed some light on how to improve your PHP 7 applications' performance and database performance. Through this book, you will be able to improve the performance of your programs using the various benchmarking tools discussed. At the end, the book discusses some best practices in PHP programming to help

you improve the quality of your code. Style and approach The book is a step-by-step guide to improve the quality of your code in PHP through real-time examples. The book takes a practical approach to improving the quality of your code.

   Mastering Assembly Programming Alexey Lyashko,2017-09-27 Incorporate the assembly language routines in your high level language applications About This Book Understand the Assembly programming concepts and the benefits of examining the AL codes generated from high level languages Learn to incorporate the assembly language routines in your high level language applications Understand how a CPU works when programming in high level languages Who This Book Is For This book is for developers who would like to learn about Assembly language. Prior programming knowledge of C and C++ is assumed. What You Will Learn Obtain deeper understanding of the underlying platform Understand binary arithmetic and logic operations Create elegant and efficient code in Assembly language Understand how to link Assembly code to outer world Obtain in-depth understanding of relevant internal mechanisms of Intel CPU Write stable, efficient and elegant patches for running processes In Detail The Assembly language is the lowest level human readable programming language on any platform. Knowing the way things are on the Assembly level will help developers design their code in a much more elegant and efficient way. It may be produced by compiling source code from a high-level programming language (such as C/C++) but can also be written from

scratch. Assembly code can be converted to machine code using an assembler. The first section of the book starts with setting up the development environment on Windows and Linux, mentioning most common toolchains. The reader is led through the basic structure of CPU and memory, and is presented the most important Assembly instructions through examples for both Windows and Linux, 32 and 64 bits. Then the reader would understand how high level languages are translated into Assembly and then compiled into object code. Finally we will cover patching existing code, either legacy code without sources or a running code in same or remote process. Style and approach This book takes a step-by-step, detailed approach to Comprehensively learning Assembly Programming.

  Effective Python Penetration Testing Rejah Rehim,2016-06-29 Pen test your system like a pro and overcome vulnerabilities by leveraging Python scripts, libraries, and tools About This Book Learn to utilize your Python scripting skills to pentest a computer system, network, and web-application Get proficient at the art of assessing vulnerabilities by conducting effective penetration testing This is the ultimate guide that teaches you how to use Python to protect your systems against sophisticated cyber attacks Who This Book Is For This book is ideal for those who are comfortable with Python or a similar language and need no help with basic programming concepts, but want to understand the basics of penetration testing and the problems pentesters face. What You Will Learn Write Scapy scripts to investigate network traffic

Get to know application fingerprinting techniques with Python Understand the attack scripting techniques Write fuzzing tools with pentesting requirements Learn basic attack scripting methods Utilize cryptographic toolkits in Python Automate pentesting with Python tools and libraries In Detail Penetration testing is a practice of testing a computer system, network, or web application to find weaknesses in security that an attacker can exploit. Effective Python Penetration Testing will help you utilize your Python scripting skills to safeguard your networks from cyberattacks. We will begin by providing you with an overview of Python scripting and penetration testing. You will learn to analyze network traffic by writing Scapy scripts and will see how to fingerprint web applications with Python libraries such as ProxMon and Spynner. Moving on, you will find out how to write basic attack scripts, and will develop debugging and reverse engineering skills with Python libraries. Toward the end of the book, you will discover how to utilize cryptography toolkits in Python and how to automate Python tools and libraries. Style and approach This is an expert's guide to Python with a practical based approach, where each chapter will help you improve your penetration testing skills using Python to become a master pen tester.

  Machine Learning Algorithms Giuseppe Bonaccorso,2017-07-24 Build strong foundation for entering the world of Machine Learning and data science with the help of this comprehensive guide About This Book Get started in the field of Machine Learning with the help of this solid, concept-rich, yet highly

practical guide. Your one-stop solution for everything that matters in mastering the whats and whys of Machine Learning algorithms and their implementation. Get a solid foundation for your entry into Machine Learning by strengthening your roots (algorithms) with this comprehensive guide. Who This Book Is For This book is for IT professionals who want to enter the field of data science and are very new to Machine Learning. Familiarity with languages such as R and Python will be invaluable here. What You Will Learn Acquaint yourself with important elements of Machine Learning Understand the feature selection and feature engineering process Assess performance and error trade-offs for Linear Regression Build a data model and understand how it works by using different types of algorithm Learn to tune the parameters of Support Vector machines Implement clusters to a dataset Explore the concept of Natural Processing Language and Recommendation Systems Create a ML architecture from scratch. In Detail As the amount of data continues to grow at an almost incomprehensible rate, being able to understand and process data is becoming a key differentiator for competitive organizations. Machine learning applications are everywhere, from self-driving cars, spam detection, document search, and trading strategies, to speech recognition. This makes machine learning well-suited to the present-day era of Big Data and Data Science. The main challenge is how to transform data into actionable knowledge. In this book you will learn all the important Machine Learning algorithms that are commonly used in the field of data science. These

algorithms can be used for supervised as well as unsupervised learning, reinforcement learning, and semi-supervised learning. A few famous algorithms that are covered in this book are Linear regression, Logistic Regression, SVM, Naive Bayes, K-Means, Random Forest, TensorFlow, and Feature engineering. In this book you will also learn how these algorithms work and their practical implementation to resolve your problems. This book will also introduce you to the Natural Processing Language and Recommendation systems, which help you run multiple algorithms simultaneously. On completion of the book you will have mastered selecting Machine Learning algorithms for clustering, classification, or regression based on for your problem. Style and approach An easy-to-follow, step-by-step guide that will help you get to grips with real -world applications of Algorithms for Machine Learning.

  Mastering Python Rick van Hattem,2016-04-29 Master the art of writing beautiful and powerful Python by using all of the features that Python 3.5 offers About This Book Become familiar with the most important and advanced parts of the Python code style Learn the trickier aspects of Python and put it in a structured context for deeper understanding of the language Offers an expert's-eye overview of how these advanced tasks fit together in Python as a whole along with practical examples Who This Book Is For Almost anyone can learn to write working script and create high quality code but they might lack a structured understanding of what it means to be 'Pythonic'. If you are a Python programmer who wants to code efficiently by getting the syntax and

usage of a few intricate Python techniques exactly right, this book is for you. What You Will Learn Create a virtualenv and start a new project Understand how and when to use the functional programming paradigm Get familiar with the different ways the decorators can be written in Understand the power of generators and coroutines without digressing into lambda calculus Create metaclasses and how it makes working with Python far easier Generate HTML documentation out of documents and code using Sphinx Learn how to track and optimize application performance, both memory and cpu Use the multiprocessing library, not just locally but also across multiple machines Get a basic understanding of packaging and creating your own libraries/applications In Detail Python is a dynamic programming language. It is known for its high readability and hence it is often the first language learned by new programmers. Python being multi-paradigm, it can be used to achieve the same thing in different ways and it is compatible across different platforms. Even if you find writing Python code easy, writing code that is efficient, easy to maintain, and reuse is not so straightforward. This book is an authoritative guide that will help you learn new advanced methods in a clear and contextualised way. It starts off by creating a project-specific environment using venv, introducing you to different Pythonic syntax and common pitfalls before moving on to cover the functional features in Python. It covers how to create different decorators, generators, and metaclasses. It also introduces you to functools.wraps and coroutines and

how they work. Later on you will learn to use asyncio module for asynchronous clients and servers. You will also get familiar with different testing systems such as py.test, doctest, and unittest, and debugging tools such as Python debugger and faulthandler. You will learn to optimize application performance so that it works efficiently across multiple machines and Python versions. Finally, it will teach you how to access C functions with a simple Python call. By the end of the book, you will be able to write more advanced scripts and take on bigger challenges. Style and Approach This book is a comprehensive guide that covers advanced features of the Python language, and communicate them with an authoritative understanding of the underlying rationale for how, when, and why to use them.

  Kali Linux - An Ethical Hacker's Cookbook Himanshu Sharma,2017-10-17 Over 120 recipes to perform advanced penetration testing with Kali Linux About This Book Practical recipes to conduct effective penetration testing using the powerful Kali Linux Leverage tools like Metasploit, Wireshark, Nmap, and many more to detect vulnerabilities with ease Confidently perform networking and application attacks using task-oriented recipes Who This Book Is For This book is aimed at IT security professionals, pentesters, and security analysts who have basic knowledge of Kali Linux and want to conduct advanced penetration testing techniques. What You Will Learn Installing, setting up and customizing Kali for pentesting on multiple platforms Pentesting routers and embedded devices Bug hunting 2017 Pwning and escalating through corporate

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