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**Spring Persistence with Hibernate** - Paul Fisher 2011-02-01

Persistence is an important set of techniques and technologies for accessing and transacting data, and ensuring that data is mobile regardless of specific applications and contexts. In Java development, persistence is a key factor in enterprise, e-commerce, and other transaction-oriented applications. Today, the Spring framework is the leading out-of-the-box solution for enterprise Java developers; in it, you can find a number of Java Persistence solutions. This book gets you rolling with fundamental Spring Framework 3 concepts and integrating persistence functionality into enterprise Java applications using Hibernate, the Java™ Persistence API (JPA) 2, and the Grails Object Relational Mapping tool, GORM. Covers core Hibernate fundamentals, demonstrating how the framework can be best utilized within a Spring application context Covers how to use and integrate JPA 2, found in the new Java EE 6

platform Covers how to integrate and use the new Grails persistence engine, GORM

**Functional Programming in C#** - Oliver Sturm 2011-04-11

Presents a guide to the features of C#, covering such topics as functions, generics, iterators, currying, caching, order functions, sequences, monads, and MapReduce.

*Professional Visual Studio 2013* - Bruce Johnson 2014-03-05

Comprehensive guide to Visual Studio 2013 Visual Studio is your essential tool for Windows programming. Visual Studio 2013 features important updates to the user interface and to productivity. In *Professional Visual Studio 2013*, author, Microsoft Certified Trainer, and Microsoft Visual C# MVP Bruce Johnson brings three decades of industry experience to guide you through the update, and he doesn't just gloss over the basics. With his unique IDE-centric approach, he steers into the nooks and crannies to help you use Visual Studio 2013 to

its maximum potential. Choose from more theme options, check out the new icons, and make your settings portable Step up your workflow with hover colors, auto brace completion, peek, and CodeLens Code ASP.NET faster than ever with new shortcuts Get acquainted with the new SharePoint 2013 environment Find your way around the new XAML editor for Windows Store apps Visual Studio 2013 includes better support for advanced debugging techniques, vast improvements to the visual database tools, and new support for UI testing for Windows Store apps. This update is the key to smoother, quicker programming, and Professional Visual Studio 2013 is your map to everything inside.

**Programming ASP.NET MVC 4** - Jess

Chadwick 2012-09-26

Provides information on using ASP.NET MVC 4 to build server-side Web applications.

*Professional ASP.NET MVC 3* - Jon Galloway

2011-07-22

New edition of the top book on MVC from the

top ASP.NET experts at Microsoft! MVC 3.0 is the latest update to Microsoft's Model-View-Controller technology, which enables developers to build dynamic, data-driven web sites. This in-depth book shows you step by step how to use MVC 3.0. Written by top ASP.NET MVC experts at Microsoft, the latest edition of this popular book covers new and updated features such as the new View engine, Razor, NuGet, and much more. The book's practical tutorials reinforce concepts and allow you create real-world applications. Topics include controllers and actions, forms and HTML helpers, Ajax, unit testing, and much more. Shows developers and programmers how to use ASP.NET MVC 3.0, Microsoft's new version of its Model-View-Controller technology for developing dynamic, data-driven web sites Features an expert author team?all are members of Microsoft's ASP.NET team Uses a step-by-step approach to explain all major features and functionalities and provides practical tutorials to allow you to create real-

world applications Goes into theory as well as practical application and covers such topics as Razor, NuGet (PowerShell inside Visual Studio 2010), and new layout features Move your development skills to the next level with MVC 3.0 and Professional ASP.NET MVC 3.0.

ASP.NET Core 5 for Beginners - Andreas Helland 2020-12-18

Learn how to build web applications efficiently using ASP.NET Core 5 with the C# programming language and related frameworks Key FeaturesBuild web apps and services and cross-platform applications using .NET and C#Understand different web programming concepts with the help of real-world examplesExplore the new features and APIs in ASP.NET Core 5, EF Core, Visual Studio, and BlazorBook Description ASP.NET Core 5 for Beginners is a comprehensive introduction for those who are new to the framework. This condensed guide takes a practical and engaging approach to cover everything that you need to

know to start using ASP.NET Core for building cloud-ready, modern web applications. The book starts with a brief introduction to the ASP.NET Core framework and highlights the new features in its latest release, ASP.NET Core 5. It then covers the improvements in cross-platform support, the view engines that will help you to understand web development, and the new frontend technologies available with Blazor for building interactive web UIs. As you advance, you'll learn the fundamentals of the different frameworks and capabilities that ship with ASP.NET Core. You'll also get to grips with securing web apps with identity implementation, unit testing, and the latest in containers and cloud-native to deploy them to AWS and Microsoft Azure. Throughout the book, you'll find clear and concise code samples that illustrate each concept along with the strategies and techniques that will help to develop scalable and robust web apps. By the end of this book, you'll have learned how to leverage ASP.NET

Core 5 to build and deploy dynamic websites and services in a variety of real-world scenarios. What you will learnExplore the new features and APIs introduced in ASP.NET Core 5 and BlazorPut basic ASP.NET Core 5 concepts into practice with the help of clear and simple samplesWork with Entity Framework Core and its different workflows to implement your application's data accessDiscover the different web frameworks that ASP.NET Core 5 offers for building web appsGet to grips with the basics of building RESTful web APIs to work with real dataDeploy your web apps in AWS, Azure, and Docker containersWork with SignalR to add real-time notifications to your appWho this book is for This book is for developers who want to learn how to develop web-based applications using the ASP.NET Core framework. Familiarity with the C# language and a basic understanding of HTML and CSS is required to get the most out of this book.

*Secure by Design* - Daniel Sawano 2019-09-03

Summary Secure by Design teaches developers how to use design to drive security in software development. This book is full of patterns, best practices, and mindsets that you can directly apply to your real world development. You'll also learn to spot weaknesses in legacy code and how to address them. About the technology Security should be the natural outcome of your development process. As applications increase in complexity, it becomes more important to bake security-mindedness into every step. The secure-by-design approach teaches best practices to implement essential software features using design as the primary driver for security. About the book Secure by Design teaches you principles and best practices for writing highly secure software. At the code level, you'll discover security-promoting constructs like safe error handling, secure validation, and domain primitives. You'll also master security-centric techniques you can apply throughout your build-test-deploy pipeline, including the unique

concerns of modern microservices and cloud-native designs. What's inside Secure-by-design concepts Spotting hidden security problems Secure code constructs Assessing security by identifying common design flaws Securing legacy and microservices architectures About the reader Readers should have some experience in designing applications in Java, C#, .NET, or a similar language. About the author Dan Bergh Johnson, Daniel Deogun, and Daniel Sawano are acclaimed speakers who often present at international conferences on topics of high-quality development, as well as security and design.

Code Leader - Patrick Cauldwell 2008-04-30

This book is for the career developer who wants to take his or her skill set and/or project to the next level. If you are a professional software developer with 3-4 years of experience looking to bring a higher level of discipline to your project, or to learn the skills that will help you transition from software engineer to technical

lead, then this book is for you. The topics covered in this book will help you focus on delivering software at a higher quality and lower cost. The book is about practical techniques and practices that will help you and your team realize those goals. This book is for the developer understands that the business of software is, first and foremost, business. Writing code is fun, but writing high-quality code on time and at the lowest possible cost is what makes a software project successful. A team lead or architect who wants to succeed must keep that in mind. Given that target audience, this book assumes a certain level of skill at reading code in one or more languages, and basic familiarity with building and testing software projects. It also assumes that you have at least a basic understanding of the software development lifecycle, and how requirements from customers become testable software projects. Who This Book Is Not For: This is not a book for the entry-level developer fresh out of

college, or for those just getting started as professional coders. It isn't a book about writing code; it's a book about how we write code together while keeping quality up and costs down. It is not for those who want to learn to write more efficient or literate code. There are plenty of other books available on those subjects, as mentioned previously. This is also not a book about project management or development methodology. All of the strategies and techniques presented here are just as applicable to waterfall projects as they are to those employing Agile methodologies. While certain strategies such as Test-Driven Development and Continuous Integration have risen to popularity hand in hand with Agile development methodologies, there is no coupling between them. There are plenty of projects run using SCRUM that do not use TDD, and there are just as many waterfall projects that do. Philosophy versus Practicality: There are a lot of religious arguments in software development.

Exceptions versus result codes, strongly typed versus dynamic languages, and where to put your curly braces are just a few examples. This book tried to steer clear of those arguments here. Most of the chapters in this book deal with practical steps that you as a developer can take to improve your skills and improve the state of your project. The author makes no claims that these practices represent the way to write software. They represent strategies that have worked well for the author and other developers that he have worked closely with. Philosophy certainly has its place in software development. Much of the current thinking in project management has been influenced by the Agile philosophy, for example. The next wave may be influenced by the Lean methodologies developed by Toyota for building automobiles. Because it represents a philosophy, the Lean process model can be applied to building software just as easily as to building cars. On the other hand, because they exist at the philosophical level, such

methodologies can be difficult to conceptualize. The book tries to favor the practical over the philosophical, the concrete over the theoretical. This should be the kind of book that you can pick up, read one chapter of, and go away with some practical changes you can make to your software project that will make it better. That said, the first part of this book is entitled “Philosophy” because the strategies described in it represent ways of approaching a problem rather than a specific solution. There are just as many practical ways to do Test-Driven Development as there are ways to manage a software project. You will have to pick the way that fits your chosen programming language, environment, and team structure. The book has tried to describe some tangible ways of realizing TDD, but it remains an abstract ideal rather than a one-size-fits-all technical solution. The same applies to Continuous Integration. There are numerous ways of thinking about and achieving a Continuous Integration solution, and this book

presents only a few. Continuous Integration represents a way of thinking about your development process rather than a concrete or specific technique. The second and third parts represent more concrete process and construction techniques that can improve your code and your project. They focus on the pragmatic rather than the philosophical. Every Little Bit Helps: You do not have to sit down and read this book from cover to cover. While there are interrelationships between the chapters, each chapter can also stand on its own. If you know that you have a particular problem such as error handling with your current project, read that chapter and try to implement some of the suggestions in it. Don’t feel that you have to overhaul your entire software project at once. The various techniques described in this book can all incrementally improve a project one at a time. If you are starting a brand new project and have an opportunity to define its structure, then by all means read the whole book and see how it



influences the way you design your project. If you have to work within an existing project structure, you might have more success applying a few improvements at a time. In terms of personal career growth, the same applies. Every new technique you learn makes you a better developer, so take them one at a time as your schedule and projects allow. Examples: Most of the examples in this book are written in C#. However, the techniques described in this book apply just as well to any other modern programming language with a little translation. Even if you are unfamiliar with the inner workings or details of C# as a language, the examples are very small and simple to understand. Again, this is not a book about how to write code, and the examples in it are all intended to illustrate a specific point, not to become a part of your software project in any literal sense. This book is organized into three sections, Philosophy, Process and Code Construction. The following is a short summary

of what you will find in each section and chapter. Part I (Philosophy) contains chapters that focus on abstract ideas about how to approach a software project. Each chapter contains practical examples of how to realize those ideas. Chapter 1 (Buy, not Build) describes how to go about deciding which parts of your software project you need to write yourself and which parts you may be able to purchase or otherwise leverage from someplace else. In order to keep costs down and focus on your real competitive advantage, it is necessary to write only those parts of your application that you really need to. Chapter 2 (Test-Driven Development) examines the Test-Driven Development (or Test-Driven Design) philosophy and some practical ways of applying it to your development lifecycle to produce higher-quality code in less time. Chapter 3 (Continuous Integration) explores the Continuous Integration philosophy and how you can apply it to your project. CI involves automating your build and unit testing processes

to give developers a shorter feedback cycle about changes that they make to the project. A shorter feedback cycle makes it easier for developers to work together as a team and at a higher level of productivity. The chapters in Part II (Process) explore processes and tools that you can use as a team to improve the quality of your source code and make it easier to understand and to maintain. Chapter 4 (Done Is Done) contains suggestions for defining what it means for a developer to “finish” a development task. Creating a “done is done” policy for your team can make it easier for developers to work together, and easier for developers and testers to work together. If everyone on your team follows the same set of steps to complete each task, then development will be more predictable and of a higher quality. Chapter 5 (Testing) presents some concrete suggestions for how to create tests, how to run them, and how to organize them to make them easier to run, easier to measure, and more useful to

developers and to testers. Included are sections on what code coverage means and how to measure it effectively, how to organize your tests by type, and how to automate your testing processes to get the most benefit from them. Chapter 6 (Source Control) explains techniques for using your source control system more effectively so that it is easier for developers to work together on the same project, and easier to correlate changes in source control with physical software binaries and with defect or issue reports in your tracking system. Chapter 7 (Static Analysis) examines what static analysis is, what information it can provide, and how it can improve the quality and maintainability of your projects. Part III (Code Construction) includes chapters on specific coding techniques that can improve the quality and maintainability of your software projects. Chapter 8 (Contract, Contract, Contract!) tackles programming by contract and how that can make your code easier for developers to understand and to use.

Programming by contract can also make your application easier (and therefore less expensive) to maintain and support. Chapter 9 (Limiting Dependencies) focuses on techniques for limiting how dependent each part of your application is upon the others. Limiting dependencies can lead to software that is easier to make changes to and cheaper to maintain as well as easier to deploy and test. Chapter 10 (The Model-View-Presenter Model) offers a brief description of the MVP model and explains how following the MVP model will make your application easier to test. Chapter 11 (Tracing) describes ways to make the most of tracing in your application. Defining and following a solid tracing policy makes your application easier to debug and easier for your support personnel and/or your customers to support. Chapter 12 (Error Handling) presents some techniques for handling errors in your code that if followed consistently make your application easier to debug and to support. Part IV (Putting It All

Together) is simply a chapter that describes a day in the life of a developer who is following the guiding principles and using the techniques described in the rest of the book. Chapter 13 (Calculator Project: A Case Study) shows many of this book's principles and techniques in actual use.

**Python Projects** - Laura Cassell 2014-12-04  
A guide to completing Python projects for those ready to take their skills to the next level Python Projects is the ultimate resource for the Python programmer with basic skills who is ready to move beyond tutorials and start building projects. The preeminent guide to bridge the gap between learning and doing, this book walks readers through the "where" and "how" of real-world Python programming with practical, actionable instruction. With a focus on real-world functionality, Python Projects details the ways that Python can be used to complete daily tasks and bring efficiency to businesses and individuals alike. Python Projects is written

specifically for those who know the Python syntax and lay of the land, but may still be intimidated by larger, more complex projects. The book provides a walk-through of the basic set-up for an application and the building and packaging for a library, and explains in detail the functionalities related to the projects. Topics include: \*How to maximize the power of the standard library modules \*Where to get third party libraries, and the best practices for utilization \*Creating, packaging, and reusing libraries within and across projects \*Building multi-layered functionality including networks, data, and user interfaces \*Setting up development environments and using virtualenv, pip, and more Written by veteran Python trainers, the book is structured for easy navigation and logical progression that makes it ideal for individual, classroom, or corporate training. For Python developers looking to apply their skills to real-world challenges, Python Projects is a goldmine of information and expert

insight.

**Dependency Injection In.Net** - Mark Seemann  
Dependency Injection in .NET is a comprehensive guide that introduces DI and provides an in-depth look at applying DI practices to .NET apps. In it, you will also learn to integrate DI together with such technologies as Windows Communication Foundation, ASP.NET MVC, Windows Presentation Foundation and other core .NET components. Building on your existing knowledge of C# and the .NET platform, this book will be most beneficial for readers who have already built at least a few software solutions of intermediate complexity. Most examples are in plain C# without use of any particular DI framework. Later, the book introduces several well-known DI frameworks, such as StructureMap, Windsor and Spring.NET. For each framework, it presents examples of its particular usage, as well as examines how the framework relates to the common patterns

presented earlier in the book.

## **Professional ADO.NET 3.5 with LINQ and the Entity Framework** - Roger Jennings

2009-02-23

Language Integrated Query (LINQ), as well as the C# 3.0 and VB 9.0 language extensions to support it, is the most important single new feature of Visual Studio 2008 and the .NET Framework 3.x. LINQ is Microsoft's first attempt to define a universal query language for a diverse set of in-memory collections of generic objects, entities persisted in relational database tables, and element and attributes of XML documents or fragments, as well as a wide variety of other data types, such as RSS and Atom syndication feeds. Microsoft invested millions of dollars in Anders Hejlsberg and his C# design and development groups to add new features to C# 3.0—such as lambda expressions, anonymous types, and extension methods—specifically to support LINQ Standard Query Operators (SQOs) and query expressions as a part of the language

itself. Corresponding additions to VB 9.0 followed the C# team's lead, but VB's implementation of LINQ to XML offers a remarkable new addition to the language: XML literals. VB's LINQ to XML implementation includes XML literals, which treat well-formed XML documents or fragments as part of the VB language, rather than requiring translation of element and attribute names and values from strings to XML DOM nodes and values. This book concentrates on hands-on development of practical Windows and Web applications that demonstrate C# and VB programming techniques to bring you up to speed on LINQ technologies. The first half of the book covers LINQ Standard Query Operators (SQOs) and the concrete implementations of LINQ for querying collections that implement generic IEnumerable, IQueryable, or both interfaces. The second half is devoted to the ADO.NET Entity Framework, Entity Data Model, Entity SQL (eSQL) and LINQ to Entities. Most code examples emulate real-

world data sources, such as the Northwind sample database running on SQL Server 2005 or 2008 Express Edition, and collections derived from its tables. Code examples are C# and VB Windows form or Web site/application projects not, except in the first chapter, simple command-line projects. You can't gain a feel for the behavior or performance of LINQ queries with "Hello World" projects that process arrays of a few integers or a few first and last names. This book is intended for experienced .NET developers using C# or VB who want to gain the maximum advantage from the query-processing capabilities of LINQ implementations in Visual Studio 2008—LINQ to Objects, LINQ to SQL, LINQ to DataSets, and LINQ to XML—as well as the object/relational mapping (O/RM) features of VS 2008 SP1's Entity Framework/Entity Data Model and LINQ to Entities and the increasing number of open-source LINQ implementations by third-party developers. Basic familiarity with generics and other language features introduced

by .NET 2.0, the Visual Studio integrated development environment (IDE), and relational database management systems (RDBMSs), especially Microsoft SQL Server 200x, is assumed. Experience with SQL Server's Transact-SQL (T-SQL) query language and stored procedures will be helpful but is not required. Proficiency with VS 2005, .NET 2.0, C# 2.0, or VB 8.0 will aid your initial understanding of the book's C# 3.0 or VB 9.0 code samples but isn't a prerequisite. Microsoft's .NET code samples are primarily written in C#. All code samples in this book's chapters and sample projects have C# and VB versions unless they're written in T-SQL or JavaScript. Professional ADO.NET 3.5: LINQ and the Entity Framework concentrates on programming the System.Linq and System.Linq.Expressions namespaces for LINQ to Objects, System.Data.Linq for LINQ to SQL, System.Data.Linq for LINQ to DataSet, System.Xml.Linq for LINQ to XML, and

System.Data.Entity and System.Web.Entity for EF's Entity SQL. "Taking a New Approach to Data Access in ADO.NET 3.5," uses simple C# and VB code examples to demonstrate LINQ to Objects queries against in-memory objects and databinding with LINQ-populated generic List collections, object/relational mapping (O/RM) with LINQ to SQL, joining DataTables with LINQ to DataSets, creating EntitySets with LINQ to Entities, querying and manipulating XML InfoSets with LINQ to XML, and performing queries against strongly typed XML documents with LINQ to XSD. "Understanding LINQ Architecture and Implementation," begins with the namespaces and C# and VB language extensions to support LINQ, LINQ Standard Query Operators (SQOs), expression trees and compiled queries, and a preview of domain-specific implementations. C# and VB sample projects demonstrate object, array, and collection initializers, extension methods, anonymous types, predicates, lambda

expressions, and simple query expressions. "Executing LINQ Query Expressions with LINQ to Objects," classifies the 50 SQOs into operator groups: Restriction, Projection, Partitioning, Join, Concatenation, Ordering, Grouping, Set, Conversion, and Equality, and then lists their keywords in C# and VB. VS 2008 SP1 includes C# and VB versions of the LINQ Project Sample Query Explorer, but the two Explorers don't use real-world collections as data sources. This describes a LINQ in-memory object generator (LIMOG) utility program that writes C# 3.0 or VB 9.0 class declarations for representative business objects that are more complex than those used by the LINQ Project Sample Query Explorers. Sample C# and VB queries with these business objects as data sources are more expressive than those using an array of a few integers or last names. "Working with Advanced Query Operators and Expressions," introduces LINQ queries against object graphs with entities that have related (associated) entities. This

begins with examples of aggregate operators, explains use of the Let temporary local variable operator, shows you how to use Group By with aggregate queries, conduct the equivalent of left outer joins, and take advantage of the Contains() SQO to emulate SQL's IN() function. You learn how to compile queries for improved performance, and create mock object classes for testing without the overhead of queries against relational persistence stores. "Using LINQ to SQL and the LinqDataSource," introduces LINQ to SQL as Microsoft's first O/RM tool to reach released products status and shows you how to autogenerate class files for entity types with the graphical O/R Designer or command-line SqlMetal.exe. This also explains how to edit \*.dbml mapping files in the Designer or XML Editor, instantiate DataContext objects, and use LINQ to SQL as a Data Access Layer (DAL) with T-SQL queries or stored procedures. Closes with a tutorial for using the ASP.NET LinqDataSource control with Web sites or applications. "Querying

DataTables with LINQ to DataSets," begins with a comparison of DataSet and DataContext objects and features, followed by a description of the DataSetExtensions. Next comes querying untyped and typed DataSets, creating lookup lists, and generating LinqDataViews for databinding with the AsDataView() method. This ends with a tutorial that shows you how to copy LINQ query results to DataTables. "Manipulating Documents with LINQ to XML," describes one of LINQ most powerful capabilities: managing XML Infosets. This demonstrates that LINQ to XML has query and navigation capabilities that equal or surpasses XQuery 1.0 and XPath 2.0. It also shows LINQ to XML document transformation can replace XQuery and XSLT 1.0+ in the majority of common use cases. You learn how to use VB 9.0's XML literals to constructs XML documents, use GroupJoin() to produce hierarchical documents, and work with XML namespaces in C# and VB. "Exploring Third-Party and Emerging LINQ Implementations,"



describes Microsoft's Parallel LINQ (also called PLINQ) for taking advantage of multiple CPU cores in LINQ to Objects queries, LINQ to REST for translating LINQ queries into Representational State Transfer URLs that define requests to a Web service with the HTML GET, POST, PUT, and DELETE methods, and Bart De Smet's LINQ to Active Directory and LINQ to SharePoint third-party implementations. "Raising the Level of Data Abstraction with the Entity Data Model," starts with a guided tour of the development of EDM and EF as an O/RM tool and heir apparent to ADO.NET DataSets, provides a brief description of the entity-relationship (E-R) data model and diagrams, and then delivers a detailed analysis of EF architecture. Next comes an introduction to the Entity SQL (eSQL) language, eSQL queries, client views, and Object Services, including theObjectContext, MetadataWorkspace, and ObjectStateManager. Later chapters describe eSQL and these objects in greater detail. Two

C# and VB sample projects expand on the eSQL query and Object Services sample code. "Defining Conceptual, Mapping, and Storage Schema Layers," provides detailed insight into the structure of the \*.edmx file that generates the \*.ssdl (storage schema data language), \*.msl (mapping schema language), and \*.csdl files at runtime. You learn how to edit the \*.edmx file manually to accommodate modifications that the graphic EDM Designer can't handle. You learn how to implement the Table-per-Hierarchy (TPH) inheritance model and traverse the MetadataWorkspace to obtain property values. Four C# and VB sample projects demonstrate mapping, substituting stored procedures for queries, and TPH inheritance. "Introducing Entity SQL," examines EF's new eSQL dialect that adds keywords to address the differences between querying entities and relational tables. You learn to use Zlatko Michaelov's eBlast utility to write and analyze eSQL queries, then dig into differences between eSQL and T-SQL SELECT

queries. (eSQL v1 doesn't support INSERT, UPDATE, DELETE and other SQL Data Manipulation Language constructs). You execute eSQL queries against the EntityClient, measure the performance hit of eSQL compared to T-SQL, execute parameterize eSQL queries, and use SQL Server Compact 3.5 as a data store. C# and VB Sample projects demonstrate the programming techniques. "Taking Advantage of Object Services and LINQ to Entities," concentrates manipulating the Object Services API'sObjectContext. It continues with demonstrating use of partial classes for the ModelNameEntities and EntityName objects, executing eSQL ObjectQuerys, and deferred or eager loading of associated entities, including ordering and filtering the associated entities. Also covers instructions for composing QueryBuilder methods for ObjectQuerys, LINQ to Entities queries, and parameterizing ObjectQuerys. "Updating Entities and Complex Types," shows you how to perform create,

update, and delete (CUD) operations on EntitySets and manage optimistic concurrency conflicts. It starts with a detailed description of the ObjectContext.ObjectStateManager and its child objects, which perform object identification and change tracking operations with EntityKeys. This also covers validation of create and update operations, optimizing the DataContext lifetime, performing updates with stored procedures, and working with complex types. "Binding Data Controls to the ObjectContext", describes creating design-time data sources from ObjectContext.EntitySet instances, drag-and-drop addition of BindingNavigator, BindingSource, bound TextBox, and DataGridView controls to Windows forms. You also learn how to update EntityReference and EntitySet values with ComboBox columns in DataGridView controls. (You can't update EntitySet values directly; you must delete and add a new member having the required value). This concludes with a demonstration of the use

of the ASP.NET EntityDataSource control bound to GridView and DropDownList controls. "Using the Entity Framework As a Data Source," concentrates on using EF as a data source for the ADO.NET Data Services Framework (the former codename "Project Astoria" remains in common use), which is the preferred method for deploying EF v1 as a Web service provider. (EF v2 is expected to be able to support n-tier data access with Windows Communication Foundation [WCF] directly). A Windows form example uses Astoria's .NET 3.5 Client Library to display and update entity instances with the Atom Publication (AtomPub or APP) wire format. The Web form project uses the AJAX Client Library and JavaScript Object Notation (JSON) as the wire format.

**Professional ASP.NET MVC 1.0** - Rob Conery  
2009-07-01

This book begins with you working along as Scott Guthrie builds a complete ASP.NET MVC reference application. He begins NerdDinner by

using the File->New Project menu command within Visual Studio to create a new ASP.NET MVC Application. You'll then incrementally add functionality and features. Along the way you'll cover how to create a database, build a model layer with business rule validations, implement listing/details data browsing, provide CRUD (Create, Update, Delete) data form entry support, implement efficient data paging, reuse UI using master pages and partials, secure the application using authentication and authorization, use AJAX to deliver dynamic updates and interactive map support, and implement automated unit testing. From there, the bulk of the rest of the book begins with the basic concepts around the model view controller pattern, including the little history and the state of the MVC on the web today. We'll then go into the ways that MVC is different from ASP.NET Web Forms. We'll explore the structure of a standard MVC application and see what you get out of the box. Next we dig deep into routing

and see the role URLs play in your application. We'll deep dive into controllers and views and see what role the Ajax plays in your applications. The last third of the book focuses entirely on advanced techniques and extending the framework. In some places, we assume that you're somewhat familiar with ASP.NET WebForms, at least peripherally. There are a lot of ASP.NET WebForms developers out there who are interested in ASP.NET MVC so there are a number of places in this book where we contrast the two technologies. Even if you're not already an ASP.NET developer, you might still find these sections interesting for context, as well as for your own edification as ASP.NET MVC may not be the web technology that you're looking for. [Professional Android Programming with Mono for Android and .NET / C#](#) - Wallace B. McClure  
2012-03-02

A one-of-a-kind book on Android application development with Mono for Android The wait is over! For the millions of .NET/C# developers

who have been eagerly awaiting the book that will guide them through the white-hot field of Android application programming, this is the book. As the first guide to focus on Mono for Android, this must-have resource dives into writing applications against Mono with C# and compiling executables that run on the Android family of devices. Putting the proven Wrox Professional format into practice, the authors provide you with the knowledge you need to become a successful Android application developer without having to learn another programming language. You'll explore screen controls, UI development, tables and layouts, and MonoDevelop as you become adept at developing Android applications with Mono for Android. Answers the demand for a detailed book on the extraordinarily popular field of Android application development Strengthens your existing skills of writing applications and shows you how to transfer your talents to building Android apps with Mono for Android

and .NET/C# Dives into working with data, REST, SOAP, XML, and JSON Discusses how to communicate with other applications, deploy apps, and even make money in the process Professional Android Programming with Mono for Android and .NET/C# gets you up and running with Android app development today.

*Expert ASP.NET Web API 2 for MVC Developers*  
- Adam Freeman 2014-09-16

Web API 2 is the latest evolution of Microsoft's web services toolkit, which allows the creation of RESTful applications built on the ASP.NET platform. It provides a standards-based approach and a high-productivity development model that makes it easy to deliver services to a wide-range of clients, including mobile devices. This book puts Web API into context for the experienced MVC Framework developer and dives deep into the tools and techniques required to build Web API applications that integrate with the MVC Framework and shows you how to create single-page applications to

consume them. Best-selling author Adam Freeman explains how to get the most from Web API 2 by building on the foundation of the MVC Framework and the ASP.NET platform. He starts with the nuts-and-bolts and shows you everything through to advanced features, going in-depth to give you the knowledge you need.

[Reliable JavaScript](#) - Lawrence D. Spencer  
2015-07-20

Create more robust applications with a test-first approach to JavaScript Reliable JavaScript, How to Code Safely in the World's Most Dangerous Language demonstrates how to create test-driven development for large-scale JavaScript applications that will stand the test of time and stay accurate through long-term use and maintenance. Taking a test-first approach to software architecture, this book walks you through several patterns and practices and explains what they are supposed to do by having you write unit tests. Write the code to pass the unit tests, so you not only develop your

technique for structuring large-scale applications, but you also learn how to test your work. You'll come away with hands-on practice that results in code that is correct from the start, and has the test coverage to ensure that it stays correct during subsequent maintenance. All code is provided both in the text and on the web, so you can immediately get started designing more complete, robust applications. JavaScript has graduated from field-validation scripts to full-scale applications, but many developers still approach their work as if they were writing simple scripts. If you're one of those developers, this book is the solution you need to whip your code into shape and create JavaScript applications that work. Write more concise and elegant code by thinking in JavaScript Test the implementation and use of common design patterns Master the use of advanced JavaScript features Ensure your code's conformance to your organization's standards If you're ready to step up your code and develop more complete

software solutions, Reliable JavaScript is your essential resource.

### **Professional DevExpress ASP.NET Controls -**

Paul T. Kimmel 2010-05-21

Learn to use Devexpress ASP.NET controls, and get \$250 worth of controls included with the book Devexpress is a leading supplier of ASP.NET controls - the addins used in ASP.NET sites. Not only does this book show you how to make the most of them with Silverlight and Ajax, reporting, calendars, editors, and charts, but you also get actual controls worth \$250 on the CD-ROM included with the book. Regardless of your level of ASP.NET expertise, this complete reference will show you how to implement many award-winning and useful controls into your ASP.NET applications. Controls save time and effort as well as adding functionality, and this book helps you take full advantage of what they offer. Devexpress is a leading vendor for ASP.NET controls that developers can use to add features, accomplish difficult tasks, and save

development and testing time This book addresses the all-important use of controls for Silverlight and Ajax, as well as classic essentials like reporting, editors, calendars, and charts Covered controls include reports and charts, HTML editors, menus and treeviews, gridview, and many more Explains when and where to use controls and how to add functionality without additional development CD-ROM includes \$250 worth of Devexpress controls ready for you to use right away With Professional DevExpress ASP.NET Controls, you'll be a step ahead in developing powerful ASP.NET applications. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

### **Visual Studio 2010 All-in-One For Dummies**

- Andrew Moore 2010-06-03

A comprehensive, easy-to-understand guide to Visual Studio 2010 Visual Studio is Microsoft's comprehensive development environment that encompasses the .NET Framework, various programming languages, and ASP.NET.

Programmers love it for developing applications for mobile devices and the Web. Because Visual Studio can be complex, the All-in-One For Dummies format makes it easy for beginners to grasp its different parts and get up to speed. Visual Studio is a development environment used with various programming languages to create a variety of applications, including those for the Web and mobile devices The updated Visual Studio 2010 features new emphasis on development for Windows 7, cloud computing, and enhanced Web and Silverlight Visual Studio 2010 All-in-One For Dummies shows how to build applications using the enhanced productivity features of Visual Studio 2010 Minibooks cover a Visual Studio overview, getting started, building Windows 7 and cloud applications, data access, coding, and other IDE details Ideal for new programmers or Java programmers who want to become proficient with Visual Studio Visual Studio 2010 All-in-One For Dummies provides both a great instruction

book for new programmers and a valuable reference for the more experienced.

### Client-Server Web Apps with JavaScript and Java

- Casimir Saternos 2014-03-28

As a Java programmer, how can you tackle the disruptive client-server approach to web development? With this comprehensive guide, you'll learn how today's client-side technologies and web APIs work with various Java tools. Author Casimir Saternos provides the big picture of client-server development, and then takes you through many practical client-server architectures. You'll work with hands-on projects in several chapters to get a feel for the topics discussed. User habits, technologies, and development methods have drastically altered web app design in recent years. But the Web itself hasn't changed. This book shows you how to build apps that conform to the web's underlying architecture. Learn the advantages of using separate client and server tiers, including code organization and speedy prototyping

Explore the major tools, frameworks, and starter projects used in JavaScript development Dive into web API design and REST style of software architecture Understand Java's alternatives to traditional packaging methods and application server deployment Build projects with lightweight servers, using jQuery with Jython, and Sinatra with Angular Create client-server web apps with traditional Java web application servers and libraries

### Professional ASP.NET Design Patterns - Scott Millett 2010-09-16

Design patterns are time-tested solutions to recurring problems, letting the designer build programs on solutions that have already proved effective Provides developers with more than a dozen ASP.NET examples showing standard design patterns and how using them helps build a richer understanding of ASP.NET architecture, as well as better ASP.NET applications Builds a solid understanding of ASP.NET architecture that can be used over and over again in many



projects Covers ASP.NET code to implement many standard patterns including Model-View-Controller (MVC), ETL, Master-Master Snapshot, Master-Slave-Snapshot, Façade, Singleton, Factory, Single Access Point, Roles, Limited View, observer, page controller, common communication patterns, and more

*Enterprise Application Architecture with .NET Core* - Ganesan Senthilvel 2017-04-25

Architect and design highly scalable, robust, clean and highly performant applications in .NET Core

About This Book Incorporate architectural soft-skills such as DevOps and Agile methodologies to enhance program-level objectives Gain knowledge of architectural approaches on the likes of SOA architecture and microservices to provide traceability and rationale for architectural decisions Explore a variety of practical use cases and code examples to implement the tools and techniques described in the book

Who This Book Is For This book is for experienced .NET developers who are

aspiring to become architects of enterprise-grade applications, as well as software architects who would like to leverage .NET to create effective blueprints of applications.

What You Will Learn Grasp the important aspects and best practices of application lifecycle management Leverage the popular ALM tools, application insights, and their usage to monitor performance, testability, and optimization tools in an enterprise Explore various authentication models such as social media-based authentication, 2FA and OpenID Connect, learn authorization techniques Explore Azure with various solution approaches for Microservices and Serverless architecture along with Docker containers Gain knowledge about the recent market trends and practices and how they can be achieved with .NET Core and Microsoft tools and technologies In Detail If you want to design and develop enterprise applications using .NET Core as the development framework and learn about industry-wide best practices and

guidelines, then this book is for you. The book starts with a brief introduction to enterprise architecture, which will help you to understand what enterprise architecture is and what the key components are. It will then teach you about the types of patterns and the principles of software development, and explain the various aspects of distributed computing to keep your applications effective and scalable. These chapters act as a catalyst to start the practical implementation, and design and develop applications using different architectural approaches, such as layered architecture, service oriented architecture, microservices and cloud-specific solutions. Gradually, you will learn about the different approaches and models of the Security framework and explore various authentication models and authorization techniques, such as social media-based authentication and safe storage using app secrets. By the end of the book, you will get to know the concepts and usage of the emerging fields, such as DevOps,

BigData, architectural practices, and Artificial Intelligence. Style and approach Filled with examples and use cases, this guide takes a no-nonsense approach to show you the best tools and techniques required to become a successful software architect.

### **Professional Test Driven Development with C#** - James Bender 2011-05-10

Hands-on guidance to creating great test-driven development practice Test-driven development (TDD) practice helps developers recognize a well-designed application, and encourages writing a test before writing the functionality that needs to be implemented. This hands-on guide provides invaluable insight for creating successful test-driven development processes. With source code and examples featured in both C# and .NET, the book walks you through the TDD methodology and shows how it is applied to a real-world application. You'll witness the application built from scratch and details each step that is involved in the development, as well

as any problems that were encountered and the solutions that were applied. Clarifies the motivation behind test-driven development (TDD), what it is, and how it works Reviews the various steps involved in developing an application and the testing that is involved prior to implementing the functionality Discusses unit testing and refactoring Professional Test-Driven Development with C# shows you how to create great TDD processes right away.

*Privacy Technologies and Policy* - Bettina Berendt 2016-03-09

This book constitutes the thoroughly refereed post-conference proceedings of the Third Annual Privacy Forum, APF 2015, held in Luxembourg, Luxembourg, in October 2015. The 11 revised full papers presented in this volume were carefully reviewed and selected from 24 submissions. The topics focus on privacy by design (PbD), i.e. the attempt to combine technical and organizational measures to ensure the basic rights of the individual. The papers are

organized in three sessions: measuring privacy; rules and principles; legal and economic perspectives on privacy.

**Semantic Software Design** - Eben Hewitt  
2019-09-25

With this practical book, architects, CTOs, and CIOs will learn a set of patterns for the practice of architecture, including analysis, documentation, and communication. Author Eben Hewitt shows you how to create holistic and thoughtful technology plans, communicate them clearly, lead people toward the vision, and become a great architect or Chief Architect. This book covers each key aspect of architecture comprehensively, including how to incorporate business architecture, information architecture, data architecture, application (software) architecture together to have the best chance for the system's success. Get a practical set of proven architecture practices focused on shipping great products using architecture Learn how architecture works effectively with

development teams, management, and product management teams through the value chain Find updated special coverage on machine learning architecture Get usable templates to start incorporating into your teams immediately Incorporate business architecture, information architecture, data architecture, and application (software) architecture together

Mastering Python Networking - Eric Chou

2020-01-30

New edition of the bestselling guide to mastering Python Networking, updated to Python 3 and including the latest on network data analysis, Cloud Networking, Ansible 2.8, and new libraries Key Features Explore the power of Python libraries to tackle difficult network problems efficiently and effectively, including pyATS, Nornir, and Ansible 2.8 Use Python and Ansible for DevOps, network device automation, DevOps, and software-defined networking Become an expert in implementing advanced network-related tasks with Python

3Book Description Networks in your infrastructure set the foundation for how your application can be deployed, maintained, and serviced. Python is the ideal language for network engineers to explore tools that were previously available to systems engineers and application developers. In Mastering Python Networking, Third edition, you'll embark on a Python-based journey to transition from traditional network engineers to network developers ready for the next-generation of networks. This new edition is completely revised and updated to work with Python 3. In addition to new chapters on network data analysis with ELK stack (Elasticsearch, Logstash, Kibana, and Beats) and Azure Cloud Networking, it includes updates on using newer libraries such as pyATS and Nornir, as well as Ansible 2.8. Each chapter is updated with the latest libraries with working examples to ensure compatibility and understanding of the concepts. Starting with a basic overview of Python, the book teaches you

how it can interact with both legacy and API-enabled network devices. You will learn to leverage high-level Python packages and frameworks to perform network automation tasks, monitoring, management, and enhanced network security followed by Azure and AWS Cloud networking. Finally, you will use Jenkins for continuous integration as well as testing tools to verify your network. What you will learn

Use Python libraries to interact with your network

Integrate Ansible 2.8 using Python to control Cisco, Juniper, and Arista network devices

Leverage existing Flask web frameworks to construct high-level APIs

Learn how to build virtual networks in the AWS & Azure Cloud

Learn how to use Elastic Stack for network data analysis

Understand how Jenkins can be used to automatically deploy changes in your network

Use PyTest and Unittest for Test-Driven Network Development in networking engineering with Python

Who this book is for

Mastering Python Networking, Third edition is

for network engineers, developers, and SREs who want to use Python for network automation, programmability, and data analysis. Basic familiarity with Python programming and networking-related concepts such as Transmission Control Protocol/Internet Protocol (TCP/IP) will be useful.

**iOS Code Testing** - Abhishek Mishra  
2017-06-30

Put into motion practical examples to master Test-Driven Development (TDD) and acceptance testing in Swift. This book uses a pragmatic approach to writing well-tested code and provides techniques that can be used to retrofit tests to legacy code bases. You'll be introduced to basic principles of TDD, such as Test First, Red-Green-Refactor, Remove Duplicate code, Dependency Injection, and Single Responsibility. Approaches covered include TDD, behavior-driven development (BDD), UI, and acceptance testing with common standard/open source frameworks. iOS Code Testing offers helpful

instruction to teach iOS developers to retrospectively fit tests to legacy code, refactor legacy code so as to make the code more testable, install and configure a popular Swift BDD framework, practice BDD with Xcode, and create automated UI tests with Xcode.

Additionally, many projects have legacy code bases. Legacy code is often seen as a blocker when it comes to implementing any kind of testing. What You Will Learn Fit test to legacy code retrospectively Install and configure popular Swift BDD frameworks Practice BDD with Xcode Who This Book Is For Software practitioners, such as Swift developers and mobile app testers.

**Beginning AngularJS** - Andrew Grant

2014-12-30

Beginning AngularJS is your step-by-step guide to learning the powerful AngularJS JavaScript framework. AngularJS is one of the most respected and innovative frameworks for building properly structured, easy-to-develop

web applications. This book will teach you the absolute essentials, from downloading and installing AngularJS, to using modules, controllers, expressions, filters, and directives. Unlike many other books, you don't need experience with AngularJS or deep JavaScript knowledge to get started here. This book will begin by teaching you the JavaScript you need to know, and then you'll get into the basics of AngularJS. You'll learn powerful AngularJS techniques through clear instructions. With what you learn you'll be able to properly structure your code into manageable modules, understand the MVC design patterns, create expressive and adaptive HTML forms, communicate with servers and use other AngularJS services, use the powerful built-in directives, and learn how to create your own. This might all seem unknown now, but with this book you'll understand it all. AngularJS is a powerful framework, and one which may require you to think a little differently. This book will help you avoid the

common pitfalls and get you up to speed, and building solid AngularJS applications, quickly and painlessly.

### **Learning ASP.NET Core 3.0 -Second Edition**

- Kenneth Yamikani Fukizi 2019-12-27

A beginner's guide to building fully functioning web applications from scratch using the latest features of ASP.NET Core 3 and C# 8 Key Features Get to grips with the new features and APIs in ASP.NET Core 3, EF Core 3, and Blazor Create web APIs that integrate your applications with other systems and services Learn to deploy your web applications in new environments such as the cloud and Docker containers Book Description ASP.NET Core is an open source framework from Microsoft that makes it easy to build highly efficient and dynamic cross-platform web applications. Updated for the latest features of ASP.NET Core 3, this second edition will equip you with the skills you need to build powerful web applications. The book starts with an introduction to ASP.NET Core and its

features, giving you a complete understanding of the framework. You will also learn how to set up your development environment with Visual Studio 2019 and build a fully functioning application from scratch. You'll then understand core concepts for building web applications such as Model View Controller (MVC), dependency injection, and WebSockets. As you advance, you'll discover how to use Entity Framework Core 3 to automate all database-related activities for your application. You will then build and document secure web APIs using security best practices to protect your web applications from threats and vulnerabilities. Finally, you will learn how to use Azure DevOps as a CI/CD tool to deploy and monitor your applications using Microsoft Azure, Amazon Web Services (AWS), and Docker. By the end of this book, you'll have the skills you need to develop efficient and robust web applications in ASP.NET Core 3. What you will learn Delve into basic and advanced ASP.NET Core 3 concepts

with the help of examples Build an MVC web application and use Entity Framework Core 3 to access data Add web APIs to your web applications using RPC, REST, and HATEOAS Create a fully automated continuous integration and continuous delivery (CI/CD) pipeline using Azure DevOps Use Azure, Amazon Web Services, and Docker to deploy and monitor your applications Secure your web application from common attacks such as Cross-Site Scripting and SQL injection Explore client-side development using C# Razor components Who this book is for This book is for developers who want to build modern web applications with ASP.NET Core. The book will also be helpful for anyone working in infrastructure engineering and operations to monitor and diagnose problems during the runtime of ASP.NET Core 3.0 web applications. Although no prior understanding of ASP.NET or .NET Core is required, basic C# programming knowledge is assumed.

## **Patterns, Principles, and Practices of Domain-Driven Design** - Scott Millett

2015-04-20

Methods for managing complex software construction following the practices, principles and patterns of Domain-Driven Design with code examples in C# This book presents the philosophy of Domain-Driven Design (DDD) in a down-to-earth and practical manner for experienced developers building applications for complex domains. A focus is placed on the principles and practices of decomposing a complex problem space as well as the implementation patterns and best practices for shaping a maintainable solution space. You will learn how to build effective domain models through the use of tactical patterns and how to retain their integrity by applying the strategic patterns of DDD. Full end-to-end coding examples demonstrate techniques for integrating a decomposed and distributed solution space while coding best practices and



patterns advise you on how to architect applications for maintenance and scale. Offers a thorough introduction to the philosophy of DDD for professional developers Includes masses of code and examples of concept in action that other books have only covered theoretically Covers the patterns of CQRS, Messaging, REST, Event Sourcing and Event-Driven Architectures Also ideal for Java developers who want to better understand the implementation of DDD

*Code like a Pro in C#* - Jort Rodenburg

2021-08-24

Build on your existing programming skills and upskill to professional-level C# programming. Summary In *Code Like A Pro in C#* you will learn: Unit testing and test-driven development Refactor a legacy .NET codebase Principles of clean code Essential backend architecture skills Query and manipulate databases with LINQ and Entity Framework Core Critical business applications worldwide are written in the versatile C# language and the powerful .NET

platform, running on desktops, cloud systems, and Windows or Linux servers. *Code Like a Pro in C#* makes it easy to turn your existing abilities in C# or another OO language (such as Java) into practical C# mastery. There's no "Hello World" or Computer Science 101 basics—you'll learn by refactoring an out-of-date legacy codebase, using new techniques, tools, and best practices to bring it up to modern C# standards. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology You know the basics, now get ready for the next step! Pro-quality C# code is efficient, clean, and fast. Whether you're building user-facing business applications or writing data-intensive backend services, the experience-based, practical techniques in this book will take your C# skills to a new level. About the book *Code Like a Pro in C#* teaches you to how write clean C# code that's suitable for enterprise applications. In this book, you'll

refactor a legacy codebase by applying modern C# techniques. You'll explore tools like Entity Framework Core, design techniques like dependency injection, and key practices like testing and clean coding. It's a perfect path to upgrade your existing C# skills or shift from another OO language into C# and the .NET ecosystem. What's inside Unit testing and test-driven development Refactor a legacy .NET codebase Principles of clean code Query and manipulate databases with LINQ and Entity Framework Core About the reader For developers experienced with object-oriented programming. No C# experience required. About the author Jort Rodenburg is a software engineer who has taught numerous courses on getting up to speed with C# and .NET. Table of Contents PART 1 USING C# AND .NET 1 Introducing C# and .NET 2 .NET and how it compiles PART 2 THE EXISTING CODEBASE 3 How bad is this code? 4 Manage your unmanaged resources! PART 3 THE DATABASE

ACCESS LAYER 5 Setting up a project and database with Entity Framework Core PART 4 THE REPOSITORY LAYER 6 Test-driven development and dependency injection 7 Comparing objects 8 Stubbing, generics, and coupling 9 Extension methods, streams, and abstract classes PART 5 THE SERVICE LAYER 10 Reflection and mocks 11 Runtime type checking revisited and error handling 12 Using IEnumerable and yield return PART 6 THE CONTROLLER LAYER 13 Middleware, HTTP routing, and HTTP responses 14 JSON serialization/deserialization and custom model binding

**Expert Spring MVC and Web Flow** - Colin Yates 2006-11-21

\* 1st and only book to market on the open source Spring MVC and Web Flows, positioned to become the new "Struts." \* Will be the only authoritative solution, by the Spring MVC and Spring Web Flows project leads themselves. \* Two markets for this book. 1) Ex-patriots from

the Struts world who have developed numerous web applications, but are looking for more and willing to take the initiative to experiment with new solutions; and 2) early adopter web developers into Web Flow, which has created a lot of buzz and will generate interest around this book as well as Spring MVC.

### **PHP Architect's Guide to PHP Design**

**Patterns** - Jason E. Sweat 2005

Design patterns are comprehensive, well-tested solutions to common problems that developers everywhere encounter each day. Although designed for solving general programming issues, some of them have been successfully adapted to the specific needs of Web development.php architect's Guide to PHP Design Patterns is the first comprehensive guide to the application of design patterns to the PHP development language. Designed to satisfy the need of enterprise-strength development, you will find this book an excellent way to learn about design patterns and an irreplaceable

reference for your day-to-day programming. With coverage of more than 16 different types of patterns, including Model-View-Controller, Iterator, MockObject, Register, Proxy, ActiveRecord, DataMapper and many, many others, this book is the ideal resource for your enterprise development with PHP 4 and PHP 5.\* Includes over 16 design patterns\* Each pattern is discussed in detail with practical code applications\* Covers both PHP 4 and PHP 5\* Provides a thorough test-driven approach to design patterns\* Code is available online

### **Pro Spring Boot 2** - Felipe Gutierrez

2018-12-12

Quickly and productively develop complex Spring applications and microservices out of the box, with minimal concern over things like configurations. This revised book will show you how to fully leverage the Spring Boot 2 technology and how to apply it to create enterprise ready applications that just work. It will also cover what's been added to the new

Spring Boot 2 release, including Spring Framework 5 features like WebFlux, Security, Actuator and the new way to expose Metrics through Micrometer framework, and more. This book is your authoritative hands-on practical guide for increasing your enterprise Java and cloud application productivity while decreasing development time. It's a no nonsense guide with case studies of increasing complexity throughout the book. The author, a senior solutions architect and Principal Technical instructor with Pivotal, the company behind the Spring Framework, shares his experience, insights and first-hand knowledge about how Spring Boot technology works and best practices. Pro Spring Boot 2 is an essential book for your Spring learning and reference library. What You Will Learn Configure and use Spring Boot Use non-functional requirements with Spring Boot Actuator Carry out web development with Spring Boot Persistence with JDBC, JPA and NoSQL Databases Messaging with JMS,

RabbitMQ and WebSockets Test and deploy with Spring Boot A quick look at the Spring Cloud projects Microservices and deployment to the Cloud Extend Spring Boot by creating your own Spring Boot Starter and @Enable feature Who This Book Is For Experienced Spring and Java developers seeking increased productivity gains and decreased complexity and development time in their applications and software services.

### **Test-Driven Development with Python -**

Harry Percival 2017-08-02

By taking you through the development of a real web application from beginning to end, the second edition of this hands-on guide demonstrates the practical advantages of test-driven development (TDD) with Python. You'll learn how to write and run tests before building each part of your app, and then develop the minimum amount of code required to pass those tests. The result? Clean code that works. In the process, you'll learn the basics of Django, Selenium, Git, jQuery, and Mock, along with

current web development techniques. If you're ready to take your Python skills to the next level, this book—updated for Python 3.6—clearly demonstrates how TDD encourages simple designs and inspires confidence. Dive into the TDD workflow, including the unit test/code cycle and refactoring Use unit tests for classes and functions, and functional tests for user interactions within the browser Learn when and how to use mock objects, and the pros and cons of isolated vs. integrated tests Test and automate your deployments with a staging server Apply tests to the third-party plugins you integrate into your site Run tests automatically by using a Continuous Integration environment Use TDD to build a REST API with a front-end Ajax interface

**Learning Node.js** - Marc Wandschneider

2016-12-23

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with

the bound book. Learning Node.js brings together the knowledge and JavaScript code needed to build master the Node.js platform and build server-side applications with extraordinary speed and scalability. You'll start by installing and running Node.js, understanding the extensions it uses, and quickly writing your first app. Next, building on the basics, you'll write more capable application servers and extend them with today's most powerful Node.js tools and modules. Finally, you'll discover today's best practices for testing, running Node.js code on production servers, and writing command-line utilities. Throughout the book, author Marc Wandschneider teaches by walking the reader line-by-line through carefully crafted examples, demonstrating proven techniques for creating highly efficient applications and servers. The second edition updates coverage of Node.js to reflect changes in the technology and how it is used in the three years since the first edition was published: Explanation of Node's new

versioning scheme Updated coverage of Streams  
New coverage of installation using pre-build installers rather than from source code New coverage of Mongoose in the section on MongoDB New information about deploying Node on Heroku and Azure Expansion of coverage on testing If you're a developer who wants to build server-side web applications with Node.js, Learning Node.js is your fastest route to success. Build Node.js solutions that leverage current JavaScript skills Master Node.js nonblocking IO and async programming Handle more requests and increase an application's flexibility Use and write modules Perform common JSON/web server tasks Use browsers to generate pages on the fly via Ajax calls and template libraries Simplify development with the Express framework Create database back-ends using popular NoSQL and relational databases Deploy and run Node.js apps on Unix/macOS or Windows servers Deploy apps to Heroku and Microsoft Azure Support virtual hosts and

SSL/HTTPS security Test Node.js programs that mix synchronous, async, and RESTful server API functionality

**Beginning Visual Basic 2015** - Bryan Newsome 2015-11-17

Learn Visual Basic step by step and start programming right away Beginning Visual Basic 2015 is the ideal guide for new programmers, especially those learning their first language. This new edition has been updated to align with Visual Studio 2015, and also refocused to concentrate on key beginner topics. Precise, step-by-step instructions walk you through important tasks, and clear explanations targeted to beginners will have you writing your first Visual Basic application quickly. You'll start from the absolute beginning, assuming no prior programming experience, and then gradually build your skills to write Visual Basic applications for Windows and the Web. Coverage includes objects, class libraries, graphics, databases, and much more, with explicit

instructions on using ASP.NET, SQL Server, ADO.NET, and XML. Visual Studio is the usual environment for Visual Basic programming, and the latest upgrade has made Visual Basic more feature compatible with C# to allow programmers to move fluidly between the two languages. Don't know C#? Don't worry! This book starts from the very beginning of Visual Basic programming to help you build your skills from the ground-up. Understand flow control and data structure Debug Windows applications, dialog boxes, and menus Master objects and object-oriented techniques Access databases, program graphics, and program for the Web Over three million programmers use Visual Basic, and many of them learned it as their first language. It's beginner-friendly, versatile, and visually oriented, making it an ideal introduction to the programming mindset, workflow, and hard skills. Beginning Visual Basic 2015 gets you started on the right foot, with clear, patient instruction and plenty of hands-on practice.

## **Professional Mobile Application**

**Development** - Jeff McWherter 2012-08-16

Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap Zeroes in on topics

such as developing applications for Android, IOS, Windows Phone 7, and Blackberry Professional Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle.

Expert C++ Programming - Jeganathan Swaminathan 2018-04-11

Building PHP Applications with Symfony, CakePHP, and Zend Framework - Bartosz Porebski 2011-02-17

The first detailed, unbiased comparison of the three leading PHP frameworks Web developers have been eager for an impartial comparison of leading PHP frameworks so they can make educated decisions about the most effective tool for their needs. This guide uses Symfony, CakePHP, and Zend Framework to solve key problems, providing source code examples and comparisons for each. It explains the approach and reviews the similarities and differences in the three frameworks, providing reliable

information on which to base your decisions. Symfony, CakePHP, and Zend Framework are considered the leading PHP frameworks; developers need an unbiased comparison to choose which one works best for their individual situations This guide uses each framework to solve the same problems, illustrating the solutions with source code examples and working applications Covers wide range of topics, from installation and configuration to most advanced features like AJAX, web services and automated testing. Includes an appendix of new PHP frameworks, including CodeIgniter, Lithium, and Agavi Bestselling PHP author Elizabeth Naramore serves as technical editor Comparison of PHP Web Frameworks provides the impartial, side-by-side comparison that developers have been looking for.

**Professional Visual Studio 2017** - Bruce Johnson 2017-10-18

Skip the basics and delve right into Visual Studio 2017 advanced features and tools Professional



Visual Studio 2017 is the industry-favorite guide to getting the most out of Microsoft's primary programming technology. From touring the new UI to exploiting advanced functionality, this book is designed to help professional developers become more productive. A unique IDE-centric approach provides a clear path through the typical workflow while exploring the nooks and crannies that can make your job easier. Visual Studio 2017 includes a host of features aimed at improving developer productivity and UI, and this book covers them all with clear explanation, new figures, and expert insight. Whether you're new to VS or just upgrading, this all-inclusive guide is an essential resource to keep within arm's reach. Visual Studio 2017 fixes the crucial issues that kept professionals from adopting VS 2015, and includes new features and tools that streamline the developer's job. This book provides the straightforward answers you need so you can get up to speed quickly and get back to work. Master the core functionality of Visual

Studio 2017 Dig into the tools that make writing code easier Tailor the environment to your workflow, not the other way around Work your way through configuration, debugging, building, deployment, customizing, and more Microsoft is changing their release cadence—it's only been about two years since the last release—so developers need to quickly get a handle on new tools and features if they hope to remain productive. The 2017 release is designed specifically to help you get more done, in less time, with greater accuracy and attention to detail. If you're ready to get acquainted, Professional Visual Studio 2017 is your ideal guide.

**PHP in Action** - Marcus Baker 2007-06-30 To keep programming productive and enjoyable, state-of-the-art practices and principles are essential. Object-oriented programming and design help manage complexity by keeping components cleanly separated. Unit testing helps prevent endless, exhausting debugging

sessions. Refactoring keeps code supple  
and readable. PHP offers all this-and more. PHP  
in Action shows you how to apply PHP  
techniques and principles to all the most common  
challenges of web programming, including: Web  
presentation and templates User interaction  
including the Model-View-Controller architecture

Input validation and form handling Database  
connection and querying and abstraction Object  
persistence Purchase of the print book comes  
with an offer of a free PDF, ePub, and Kindle  
eBook from Manning. Also available is all code  
from the book.