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Design and Build Great Web APIs Jun 29 2020 APIs are transforming the business world at an increasing pace. Gain the essential skills needed to quickly design, build, and deploy quality web APIs that are robust, reliable, and resilient. Go from initial design through prototyping and implementation to deployment of mission-critical APIs for your organization. Test, secure, and deploy your API with confidence and avoid the "release into production" panic. Tackle just about any API challenge with more than a dozen open-source utilities and common programming patterns you can apply right away. Good API design means starting with the API-First principle - understanding who is using the API and what they want to do with it - and applying basic design skills to match customers' needs while solving

business-critical problems. Use the Sketch-Design-Build method to create reliable and scalable web APIs quickly and easily without a lot of risk to the day-to-day business operations. Create clear sequence diagrams, accurate specifications, and machine-readable API descriptions all reviewed, tested, and ready to turn into fully-functional NodeJS code. Create reliable test collections with Postman and implement proper identity and access control security with AuthO-without added cost or risk to the company. Deploy all of this to Heroku using a continuous delivery approach that pushes secure, well-tested code to your public servers ready for use by both internal and external developers. From design to code to test to deployment, unlock hidden business value and release stable and scalable web APIs that meet customer needs and

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solve important business problems in a consistent and reliable manner.

Docs Like Code Jul 31 2020

Looking for a way to invigorate your technical writing team and grow that expertise to include developers, designers, and writers of all backgrounds? When you treat docs like code, you multiply everyone's efforts and streamline processes through

collaboration, automation, and innovation. Second edition now available with updates and more information about version control for documents and continuous publishing.

[Programming in the .NET Environment](#) Oct 14 2021

Demonstrates how to create generic frameworks, libraries, classes, and tools that can be used in the .NET environment and provides instructions on how to select the right language to develop parts of a system and how to integrate them at runtime.

The Markdown Guide Aug 20 2019 The Markdown markup language is one of the most popular plain-text formatting

languages available. Now you can learn the Markdown syntax with the book that's been called "the best Markdown reference." Designed for both novices and experts, The Markdown Guide is a comprehensive reference manual that has everything you need to get started and master the Markdown syntax.

The Design of Web APIs Sep 25 2022 Web APIs are

everywhere, giving developers an efficient way to interact with applications, services, and data. Well-designed APIs are a joy to use; poorly-designed APIs are cumbersome, confusing, and frustrating. The

Design of Web APIs is a practical, example packed guide to crafting extraordinary web APIs. Author Arnaud Lauret demonstrates fantastic design principles and techniques you can apply to both public and private web APIs. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Undisturbed REST Aug 24

2022 Believe it or not, building

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an API is the easy part. What is far more challenging is to put together a design that will stand the test of time, while also meeting your developers' needs. After all, no matter how well written your code may be, without a strong foundation, you will find your API quickly failing. Undisturbed REST works to tackle this issue through the use of modern design techniques and technology, showing how to carefully design your API with your users and longevity in-mind, taking advantage of a design-first approach- while incorporating best practices and hard lessons learned. After reading Undisturbed REST, you'll have a strong understanding of APIs, best practices, and available tooling for designing, prototyping, sharing, documenting, and generating tooling (such as SDKs) around your API. More importantly, you'll be equipped to design and build an API not just for today, but one that can stand the test of time and lead your application into tomorrow.

Software Architecture Patterns

for Serverless Systems Apr 20 2022 A professional's guide to solving complex problems while designing modern software Key Features Learn best practices for designing enterprise-grade software systems from a seasoned CTO Deeper your understanding of system reliability, maintainability, and scalability Elevate your skills to a professional level by learning the most effective software design patterns and architectural concepts Book Description As businesses are undergoing a digital transformation to keep up with competition, it is now more important than ever for IT professionals to design systems to keep up with the rate of change while maintaining stability. This book takes you through the architectural patterns that power enterprise-grade software systems and the key architectural elements that enable change (such as events, autonomous services, and micro frontends), along with showing you how to implement and operate them

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fragile systems. First, you'll divide up a system and define boundaries so that your teams can work autonomously and accelerate innovation. You'll cover low-level event and data patterns that support the entire architecture, while getting up and running with the different autonomous service design patterns. Next, the book will focus on best practices for security, reliability, testability, observability, and performance. You'll combine all that you've learned and build upon that foundation, exploring the methodologies of continuous experimentation, deployment, and delivery before delving into some final thoughts on how to start making progress. By the end of this book, you'll be able to architect your own event-driven, serverless systems that are ready to adapt and change so that you can deliver value at the pace needed by your business. What you will learn

Explore architectural patterns to create anti-fragile systems that thrive with change

Focus on DevOps

practices that empower self-sufficient, full-stack teams

Build enterprise-scale serverless systems

Apply microservices principles to the frontend

Discover how SOLID principles apply to software and database architecture

Create event stream processors that power the event sourcing and CQRS pattern

Deploy a multi-regional system, including regional health checks, latency-based routing, and replication

Explore the Strangler pattern for migrating legacy systems

Who this book is for

This book is for software architects who want to learn more about different software design patterns and best practices. This isn't a beginner's manual - you'll need an intermediate level of programming proficiency and software design to get started. You'll get the most out of this software design book if you already know the basics of the cloud, but it isn't a prerequisite.

[High-Density and De-Densified Smart Campus](#)

[Communications](#) ~~February 2022~~
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High-Density and De-Densified Smart Campus

Communications Design, deliver, and implement high-density communications solutions High-density campus communications are critical in the operation of densely populated airports, stadiums, convention centers, shopping malls, classrooms, hospitals, dense smart cities, and more. They also drive Smart City and Smart Building use cases as High-Density Communications (HDC) become recognized as an essential fourth utility. However, the unique requirements and designs demanded by HDC make implementation challenging. In High-Density and De-Densified Smart Campus Communications: Technologies, Integration, Implementation and Applications, a team of experienced technology strategists delivers a one-of-a-kind treatment of the requirements, technologies, designs, solutions, and trends associated with HDC. From the functional requirements for HDC and emerging data/Wi-Fi

6/internet access/5G cellular/OTT video, and IoT automation—including pandemic-related de-densification—to the economics of broad deployment of HDC, this book includes coverage of every major issue faced by the professionals responsible for the design, installation, and maintenance of high-density communication networks. It also includes: A thorough introduction to traditional and emerging voice/cellular design for campus applications, including the Distributed Antenna System (DAS) Comprehensive explorations of traditional sensor networks and Internet of Things services approaches Practical discussions of high-density Wi-Fi hotspot connectivity and related technologies, like Wi-Fi 5, Wi-Fi 6, spectrum, IoT, VoWiFi, DASs, microcells issues, and 5G versus Wi-Fi issues In-depth examinations of de-densification, office social distancing, and Ultra-Wideband (UWB) technologies Perfect for telecommunication researchers and

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development low over the complete lifetime of an application

Key Features Explore ways to make your software flexible, extensible, and adaptable

Learn new concepts that you can easily blend with your own software development style Develop the mindset of building maintainable solutions instead of taking shortcuts

Book Description We would all like to build software architecture that yields adaptable and flexible software with low development costs. But, unreasonable deadlines and shortcuts make it very hard to create such an architecture. Get Your Hands Dirty on Clean Architecture starts with a discussion about the conventional layered architecture style and its disadvantages. It also talks about the advantages of the domain-centric architecture styles of Robert C. Martin's Clean Architecture and Alistair Cockburn's Hexagonal Architecture. Then, the book dives into hands-on chapters that show you how to manifest

a hexagonal architecture in actual code. You'll learn in detail about different mapping strategies between the layers of a hexagonal architecture and see how to assemble the architecture elements into an application. The later chapters demonstrate how to enforce architecture boundaries. You'll also learn what shortcuts produce what types of technical debt and how, sometimes, it is a good idea to willingly take on those debts. After reading this book, you'll have all the knowledge you need to create applications using the hexagonal architecture style of web development. What you will learn

Identify potential shortcomings of using a layered architecture Apply methods to enforce architecture boundaries

Find out how potential shortcuts can affect the software architecture Produce arguments for when to use which style of architecture

Structure your code according to the architecture Apply

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types of tests that will cover each element of the architecture. Who this book is for: This book is for you if you care about the architecture of the software you are building. To get the most out of this book, you must have some experience with web development. The code examples in this book are in Java. If you are not a Java programmer but can read object-oriented code in other languages, you will be fine. In the few places where Java or framework specifics are needed, they are thoroughly explained.

Fluent C Feb 24 2020 Expert advice on C programming is hard to find. While much help is available for object-oriented programming languages, there's surprisingly little for the C language. With this hands-on guide, beginners and experienced C programmers alike will find guidance about design decisions, including how to apply them bit by bit to running code examples when building large-scale programs. Christopher Preschern, a

leading member of the design patterns community, answers questions such as how to structure C programs, cope with error handling, or design flexible interfaces. Whether you're looking for one particular pattern or an overview of design options for a specific topic, this book shows you how to implement hands-on design knowledge specifically for the C programming language. You'll find design patterns for: Error handling Returning error information Memory management Returning data from C functions Data lifetime and ownership Flexible APIs Flexible iterator interfaces Organizing files in modular programs Escaping #ifdef Hell [From Ruby to Golang](#) Aug 12 2021 Imagine that you like to learn a new programming language, and you start by leveraging what you already know and bridge the gap in learning specific parts of the new language. This book was created on that idea, it starts with using my existing language knowledge.

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experience to breakdown Go into familiar Ruby concepts and implementations. The first thing I did to learn Go professionally is to relate to what I know in Ruby. I've been a professional Ruby programmer since 2009 and in over a decade of professional experience working as a software engineer, I have worked on multiple programming languages. And proven personally that it's easier to learn a programming concept from something familiar to me. This helps me to learn the new language faster, which also means being productive much faster as well. This book was created on my first-hand experience of learning Go from my existing knowledge and experience in Ruby. The book was carefully thought from ground-up, collecting familiar patterns, abstracts, and analogs in Ruby, and relate it with a proper implementation in Go. By teaching familiar implementations found in Ruby, you will see the correlation between the two

languages, establishing familiar concepts to give you enough knowledge to be comfortable with Go and to start programming with it. Go is an easy language to work with, it's modern, flexible, powerful and fast. It compiles to binary which gives it an ability for a binary distribution that runs on different platforms, and Go has almost in par performance with C, with package support, memory safety, automatic garbage collection and concurrency built-in. And you get all the nice features from a statically typed language, which IDEs can make use of, and so also improving your development workflow. Notable open-source projects are built using Go (i.e. Docker, Kubernetes, Etherium and Terraform to name a few), this gives you an advantage because those platforms have APIs and SDKs readily available in Go natively for you to use. And many global companies have been using Go in production (i.e. Google, Netflix, Dropbox, Heroku and Uber to name a few).

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that it has been battle-tested and powerful mature language to based your work into. Go is created by an interesting mixed of people. Google is the company that funded Go's development, and the authors of Go who designed the language are mainly Robert Griesemer (worked on V8 Javascript Engine, Java HotSpot VM, and the Strongtalk system), Rob Pike (known for Plan 9 and UTF-8), and Ken Thompson (known for Unix, C programming language, Plan 9, UTF-8 and Inferno to name a few). This book will definitely help you get started with Go from your existing Ruby knowledge, and start to hit the ground fast, running!

97 Things Every Cloud Engineer Should Know Apr 27 2020 If you create, manage, operate, or configure systems running in the cloud, you're a cloud engineer--even if you work as a system administrator, software developer, data scientist, or site reliability engineer. With this book, professionals from

around the world provide valuable insight into today's cloud engineering role. These concise articles explore the entire cloud computing experience, including fundamentals, architecture, and migration. You'll delve into security and compliance, operations and reliability, and software development. And examine networking, organizational culture, and more. You're sure to find 1, 2, or 97 things that inspire you to dig deeper and expand your own career. "Three Keys to Making the Right Multicloud Decisions," Brendan O'Leary "Serverless Bad Practices," Manases Jesus Galindo Bello "Failing a Cloud Migration," Lee Atchison "Treat Your Cloud Environment as If It Were On Premises," Iyana Garry "What Is Toil, and Why Are SREs Obsessed with It?", Zachary Nickens "Lean QA: The QA Evolving in the DevOps World," Theresa Neate "How Economies of Scale Work in the Cloud," Jon Moore "The Cloud Is Not About the Cloud," Ken Corless "Data Gravity: The

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Importance of Data Management in the Cloud," Geoff Hughes "Even in the Cloud, the Network Is the Foundation," David Murray "Cloud Engineering Is About Culture, Not Containers," Holly Cummins

Programming Collective Intelligence Sep 20 2019

Want to tap the power behind search rankings, product recommendations, social bookmarking, and online matchmaking? This fascinating book demonstrates how you can build Web 2.0 applications to mine the enormous amount of data created by people on the Internet. With the sophisticated algorithms in this book, you can write smart programs to access interesting datasets from other web sites, collect data from users of your own applications, and analyze and understand the data once you've found it. Programming Collective Intelligence takes you into the world of machine learning and statistics, and explains how to draw conclusions about user experience, marketing,

personal tastes, and human behavior in general -- all from information that you and others collect every day. Each algorithm is described clearly and concisely with code that can immediately be used on your web site, blog, Wiki, or specialized application. This book explains: Collaborative filtering techniques that enable online retailers to recommend products or media Methods of clustering to detect groups of similar items in a large dataset Search engine features -- crawlers, indexers, query engines, and the PageRank algorithm Optimization algorithms that search millions of possible solutions to a problem and choose the best one Bayesian filtering, used in spam filters for classifying documents based on word types and other features Using decision trees not only to make predictions, but to model the way decisions are made Predicting numerical values rather than classifications to build price models Support vector machines to match people in online

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Non-negative matrix factorization to find the independent features in a dataset Evolving intelligence for problem solving -- how a computer develops its skill by improving its own code the more it plays a game Each chapter includes exercises for extending the algorithms to make them more powerful. Go beyond simple database-backed applications and put the wealth of Internet data to work for you. "Bravo! I cannot think of a better way for a developer to first learn these algorithms and methods, nor can I think of a better way for me (an old AI dog) to reinvigorate my knowledge of the details." -- Dan Russell, Google "Toby's book does a great job of breaking down the complex subject matter of machine-learning algorithms into practical, easy-to-understand examples that can be directly applied to analysis of social interaction across the Web today. If I had this book two years ago, it would have saved precious time going down some fruitless paths." --

Tim Wolters, CTO, Collective Intellect

Ajax Nov 03 2020 Provides information on the basics of Ajax to create Web applications that function like desktop programs.

Revolutionary Brothers May 29 2020 In a narrative both panoramic and intimate, Tom Chaffin captures the four-decade friendship of Thomas Jefferson and the Marquis de Lafayette. Thomas Jefferson and the Marquis de Lafayette shared a singularly extraordinary friendship, one involved in the making of two revolutions—and two nations. Jefferson first met Lafayette in 1781, when the young French-born general was dispatched to Virginia to assist Jefferson, then the state's governor, in fighting off the British. The charismatic Lafayette, hungry for glory, could not have seemed more different from Jefferson, the reserved statesman. But when Jefferson, a newly-appointed diplomat, moved to Paris three years later, speaking little French and in need of a partner in the

friendship began in earnest. As Lafayette opened doors in Paris and Versailles for Jefferson, so too did the Virginian stand by Lafayette as the Frenchman became inexorably drawn into the maelstrom of his country's revolution. Jefferson counseled Lafayette as he drafted The Declaration of the Rights of Man and remained a firm supporter of the French Revolution, even after he returned to America in 1789. By 1792, however, the upheaval had rendered Lafayette a man without a country, locked away in a succession of Austrian and Prussian prisons. The burden fell on Jefferson, along with Lafayette's other friends, to win his release. The two would not see each other again until 1824, in a powerful and emotional reunion at Jefferson's Monticello. Steeped in primary sources, Revolutionary Brothers casts fresh light on this remarkable, often complicated, friendship of two extraordinary men.

Framework Design Guidelines Mar 07 2021 This

is the eBook version of the print title, Framework Design Guidelines, Second Edition . Access to all the samples, applications, and content on the DVD is available through the product catalog page www.informit.com/title/9780321545619 Navigate to the "Downloads" tab and click on the "DVD Contents" links - see instructions in back pages of your eBook. Framework Design Guidelines, Second Edition, teaches developers the best practices for designing reusable libraries for the Microsoft .NET Framework. Expanded and updated for .NET 3.5, this new edition focuses on the design issues that directly affect the programmability of a class library, specifically its publicly accessible APIs. This book can improve the work of any .NET developer producing code that other developers will use. It includes copious annotations to the guidelines by thirty-five prominent architects and practitioners of the .NET Framework, providing a lively discussion of the ~~contents of~~

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the guidelines as well as examples of when to break those guidelines. Microsoft architects Krzysztof Cwalina and Brad Abrams teach framework design from the top down. From their significant combined experience and deep insight, you will learn The general philosophy and fundamental principles of framework design Naming guidelines for the various parts of a framework Guidelines for the design and extending of types and members of types Issues affecting—and guidelines for ensuring—extensibility How (and how not) to design exceptions Guidelines for—and examples of—common framework design patterns Guidelines in this book are presented in four major forms: Do, Consider, Avoid, and Do not. These directives help focus attention on practices that should always be used, those that should generally be used, those that should rarely be used, and those that should never be used. Every guideline includes a discussion of its applicability, and most include

a code example to help illuminate the dialogue. Framework Design Guidelines, Second Edition, is the only definitive source of best practices for managed code API development, direct from the architects themselves. A companion DVD includes the Designing .NET Class Libraries video series, instructional presentations by the authors on design guidelines for developing classes and components that extend the .NET Framework. A sample API specification and other useful resources and tools are also included.

API Testing and Development with Postman

Oct 26 2022 Explore the world of APIs and learn how to integrate them with production-ready applications using Postman and the Newman CLI Key Features Learn the tenets of effective API testing and API design Gain an in-depth understanding of the various features Postman has to offer Know when and how to use Postman for ~~development~~

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quality APIs for software and web apps. Book Description Postman enables the exploration and testing of web APIs, helping testers and developers figure out how an API works. With Postman, you can create effective test automation for any APIs. If you want to put your knowledge of APIs to work quickly, this practical guide to using Postman will help you get started. The book provides a hands-on approach to learning the implementation and associated methodologies that will have you up and running with Postman in no time. Complete with step-by-step explanations of essential concepts, practical examples, and self-assessment questions, this book begins by taking you through the principles of effective API testing. A combination of theory coupled with real-world examples will help you learn how to use Postman to create well-designed, documented, and tested APIs. You'll then be able to try some hands-on projects that will teach you how to add

test automation to an already existing API with Postman, and guide you in using Postman to create a well-designed API from scratch. By the end of this book, you'll be able to use Postman to set up and run API tests for any API that you are working with. What you will learn: Find out what is involved in effective API testing Use data-driven testing in Postman to create scalable API tests Understand what a well-designed API looks like Become well-versed with API terminology, including the different types of APIs Get to grips with performing functional and non-functional testing of an API Discover how to use industry standards such as OpenAPI and mocking in Postman Who this book is for The book is for software testing professionals and software developers looking to improve product and API quality through API test automation. You will find this book useful if you understand APIs and want to build your skills for creating, testing, and documenting APIs. The book assumes you are familiar with

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level knowledge of JavaScript and API development.

[Building Micro-Frontends](#) Jul 23 2022 What's the answer to today's increasingly complex web applications? Micro-frontends. Inspired by the microservices model, this approach lets you break interfaces into separate features managed by different teams of developers. With this practical guide, Luca Mezzalana shows software architects, tech leads, and software developers how to build and deliver artifacts atomically rather than use a big bang deployment. You'll learn how micro-frontends enable your team to choose any library or framework. This gives your organization technical flexibility and allows you to hire and retain a broad spectrum of talent. Micro-frontends also support distributed or colocated teams more efficiently. Pick up this book and learn how to get started with this technological breakthrough right away. Explore available frontend development architectures

Learn how microservice principles apply to frontend development Understand the four pillars for creating a successful micro-frontend architecture Examine the benefits and pitfalls of existing micro-frontend architectures Learn principles and best practices for creating successful automation strategies Discover patterns for integrating micro-frontend architectures using microservices or a monolith API layer

Building Hypermedia APIs with HTML5 and Node Jul 11 2021 With this concise book, you'll learn the art of building hypermedia APIs that don't simply run on the Web, but that actually exist in the Web. You'll start with the general principles and technologies behind this architectural approach, and then dive hands-on into three fully-functional API examples. Too many APIs rely on concepts rooted in desktop and local area network patterns that don't scale well—costly solutions that are difficult to maintain

This book shows system architects and web developers how to design and implement human- and machine-readable web services that remain stable and flexible as they scale.

Learn the H-Factors for representing application metadata across all media types and formats Understand the four basic design elements for authoring hypermedia types Convert a simple read-only XML-based media type into a successful API design Examine the challenges and advantages of designing a hypermedia type with JSON Use HTML5's rich set of hypermedia controls in the API design process Learn the details of documenting, publishing, and registering media type designs and link-relation types

Data Management at Scale

Dec 04 2020 As data management and integration continue to evolve rapidly, storing all your data in one place, such as a data warehouse, is no longer scalable. In the very near future, data will need to be distributed and available for

several technological solutions. With this practical book, you'll learn how to migrate your enterprise from a complex and tightly coupled data landscape to a more flexible architecture ready for the modern world of data consumption. Executives, data architects, analytics teams, and compliance and governance staff will learn how to build a modern scalable data landscape using the Scaled Architecture, which you can introduce incrementally without a large upfront investment. Author Pietheinh Strengtholt provides blueprints, principles, observations, best practices, and patterns to get you up to speed. Examine data management trends, including technological developments, regulatory requirements, and privacy concerns Go deep into the Scaled Architecture and learn how the pieces fit together Explore data governance and data security, master data management, self-service data marketplaces, and the importance of metadata

Learning Cocoa with

Objective-C Nov 22, 2019 Get

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up to speed on Cocoa and Objective-C, and start developing applications on the iOS and OS X platforms. If you don't have experience with Apple's developer tools, no problem! From object-oriented programming to storing app data in iCloud, the fourth edition of this book covers everything you need to build apps for the iPhone, iPad, and Mac. You'll learn how to work with the Xcode IDE, Objective-C's Foundation library, and other developer tools such as Event Kit framework and Core Animation. Along the way, you'll build example projects, including a simple Objective-C application, a custom view, a simple video player application, and an app that displays calendar events for the user. Learn the application lifecycle on OS X and iOS Work with the user-interface system in Cocoa and Cocoa Touch Use AV Foundation to display video and audio Build apps that let users create, edit, and work with documents Store data locally with the file system, or on the network with iCloud

Display lists or collections of data with table views and collection views Interact with the outside world with Core Location and Core Motion Use blocks and operation queues for multiprocessing

Continuous API

Management May 09 2021 A

lot of work is required to release an API, but the effort doesn't always pay off. Overplanning before an API matures is a wasted investment, while underplanning can lead to disaster. This practical guide provides maturity models for individual APIs and multi-API landscapes to help you invest the right human and company resources for the right maturity level at the right time. How do you balance the desire for agility and speed with the need for robust and scalable operations? Four experts from the API Academy show software architects, program directors, and product owners how to maximize the value of their APIs by managing them as products through a continuous life cycle.

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which API decisions you need to govern and how and where to do so Design, deploy, and manage APIs using an API-as-a-product (AaaS) approach Examine ten pillars that form the foundation of API product work Learn how the continuous improvement model governs changes throughout an API's lifetime Explore the five stages of a complete API product life cycle Delve into team roles needed to design, build, and maintain your APIs Learn how to manage your API landscape—the set of APIs published by your organization

[Migrating to the Solaris Operating System](#) Apr 08 2021 & Sun estimates 80% of the Solaris installed base will migrate to version 9 within the next two years & & Covers migrations to the Solaris operating system as well as migrations from earlier versions of Solaris & & Part of the Sun BluePrints Series, which distills best practices gathered from a variety of customers; significant co-marketing opportunities with Sun

Documenting Software Architectures Feb 06 2021

Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software system's architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed.

Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first

decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more documentation layout options A

new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and SySML Object Magazine Jan 25 2020 **Building Microservices with ASP.NET Core** Mar 19 2022 Chapter 7. Building an ASP.NET Core Web Application; ASP.NET Core Basics; Adding ASP.NET MVC Middleware; Adding a Controller; Adding a Model; Adding a View; Invoking REST APIs from JavaScript; Building Cloud-Native Web Applications; API First; Configuration; Logging; Session State; Data Protection; Backing Services; Environment Parity; Port Binding; Telemetry; Authentication and Authorization; Summary; Chapter 8. Service Discovery; Refresher on Cloud-Native Factors; External Configuration; Backing Services; Introducing Netflix Eureka; Discovering and Advertising ASP.NET Core from magicsigndesign.com on

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Services

Designing Distributed

Systems Dec 16 2021 Without established design patterns to guide them, developers have had to build distributed systems from scratch, and most of these systems are very unique indeed. Today, the increasing use of containers has paved the way for core distributed system patterns and reusable containerized components. This practical guide presents a collection of repeatable, generic patterns to help make the development of reliable distributed systems far more approachable and efficient. Author Brendan Burns—Director of Engineering at Microsoft Azure—demonstrates how you can adapt existing software design patterns for designing and building reliable distributed applications. Systems engineers and application developers will learn how these long-established patterns provide a common language and framework for dramatically increasing the quality of your

system. Understand how patterns and reusable components enable the rapid development of reliable distributed systems Use the side-car, adapter, and ambassador patterns to split your application into a group of containers on a single machine Explore loosely coupled multi-node distributed patterns for replication, scaling, and communication between the components Learn distributed system patterns for large-scale batch data processing covering work-queues, event-based processing, and coordinated workflows

Hands-on Application

Development using Spring Boot Jun 22 2022 A pragmatic guide for Java developers to help build Microservices and Cloud Apps using Spring Boot. KEY FEATURES ● Develops microservices from start to finish using the Spring Boot Framework. ● Creates cloud-native applications using Spring Boot's production-ready features. ● Covers the API gateway, unit testing, cloud deployments, and

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high-traffic applications.

DESCRIPTION Spring is an excellent framework for developing both web and cloud-native applications. This book on application development using Spring Boot simplifies the process of writing boilerplate code for complex software. It allows developers to concentrate on the application's concept rather than on the internal Java configuration. This book will guide you on how to make the best use of the strength that Spring Boot provides. You'll gain an understanding of how Spring Boot configuration works in conjunction with application development, including auto-configuration and overriding default configurations. You will learn to develop scalable, dependable microservices to accelerate the development lifecycle of a cloud-based application. Each chapter will walk you through the features of Spring Boot as a Software Development Framework, such as performing Create, Read, Update, and Delete (CRUD)

operations on a database and securing web services with appropriate logging. By the end of this book, you will develop, test, and deploy applications ready for production and how to establish them as cloud-based applications. The readers will also gain the expertise of writing unit and integration test cases.

WHAT YOU WILL LEARN

- Get to know Spring Boot and all its capabilities.
- Build start-to-end production-ready applications.
- Explore the API Gateway and practice how to run request routing.
- Learn API doc tools like Swagger and host your apps on Cloud.
- Practice how to balance the application's load when the system is under high traffic.
- Learn to write unit tests and integration tests for bug-free coding.

WHO THIS BOOK IS FOR This book is for Java developers who want to quickly develop, test, and deploy production-ready applications. This book will also appeal to cloud-native application developers and cloud engineers.

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Spring Boot knowledge is required as the basics are covered in the book. TABLE OF CONTENTS 1. Getting Started with Spring Boot 2. Developing Your First Spring Boot Application 3. Spring Boot Starter Dependencies and Auto-Configuration 4. Spring Boot Annotations 5. Working with Spring Data JPA and Caching 6. Building RESTful Microservices 7. Securing a Web Application 8. Building Resilient System 9. Logging 10. Working with the Swagger API Management Tool 11. Testing a Spring Boot Application 12. Deploying a Spring Boot Application

R Markdown Jul 19 2019 R Markdown: The Definitive Guide is the first official book authored by the core R Markdown developers that provides a comprehensive and accurate reference to the R Markdown ecosystem. With R Markdown, you can easily create reproducible data analysis reports, presentations, dashboards, interactive applications, books, dissertations, websites, and

journal articles, while enjoying the simplicity of Markdown and the great power of R and other languages. In this book, you will learn Basics: Syntax of Markdown and R code chunks, how to generate figures and tables, and how to use other computing languages Built-in output formats of R Markdown: PDF/HTML/Word/RTF/Markdown documents and ioslides/Slidy/Beamer/PowerPoint presentations Extensions and applications: Dashboards, Tufte handouts, xaringan/reveal.js presentations, websites, books, journal articles, and interactive tutorials Advanced topics: Parameterized reports, HTML widgets, document templates, custom output formats, and Shiny documents. Yihui Xie is a software engineer at RStudio. He has authored and co-authored several R packages, including knitr, rmarkdown, bookdown, blogdown, shiny, xaringan, and animation. He has published three other books, Dynamic Documents with R and knitr, bookdown:

Authoring Books **And Technical**
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Publications. About the Technology You can't write good software if you don't understand what it's supposed to do. Behavior-Driven Development (BDD) encourages teams to use conversation and concrete examples to build up a shared understanding of how an application should work and which features really matter. With an emerging body of best practices and sophisticated new tools that assist in requirement analysis and test automation, BDD has become a hot, mainstream practice. About the Book BDD in Action teaches you BDD principles and practices and shows you how to integrate them into your existing development process, no matter what language you use. First, you'll apply BDD to requirements analysis so you can focus your development efforts on underlying business goals. Then, you'll discover how to automate acceptance criteria and use tests to guide and report on the development process. Along the way, you'll

apply BDD principles at the coding level to write more maintainable and better documented code. No prior experience with BDD is required. What's Inside BDD theory and practice How BDD will affect your team BDD for acceptance, integration, and unit testing Examples in Java, .NET, JavaScript, and more Reporting and living documentation About the Author John Ferguson Smart is a specialist in BDD, automated testing, and software lifecycle development optimization. Table of Contents PART 1: FIRST STEPS Building software that makes a difference BDD—the whirlwind tour PART 2: WHAT DO I WANT? DEFINING REQUIREMENTS USING BDD Understanding the business goals: Feature Injection and related techniques Defining and illustrating features From examples to executable specifications Automating the scenarios PART 3: HOW DO I BUILD IT? CODING THE BDD WAY From executable specifications to

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automated acceptance tests
Automating acceptance criteria
for the UI layer Automating
acceptance criteria for non-UI
requirements BDD and unit
testing PART 4: TAKING BDD
FURTHER Living

Documentation: reporting and
project management BDD in
the build process

Arthrogryposis Jun 17 2019

The term arthrogryposis describes a range of congenital contractures that lead to childhood deformities. It encompasses a number of syndromes and sporadic deformities that are rare individually but collectively are not uncommon. Yet, the existing medical literature on arthrogryposis is sparse and often confusing. The aim of this book is to provide individuals affected with arthrogryposis, their families, and health care professionals with a helpful guide to better understand the condition and its therapy. With this goal in mind, the editors have taken great care to ensure that the presentation of complex clinical information is at once scientifically accurate,

patient oriented, and accessible to readers without a medical background. The book is authored primarily by members of the medical staff of the Arthrogryposis Clinic at Children's Hospital and Medical Center in Seattle, Washington, one of the leading teams in the management of the condition, and will be an invaluable resource for both health care professionals and families of affected individuals.

API Testing and Development with Postman Jun 10 2021

Explore the world of APIs and learn how to integrate them the production-ready applications using Postman and the Newman CLI Key Features* Learn the tenets of effective API testing and API design* Gain an in-depth understanding of the various features Postman has to offer* Know when and how to use Postman for creating high-quality APIs for software and web apps Book Description Postman enables the exploration and testing of web APIs, helping testers and developers figure out how an API works. With **Postman**, you

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can create effective test automation for any APIs. If you want to put your knowledge of APIs to work quickly, this practical guide to using Postman will help you get started. The book provides a hands-on approach to learning the implementation and associated methodologies that will have you up and running with Postman in no time. Complete with step-by-step explanations of essential concepts, practical examples, and self-assessment questions, this book begins by taking you through the principles of effective API testing. A combination of theory coupled with real-world examples will help you learn how to use Postman to create well-designed, documented, and tested APIs. You'll then be able to try some hands-on projects that will teach you how to add test automation to an already existing API with Postman, and guide you in using Postman to create a well-designed API from scratch. By the end of this book, you'll be able to use Postman to set up and run API

tests for any API that you are working with. What you will learn* Find out what is involved in effective API testing* Use data-driven testing in Postman to create scalable API tests* Understand what a well-designed API looks like* Become well-versed with API terminology, including the different types of APIs* Get to grips with performing functional and non-functional testing of an API* Discover how to use industry standards such as OpenAPI and mocking in Postman Who this book is for The book is for software testing professionals and software developers looking to improve product and API quality through API test automation. You will find this book useful if understand APIs and want to build your skills for creating, testing, and documenting APIs. The book assumes beginner-level knowledge of JavaScript and API development.

Swift Development with

Cocoa Oct 22 2019 Ready to build apps for iPhone, iPad,

and Mac now that OS includes from

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landed? If you're an experienced programmer who's never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS and OS X apps, using Cocoa and Cocoa Touch. Learn how to use Swift in a wide range of real-world situations, with Cocoa features such as Event Kit and Core Animation. You'll pick up Swift language features and syntax along the way, and understand why using Swift (instead of Objective-C) makes iOS and Mac app development easier, faster, and safer. You'll also work with several exercises to help you practice as you learn. Learn the OS X and iOS application lifecycle Use storyboards to design adaptive interfaces Explore graphics systems, including the built-in 2D and 3D game frameworks Display video and audio with AVFoundation Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Build apps that

let users create, edit, and work with documents Use MapKit, Core Location, and Core Motion to interact with the world

Intelligent Transport Systems Standards May 21 2022 To list, summarize, and categorize intelligent transportation standards (ITS). Reviews best practices and provides listings for standards developing organizations at national and international levels. Provides guidance as to where to look in the future to find relevant standards for ITS. Presents strategies for integrating standards in IRS planning, deployment, and operation.

Access Sep 01 2020

Flex Solutions Sep 13 2021

This book is for any Flex developer who is comfortable with the basics and wants to take their knowledge to the next level. It provides a library of over 100 solutions to common problems. Each solution takes you through the workings of the example step-by-step and then presents some expert's tips, which will help from

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your understanding further and give you unique insights into Flex development. Coverage includes Flex 2 components, charting, working with remote data, data validation,

displaying data with list based controls, controlling the look and feel of applications, application security, and working with dynamic data sources.