

The Movie Db Api

Barbara Guidi,Laura Ricci,Carlos Calafate,Ombretta Gaggi,Johann Marquez-Barja

Flutter For Dummies Barry Burd,2020-07-09 Create awesome iOS and Android apps with a single tool! Flutter is an app developer's dream come true. With Google's open source toolkit, you can easily build beautiful apps that work across platforms using a single codebase. This flexibility allows you to get your work out to the widest possible audience. With Flutter already being used by thousands of developers worldwide in a market where billions of apps are downloaded every year, now is the right time to get ahead of the curve with this incredible tool. Flutter for Dummies is your friendly, ground-up route to creating multi-platform apps. From how to construct your initial frameworks to writing code in Dart, you'll find the essentials you need to ride the Flutter revolutionary wave to success. This book includes how to create an intuitive and stunning UI, add rich interactivity, and easily pull in data. You'll also see how Flutter features like Hot Reload—providing sub-second refreshes as you refine your work—help you make sure your app is a delight to use. Start simple: follow steps to build a basic app It's alive! Keep connected to online data It moves! Make things fun with animated features Get the word out: use tips to expand your audience Whether you're a fledgling developer or an expert wanting to add a slick feather to your programming cap, join the Flutter revolution now and soar above the rest!

Coding All-in-One For Dummies Chris Minnick,2022-06-27 The go-to guide for learning coding from the ground-up Adding some coding know-how to your skills can help launch a new career or bolster an old one. Coding All-in-One For Dummies offers an ideal starting place for learning the languages that make technology go. This edition gets you started with a helpful explanation of how coding works and how it's applied in the real-world before setting you on a path toward writing code for web building, mobile application development, and data analysis. Add coding to your skillset for your existing career, or begin the exciting transition into life as a professional developer—Dummies makes it easy. Learn coding basics and how to apply them Analyze data and automate routine tasks on the job Get the foundation you need to launch a career as a coder Add HTML, JavaScript, and Python know-how to your resume This book serves up insight on the basics of coding, designed to be easy to follow, even if you've never written a line of code in your life. You can do this.

The React Workshop Brandon Richey,Ryan Yu,Endre Vegh,Theofanis Despoudis,Anton Punith,Florian Slood,2020-08-21 Work through engaging exercises and activities and gain practical skills to make your web applications function effortlessly with the help of React Key FeaturesExplore the React environment by creating live projectsSolve real-world problems relating to building modern web applicationsGain a thorough understanding of how data moves through different React componentsBook Description Are you interested in how React takes command of the view layer for web and mobile apps and changes the data of large web applications without needing to reload the page? This workshop will help you learn how and show you how to develop and enhance web apps using the features of the React framework with interesting examples and exercises. The workshop starts by demonstrating how to create your first React project. You'll tap into React's popular feature JSX to develop templates and use DOM events to make your project interactive. Next, you'll focus on the lifecycle of the React component and understand how components are created, mounted, unmounted, and destroyed. Later, you'll create and customize components to understand the data flow in React and how props and state communicate between components. You'll also use Formik to create forms in React to explore the concept of controlled and uncontrolled components and even play with React Router to navigate between React components. The chapters that follow will help you build an interesting image-search app to fetch data from the outside world and populate the data to the React app. Finally, you'll understand what ref API is and how it is used to manipulate DOM in an imperative way. By the end of this React book, you'll have the skills you need to set up and create web apps using React. What you will learnUse JSX to include logic in the view layer of applicationsGet familiar with the important methods and events in the React lifecycleDistinguish between class and functional component syntaxesCreate forms with Formik and handle errorsUnderstand the React Hooks API and the problems it can solveFetch outside data using the Axios library and populate the data to the appWho this book is for The React Workshop is for web developers and programmers who are looking to learn React and use it for creating and enhancing web applications. Although the workshop is for beginners, prior knowledge of JavaScript programming and HTML and CSS is necessary to easily understand the concepts that are covered.

Salesforce Platform Developer I Certification Guide Jan Vandavelde,Gunther Roskams,2019-05-24 Build and deploy scalable applications on the Salesforce Lightning Platform using the latest features of Spring '19 Key FeaturesAn end-to-end-guide with practice tests to help you achieve the Salesforce Platform Developer certificationDesign data models, user interfaces, and business logic for your custom applicationsUnderstand the complete development life cycle from designing to testingBook Description Salesforce Lightning Platform, used to build enterprise apps, is being increasingly adopted by admins, business analysts, consultants, architects, and especially developers. With this Salesforce certification, you'll be able to enhance your development skills and become a valuable member of your organization. This certification guide is designed to be completely aligned with the official exam study guide for the latest Salesforce Certified Platform Developer I release and includes updates from Spring '19. Starting with Salesforce fundamentals and performing data modeling and management, you'll progress to automating logic and processes and working on user interfaces with Salesforce components. Finally, you'll learn how to work with testing frameworks, perform debugging, and deploy metadata, and get to grips with useful tips and tricks. Each chapter concludes with sample questions that are commonly found in the exam, and the book wraps up with mock tests to help you prepare for the DEV501 certification exam. By the end of the book, you'll be ready to take the exam and earn your Salesforce Certified Platform Developer I certification. What you will learnSolve sample questions and mock tests and work with exam patternsGain an understanding of declarative Salesforce tools such as Process Builder, flows, and many moreCode in Salesforce using the Developer Console and IDEsGrasp the basics of object-oriented programmingWrite Apex classes, Visualforce pages, and Apex test classes with easy-to-follow stepsExplore the different deployment tools that you can use to push metadata to different environmentsBuild custom declarative apps and programs on Force.com platformsWho this book is for The Salesforce Platform Developer I Certification Guide is for you if you want to learn how to develop and deploy business logic and user interfaces using the capabilities of the Lightning Platform. No prior knowledge of Apex programming is required.

Data Source Handbook Pete Warden,2011-01-28 If you're a developer looking to supplement your own data tools and services, this concise ebook covers the most useful sources of public data available today. You'll find useful information on APIs that offer broad coverage, tie their data to the outside world, and are either accessible online or feature downloadable bulk data. You'll also find code and helpful links. This guide organizes APIs by the subjects they cover—such as websites, people, or places—so you can quickly locate the best resources for augmenting the data you handle in your own service. Categories include: Website tools such as WHOIS, bit.ly, and Compete Services that use email addresses as search terms, including Github Finding information from just a name, with APIs such as WhitePages Services, such as Klout, for locating people with Facebook and Twitter accounts Search APIs, including BOSS and Wikipedia Geographical data sources, including SimpleGeo and U.S. Census Company information APIs, such as CrunchBase and ZoomInfo APIs that list IP addresses, such as MaxMind Services that list books, films, music, and products

Flutter Projects Simone Alessandria,2020-04-07 Learn Flutter and the Dart programming language by building impressive real-world mobile applications for Android and iOS Key FeaturesLearn cross-platform mobile development with Flutter and Dart by building 11 real-world appsCreate wide array of mobile projects such as 2D game, productivity timer, movie browsing app, and morePractical projects demonstrating Flutter development techniques with tips, tricks, and best practicesBook Description Flutter is a modern reactive mobile framework that removes a lot of the complexity found in building native mobile apps for iOS and Android.

With Flutter, developers can now build fast and native mobile apps from a single codebase. This book is packed with 11 projects that will help you build your own mobile applications using Flutter. It begins with an introduction to Dart programming and explains how it can be used with the Flutter SDK to customize mobile apps. Each chapter contains instructions on how to build an independent app from scratch, and each project focuses on important Flutter features. From building Flutter Widgets and applying animations to using databases (SQLite and sembast) and Firebase, you'll build on your knowledge through the chapters. As you progress, you'll learn how to connect to remote services, integrate maps, and even use Flare to create apps and games in Flutter. Gradually, you'll be able to create apps and games that are ready to be published on the Google Play Store and the App Store. In the concluding chapters, you'll learn how to use the BLoC pattern and various best practices related to creating enterprise apps with Flutter. By the end of this book, you will have the skills you need to write and deliver fully functional mobile apps using Flutter. What you will learn Design reusable mobile architectures that can be applied to apps at any scale Get up to speed with error handling and debugging for mobile application development Apply the principle of 'composition over inheritance' to break down complex problems into many simple problems Update your code and see the results immediately using Flutter's hot reload Identify and prevent bugs from reappearing with Flutter's developer tools Manage an app's state with Streams and the BLoC pattern Build a simple web application using Flutter Web Who this book is for This book is for mobile developers and software developers who want to learn Flutter to build state-of-the-art mobile apps. Although prior experience with Dart programming or Flutter is not required, knowledge of object-oriented programming (OOP), data structures and software design patterns will be beneficial.

Professional React Native Alexander Benedikt Kuttig, 2022-10-31 Learn how React Native works under the hood and what this means for building large-scale, cross-platform, production-ready applications without compromising on the quality and performance Key Features Explore a modern approach to React Native, covering state management, animations, gestures, and more Implement best practices and practical techniques for creating large-scale, production-ready apps Create a development process including workflow automation with GitHub Actions, Fastlane, and Bitrise Book Description The React Native framework offers a range of powerful features that make it possible to efficiently build high-quality, easy-to-maintain frontend applications across multiple platforms such as iOS, Android, Linux, Mac OS X, Windows, and the web, helping you save both time and money. And this book is your key to unlocking its capabilities. Professional React Native provides the ultimate coverage of essential concepts, best practices, advanced processes, and tips for everyday developer problems. The book makes it easy to understand how React Native works under the hood using step-by-step explanations and practical examples so you can use this knowledge to develop highly performant apps. As you follow along, you'll learn the difference between React and React Native, navigate the React Native ecosystem, and revisit the basics of JavaScript and TypeScript needed to create a React Native application. What's more, you'll work with animations and even control your app with gestures. Finally, you'll be able to structure larger apps and improve developer efficiency through automated processes, testing, and continuous integration. By the end of this React native app development book, you'll have gained the confidence to build high-performance apps for multiple platforms, even on a bigger scale. What you will learn Become familiar with how React Native works under the hood Understand how to make the most of React Native for app development Explore different approaches to building apps across various platforms Become familiar with process automation and automated testing Contribute to open source code and structure your own code library Understand how to set up the architecture for bigger React Native projects Who this book is for This book is for developers who want to get started with React Native as well as experienced React Native developers interested in building professional cross-platform applications. Familiarity with the basics of JavaScript (including its syntax) and general software engineering concepts, such as data types, control flows, and server/client structures, is required. Although useful, experience with React Native is not necessary.

Relevant Search John Berryman, Doug Turnbull, 2016-06-19 Summary Relevant Search demystifies relevance work. Using Elasticsearch, it teaches you how to return engaging search results to your users, helping you understand and leverage the internals of Lucene-based search engines. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Users are accustomed to and expect instant, relevant search results. To achieve this, you must master the search engine. Yet for many developers, relevance ranking is mysterious or confusing. About the Book Relevant Search demystifies the subject and shows you that a search engine is a programmable relevance framework. You'll learn how to apply Elasticsearch or Solr to your business's unique ranking problems. The book demonstrates how to program relevance and how to incorporate secondary data sources, taxonomies, text analytics, and personalization. In practice, a relevance framework requires softer skills as well, such as collaborating with stakeholders to discover the right relevance requirements for your business. By the end, you'll be able to achieve a virtuous cycle of provable, measurable relevance improvements over a search product's lifetime. What's Inside Techniques for debugging relevance? Applying search engine features to real problems? Using the user interface to guide searchers? A systematic approach to relevance? A business culture focused on improving search About the Reader For developers trying to build smarter search with Elasticsearch or Solr. About the Authors Doug Turnbull is lead relevance consultant at OpenSource Connections, where he frequently speaks and blogs. John Berryman is a data engineer at Eventbrite, where he specializes in recommendations and search. Foreword author, Trey Grainger, is a director of engineering at CareerBuilder and author of Solr in Action. Table of Contents The search relevance problem Search under the hood Debugging your first relevance problem Taming tokens Basic multfield search Term-centric search Shaping the relevance function Providing relevance feedback Designing a relevance-focused search application The relevance-centered enterprise Semantic and personalized search

Mastering iOS 12 Programming Donny Wals, 2018-10-31 Become a professional iOS developer with the most in-depth and advanced guide to Swift, Xcode 10, ARKit, and Core ML Key Features Explore the extensive world of iOS development through practical examples Gain detailed insights into core iOS programming concepts such as app extensions and performance Extend your iOS apps by adding augmented reality and machine learning capabilities Book Description The iOS development environment has significantly matured, and with Apple users spending more money in the App Store, there are plenty of development opportunities for professional iOS developers. However, the journey to mastering iOS development and the new features of iOS 12 is not straightforward. This book will help you make that transition smoothly and easily. With the help of Swift 4.2, you'll not only learn how to program for iOS 12, but also how to write efficient, readable, and maintainable Swift code that maintains industry best practices. Mastering iOS 12 Programming will help you build real-world applications and reflect the real-world development flow. You will also find a mix of thorough background information and practical examples, teaching you how to start implementing your newly gained knowledge. By the end of this book, you will have got to grips with building iOS applications that harness advanced techniques and make best use of the latest and greatest features available in iOS 12. What you will learn Build a professional iOS application using Xcode 10 and Swift 4.2 Use AutoLayout to create complex layouts that look great on every device Delve into advanced animations with UIViewPropertyAnimator and UIKit Dynamics Enhance your app by using instruments and building your own profiling tools Integrate iMessage, Siri, and more in your app through app extensions Train and use machine learning models with Core ML 2 and Create ML Create engaging augmented reality experiences with ARKit 2 Who this book is for If you're a developer with some experience in iOS programming and want to enhance your skills by unlocking the full potential of the latest iOS version with Swift to build great applications, this book is for you.

Integrating Psychoinformatics with Ubiquitous Social Networking Felix Beierle, 2021-04-23 This book deepens the understanding

of people through smartphone data obtained via mobile sensing and applies psychological insights for social networking applications. The author first introduces TYDR, an application for researching smartphone data and user personality. A novel, structured privacy model for mobile sensing applications is developed and the obtained empirical results help researchers gauge what data they can expect users to share in daily-life studies. The new research findings, the concept of mobile sensing, and psychological insights about the formation and structure of real-life social networks are integrated into the field of social networking. Finally, for this novel integration, the author presents concepts, decentralized software architectures, and fully realized prototypes that recommend new contacts, media, and locations to individual users and groups of users.

Building Low-Code Applications with Mendix Bryan Kenneweg, Imran Kasam, Micah McMullen, Michael Guido, 2021-02-26

Transform your app ideas into fully functional prototypes with the help of expert tips and best practices from Mendix partners Key Features Meet the ever-increasing demand for software solution delivery without having to write any code Build high-availability, low-cost applications unlike those developed via a traditional software engineering approach Explore Mendix from product design through to delivery using real-world scenarios Book Description Low-code is a visual approach to application development. It enables developers of varying experience levels to create web and mobile apps using drag-and-drop components and model-driven logic through a graphic user interface. Mendix is among the fastest-growing platforms that enable low-code enthusiasts to put their software ideas into practice without having to write much code, and Building Low-Code Applications with Mendix will help you get up and running with the process using examples and practice projects. The book starts with an introduction to Mendix, along with the reasons for using this platform and its tools for creating your first app. As you progress, you'll explore Mendix Studio Pro, the visual environment that will help you learn Mendix app creation. Once you have your working app ready, you'll understand how to enhance it with custom business logic and rules. Next, you'll find out how to defend your app against bad data, troubleshoot and debug it, and finally, connect it with real-world business platforms. You'll build practical skills as the book is filled with examples, real-world scenarios, and explanations of the tools needed to help you build low-code apps successfully. By the end of this book, you'll have understood the concept of low-code development, learned how to use Mendix effectively, and developed a working app. What you will learn Gain a clear understanding of what low-code development is and the factors driving its adoption Become familiar with the various features of Mendix for rapid application development Discover concrete use cases of Studio Pro Build a fully functioning web application that meets your business requirements Get to grips with Mendix fundamentals to prepare for the Mendix certification exam Understand the key concepts of app development such as data management, APIs, troubleshooting, and debugging Who this book is for This book is for tech-savvy business analysts and citizen developers who want to get started with Mendix for rapid mobile and web application development. The book is also helpful for seasoned developers looking to learn a new tool/platform and for anyone passionate about designing technical solutions without wanting to indulge in the complexities of writing code. The book assumes beginner-level knowledge of object-oriented programming and the ability to translate technical solutions from business requirements.

How to Build Android Apps with Kotlin Alex Forrester, Eran Boudjnah, Alexandru Dumbravan, Jomar Tigcal, 2023-05-02

Unleash the power of Android programming to build scalable and reliable apps using industry best practices Purchase of the print or Kindle book includes a free PDF eBook Key Features Build apps with Kotlin, Google's preferred programming language for Android development Unlock solutions to development challenges with guidance from experienced Android professionals Improve your apps by adding valuable features that make use of advanced functionality Book Description Looking to kick-start your app development journey with Android 13, but don't know where to start? How to Build Android Apps with Kotlin is a comprehensive guide that will help jump-start your Android development practice. This book starts with the fundamentals of app development, enabling you to utilize Android Studio and Kotlin to get started with building Android projects. You'll learn how to create apps and run them on virtual devices through guided exercises. Progressing through the chapters, you'll delve into Android's RecyclerView to make the most of lists, images, and maps, and see how to fetch data from a web service. You'll also get to grips with testing, learning how to keep your architecture clean, understanding how to persist data, and gaining basic knowledge of the dependency injection pattern. Finally, you'll see how to publish your apps on the Google Play store. You'll work on realistic projects that are split up into bite-size exercises and activities, allowing you to challenge yourself in an enjoyable and attainable way. You'll build apps to create quizzes, read news articles, check weather reports, store recipes, retrieve movie information, and remind you where you parked your car. By the end of this book, you'll have the skills and confidence to build your own creative Android applications using Kotlin. What you will learn Create maintainable and scalable apps using Kotlin Understand the Android app development lifecycle Simplify app development with Google architecture components Use standard libraries for dependency injection and data parsing Apply the repository pattern to retrieve data from outside sources Build user interfaces using Jetpack Compose Explore Android asynchronous programming with Coroutines and the Flow API Publish your app on the Google Play store Who this book is for If you want to build Android applications using Kotlin but are unsure of how and where to begin, then this book is for you. To easily grasp the concepts in this book, a basic understanding of Kotlin, or experience in a similar programming language is a must.

Simplifying Android Development with Coroutines and Flows Jomar Tigcal, Aileen Apolo-de Jesus, 2022-07-27

Get to grips with asynchronous programming in Android using simple, modern, and testable code through Kotlin coroutines and flow Key Features • Find out how to improve app performance with Kotlin coroutines • Discover the new recommended ways to use Kotlin coroutines and flows • Learn the basics of asynchronous programming, along with an overview of coroutines and flow Book Description Coroutines and flows are the new recommended way for developers to carry out asynchronous programming in Android using simple, modern, and testable code. This book will teach you how coroutines and flows work and how to use them in building Android applications, along with helping you to develop modern Android applications with asynchronous programming using real data. The book begins by showing you how to create and handle Kotlin coroutines on Android. You'll explore asynchronous programming in Kotlin, and understand how to test Kotlin coroutines. Next, you'll learn about Kotlin flows on Android, and have a closer look at using Kotlin flows by getting to grips with handling flow cancellations and exceptions and testing the flows. By the end of this book, you'll have the skills you need to build high-quality and maintainable Android applications using coroutines and flows. What you will learn • Understand how coroutines and flows differ from existing ways • Apply asynchronous programming in Android with coroutines and flows • Find out how to build your own coroutines and flows in Android • Handle, manipulate, and combine data in coroutines and flows • Handle cancellations and exceptions from coroutines and flows • Discover how to add tests for your coroutines and flows • Integrate coroutines and flows into your Android projects Who this book is for This book is for intermediate-level Android developers who want to level up their Android app-building skills. Familiarity with Android development and basic knowledge of Kotlin are needed to make the most of this book.

The TypeScript Workshop Ben Grynhaus, Jordan Hudgens, Rayon Hunte, Matt Morgan, Wekoslav Stefanovski, 2021-07-29

Broaden your skill set by learning TypeScript and applying your knowledge to build real-world applications Key Features Quickly get started writing TypeScript code with hands-on exercises and activities Develop new skills that can be applied at work or in your own side projects Build your understanding, boost your confidence, and advance your programming career Book Description By learning TypeScript, you can start writing cleaner, more readable code that's easier to understand and less likely to contain bugs. What's not to like? It's certainly an appealing prospect, but learning a new language can be challenging, and it's not always easy to know where to begin. This book is the perfect place to start. It provides the ideal platform for JavaScript programmers to practice writing eloquent,

productive TypeScript code. Unlike many theory-heavy books, The TypeScript Workshop balances clear explanations with opportunities for hands-on practice. You'll quickly be up and running building functional websites, without having to wade through pages and pages of history and dull, dry fluff. Guided exercises clearly demonstrate how key concepts are used in the real world, and each chapter is rounded off with an activity that challenges you to apply your new knowledge in the context of a realistic scenario. Whether you're a hobbyist eager to get cracking on your next project, or a professional developer looking to unlock your next promotion, pick up a copy and make a start! Whatever your motivation, by the end of this book, you'll have the confidence and understanding to make it happen with TypeScript. What you will learn

- Configure a professional TypeScript development environment
- Explore how to use primitive and complex data types
- Incorporate types into popular npm (Node package manager) libraries
- Design systems that use asynchronous behavior
- Implement object-oriented programming to model real-world scenarios
- Get to grips with modern UI design by combining React with TypeScript

Who this book is for The TypeScript Workshop is for software developers who want to broaden their skill set by learning the TypeScript programming language. To get the most from this TypeScript book, you should have basic knowledge of JavaScript or experience using another similar programming language.

Proceedings of International Conference on Innovations in Software Architecture and Computational Systems Jyotsna Kumar Mandal,Somnath Mukhopadhyay,Aynur Unal,Santanu Kumar Sen,2021-10-11 This book gathers a collection of high-quality peer-reviewed research papers presented at First International Conference on Innovations in Software Architecture and Computational Systems (ISACS 2021), held at Guru Nanak Institute of Technology, Kolkata, India, during 2 - 3 April 2021. The book primarily focuses on developing artificial intelligence-based algorithms and methodologies for enabling intelligent hardware and software systems. This book brings together the latest findings on efficient technological solutions for developing intelligent and hybrid systems, intelligent software architecture, machine intelligence-based analytical tools and also smart sensors and networks. The prime focus is on solving technological problems using state-of-the-art research finding like fuzzy computing, evolutionary and hybrid frameworks, neuro-computing, etc., along with other AI-based computation platforms. The book offers a valuable resource for all undergraduate, postgraduate students and researchers interested in exploring solution frameworks for social good problems using artificial intelligence.

Smart Objects and Technologies for Social Good Barbara Guidi,Laura Ricci,Carlos Calafate,Ombretta Gaggi,Johann Marquez-Barja,2018-03-02 This book constitutes the refereed proceedings of the Third EAI International Conference on Smart Objects and Technologies for Social Good, GOODTECHS 2017, held in Pisa, Italy, November 29-30, 2017. The 38 revised full papers presented were carefully reviewed and selected from 70 submissions. The papers reflect the design, implementation, deployment, operation and evaluation of smart objects and technologies for social good. A social good can be understood as a service that benefits a large number of people in a most possible way. Some classic examples are healthcare, safety, environment, democracy, and human rights, or even art, entertainment, and communication.

Data Mesh in Action Jacek Majchrzak,Sven Balnojan,Marian Siwiak,2023-03-21 Revolutionize the way your organization approaches data with a data mesh! This new decentralized architecture outpaces monolithic lakes and warehouses and can work for a company of any size. In Data Mesh in Action you will learn how to: Implement a data mesh in your organization Turn data into a data product Move from your current data architecture to a data mesh Identify data domains, and decompose an organization into smaller, manageable domains Set up the central governance and local governance levels over data Balance responsibilities between the two levels of governance Establish a platform that allows efficient connection of distributed data products and automated governance Data Mesh in Action reveals how this groundbreaking architecture looks for both small startups and large enterprises. You won't need any new technology—this book shows you how to start implementing a data mesh with flexible processes and organizational change. You'll explore both an extended case study and multiple real-world examples. As you go, you'll be expertly guided through discussions around Socio-Technical Architecture and Domain-Driven Design with the goal of building a sleek data-as-a-product system. Plus, dozens of workshop techniques for both in-person and remote meetings help you onboard colleagues and drive a successful transition. About the technology Business increasingly relies on efficiently storing and accessing large volumes of data. The data mesh is a new way to decentralize data management that radically improves security and discoverability. A well-designed data mesh simplifies self-service data consumption and reduces the bottlenecks created by monolithic data architectures. About the book Data Mesh in Action teaches you pragmatic ways to decentralize your data and organize it into an effective data mesh. You'll start by building a minimum viable data product, which you'll expand into a self-service data platform, chapter-by-chapter. You'll love the book's unique "sliders" that adjust the mesh to meet your specific needs. You'll also learn processes and leadership techniques that will change the way you and your colleagues think about data. What's inside Decompose an organization into manageable domains Turn data into a data product Set up central and local governance levels Build a fit-for-purpose data platform Improve management, initiation, and support techniques About the reader For data professionals. Requires no specific programming stack or data platform. About the author Jacek Majchrzak is a hands-on lead data architect. Dr. Sven Balnojan manages data products and teams. Dr. Marian Siwiak is a data scientist and a management consultant for IT, scientific, and technical projects. Table of Contents PART 1 FOUNDATIONS 1 The what and why of the data mesh 2 Is a data mesh right for you? 3 Kickstart your data mesh MVP in a month PART 2 THE FOUR PRINCIPLES IN PRACTICE 4 Domain ownership 5 Data as a product 6 Federated computational governance 7 The self-serve data platform PART 3 INFRASTRUCTURE AND TECHNICAL ARCHITECTURE 8 Comparing self-serve data platforms 9 Solution architecture design

Getting started with Bootstrap 5 Andrés Cruz Yoris, This book does not have a logical organization, presenting each of the components of Bootstrap, but rather a practical organization in which we see the main elements of Bootstrap as it becomes appropriate to present them. It is a quick guide in which it offers, based on small tips or notes, the operation of the main components of Bootstrap and the reader can have an entry point to learn more easily about this technology. To follow this book you need to have a computer with Windows, Linux or MacOS, have knowledge of how to develop style sheets in CSS, JavaScript and basic Node. This book is currently in development. Map This book has a total of 8 chapters, it is recommended that you read in the order in which they are arranged and as we explain the experiments carried out, go directly to practice, replicate, test and modify the codes that we show in this book. Chapter 1: In this chapter we will give some key concepts about the frameworks, advantages of using Bootstrap and what changes it brings with its predecessor, in addition, we will prepare the development environment. Chapter 2: In this chapter we present an introduction to containers in Bootstrap as a fundamental structure to organize our content correctly on a website and have it displayed correctly; additionally, we introduce other common features such as Bootstrap breakpoints present in other components. Chapter 3: In this chapter we will learn how to use Bootstrap's grid and column system. Chapter 4: In this chapter we will learn how to work with the main components in Bootstrap, which are the fundamental elements in this technology. Chapter 5: In this chapter we will learn how to use the help classes in Bootstrap, also known as utility classes with which we can establish colors, margins, among other formats, to the HTML content. Chapter 6: In this chapter we will learn how to generate our custom Bootstrap bundle using Sass. Chapter 7: In this chapter we will create some composite or custom components using Bootstrap components and its utility classes as a base. Chapter 8: In this chapter we will build a real website that is a kind of product sales website or online store with a very limited scope. We will also create a website in which we will make fetch queries to an API.

The Politics of the Marvel Cinematic Universe Nicholas Carnes,Lilly J. Goren ,2022-12-16 The Marvel Cinematic Universe (MCU) is the most expansive and widely viewed fictional narrative in the history of cinema. In 2009, Disney purchased Marvel

Entertainment for \$4 billion, including its subsidiary film production company, Marvel Studios. Since then, the MCU—the collection of multimedia Marvel Studios products that share a single fictional storyline—has grown from two feature films to thirty interconnected movies, nine streaming Disney+ series, a half dozen short films, and more than thirty print titles. By 2022, eight of the twenty-five highest grossing films of all time are MCU movies. The MCU is a deeply political universe. Intentionally or not, the MCU sends fans scores of messages about a wide range of subjects related to government, public policy, and society. Some are overt, like the contentious debate about government and accountability at the heart of Captain America: Civil War. More often, however, the politics of the MCU are subtle, like the changing role of women from supporting characters (like Black Widow in Iron Man 2) to leading heroes (like Black Widow in Black Widow). The MCU is not only a product of contemporary politics, but many of its stories seem to be direct responses to the problems of the day. Racial injustice, environmental catastrophe, and political misinformation are not just contemporary social ills, they are also key thematic elements of recent MCU blockbusters. In The Politics of the Marvel Cinematic Universe, more than twenty-five leading scholars examine these complex themes. Part one explores how political issues are depicted in the origin stories; part two examines how the MCU depicts classic political themes like government and power; and part three explores questions of diversity and representation in the MCU. The volume’s various chapters examine a wide range of topics: Black Panther and the “racial contract,” Captain America and the political philosophy of James Madison, Dr. Strange and colonial imperialism, S.H.I.E.L.D. and civil-military relations, Spider-Man and environmentalism, and Captain Marvel and second-wave feminism. The Politics of the Marvel Cinematic Universe is the first book to look expansively at politics in the MCU and ask the question, “What lessons are this entertainment juggernaut teaching audiences about politics, society, power, gender, and inequality?”

Introduction to Data Systems Thomas Bressoud,David White,2020-12-04 Encompassing a broad range of forms and sources of data, this textbook introduces data systems through a progressive presentation. Introduction to Data Systems covers data acquisition starting with local files, then progresses to data acquired from relational databases, from REST APIs and through web scraping. It teaches data forms/formats from tidy data to relationally defined sets of tables to hierarchical structure like XML and JSON using data models to convey the structure, operations, and constraints of each data form. The starting point of the book is a foundation in Python programming found in introductory computer science classes or short courses on the language, and so does not require prerequisites of data structures, algorithms, or other courses. This makes the material accessible to students early in their educational career and equips them with understanding and skills that can be applied in computer science, data science/data analytics, and information technology programs as well as for internships and research experiences. This book is accessible to a wide variety of students. By drawing together content normally spread across upper level computer science courses, it offers a single source providing the essentials for data science practitioners. In our increasingly data-centric world, students from all domains will benefit from the “data-aptitude” built by the material in this book.

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