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Microservices in .net Core Christian Horsdal 2016-09-28 Microservices are responsible for very tightly focused capabilities that are part of a more complex server-side software system. Microservices, when done well, are malleable, scalable, resilient, and allow a short lead time from start of implementation to deployment to production. When using microservices, the need for the technology to be lightweight and low ceremony grows, because creating new microservices needs to be quick and easy. OWIN is great for reuse of plumbing code and a lightweight web framework, like Nancy, is ideal. Microservices in .NET Core teaches readers how to build and deploy secure and operations-friendly microservices using Nancy. The book starts with an introduction to the microservices architectural style. Next, readers learn important practical aspects of developing microservices from simple core concepts to more sophisticated. Throughout the book, readers will see many code examples implementing it with lightweight .NET technologies' most prominently Nancy. By the end, they'll be able to quickly and easily build reliable and operations-friendly microservices using Nancy, OWIN and other open technologies. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Java EE 7 Essentials Arun Gupta 2013-08-09 Get up to speed on the principal technologies in the Java Platform, Enterprise Edition 7, and learn how the latest version embraces HTML5, focuses on higher productivity, and provides functionality to meet enterprise demands. Written by Arun Gupta, a key member of the Java EE team, this book provides a chapter-by-chapter survey of several Java EE 7 specifications, including WebSockets, Batch Processing, RESTful Web Services, and Java Message Service. You'll also get self-paced instructions for building an end-to-end application with many of the technologies described in the book, which will help you understand the design patterns vital to Java EE development. Understand the key components of the Java EE platform, with easy-to-understand explanations and extensive code samples Examine all the new components that have been added to Java EE 7 platform, such as WebSockets, JSON, Batch, and Concurrency Learn about RESTful Web Services, SOAP XML-based messaging protocol, and Java Message Service Explore Enterprise JavaBeans, Contexts and Dependency Injection, and the Java Persistence API Discover how different components were updated from Java EE 6 to Java EE 7

C# for Students Doug Bell 2004 If you are new to computer programming then this book is for you! Starting from scratch, it assumes no prior knowledge of programming and is written in a simple, direct style for maximum clarity. C# ('C Sharp') is an object-oriented, network-enabled programming language, developed expressly for Microsoft's .Net platform. C# provides the features that are the most important to programmers: object-orientation, graphics, GUI components, multimedia, internet-based client/server networking and distributed computing. 'C# for Students' will explain key programming concepts and the central ideas of object oriented programming, using C# as the vehicle language.

Facts and Fallacies of Software Engineering Robert L. Glass 2003 Regarding the controversial and thought-provoking assessments in this handbook, many software professionals might disagree with the authors, but all will embrace the debate. Glass identifies many of the key problems hampering success in this field. Each fact is supported by insightful discussion and detailed references.

A Child's World Diane E. Papalia 2004

Holy Bible Zondervan Publishing House 2013-01-21 A reasonably priced, quality black hardcover pew and ministry Bible featuring a large 12-point font.

Raspberry Pi 3 Steve Ora 2017-02-25 Get the most out of your Raspberry Pi 3 with the dozens of cool, fun projects you'll learn in this book. No previous programming skills required! The Raspberry Pi 3 is a popular, inexpensive, and reasonably powerful minicomputer that has gained an army of dedicated enthusiasts world-wide due to its versatility. DIYers, students, digital engineers, and casual tech enthusiasts have all found enjoyable and practical uses for the Raspberry Pi 3. With this book, now you can too! Part of the Raspberry Pi 3's versatility is due to its built in microcontroller that is capable of spinning motors, lighting up LEDs, receiving input from a variety of different types of sensors, and much more! This book serves as a beginners guide to the RPI 3, but goes beyond just the basics of setting up your RPI 3. This guide will show you in simple step by step directions exactly how to not only set it up but also to build dozens of cool projects that will make you look like a tech expert even if you have no prior experience with coding or electronics! For children and adults alike, the RPI is an astounding device that invites you to tap into your creativity and experience the possibilities of deploying this microcomputer in your own life in ways that are both fun and useful. Grab this book today and learn: What is the Raspberry Pi 3 How to set up a brand new RPI 3 What Raspbian is and how it can be used Programming With Raspberry Pi 3 Python GPIO Pins Using the Camera Module Photo Frame Projects with the RP3 Gaming With the RP3 Creating A Media Center Using RP3 For Home Office Needs Making A "Smart" Mirror Other Really Innovative Raspberry Pi Projects The Future of Raspberry Pi And much more! Grab this book today and get started!

Abeloff's Clinical Oncology E-Book Martin D. Abeloff 2008-06-30 Carrying on the tradition established by its founding editor, the late Dr. Martin Abeloff, the 4th Edition of this respected reference synthesizes all of the latest oncology knowledge in one practical, clinically focused, easy-to-use volume. It incorporates basic science, pathology, diagnosis, management, outcomes, rehabilitation, and prevention – all in one convenient resource – equipping you to overcome your toughest clinical challenges. What's more, you can access the complete contents of this Expert Consult title online, and tap into its unparalleled guidance wherever and whenever you need it most! Equips you to select the most appropriate tests and imaging studies for diagnosing and staging each type of cancer, and manage your patients most effectively using all of the latest techniques and approaches. Explores all of the latest scientific discoveries' implications for cancer diagnosis and management. Employs a multidisciplinary approach - with contributions from pathologists, radiation oncologists, medical

oncologists, and surgical oncologists - for well-rounded perspectives on the problems you face. Offers a user-friendly layout with a consistent chapter format • summary boxes • a full-color design • and more than 1,445 illustrations (1,200 in full color), to make reference easy and efficient. Offers access to the book's complete contents online – fully searchable – from anyplace with an Internet connection. Presents discussions on cutting-edge new topics including nanotechnology, functional imaging, signal transduction inhibitors, hormone modulators, complications of transplantation, and much more. Includes an expanded color art program that highlights key points, illustrates relevant science and clinical problems, and enhances your understanding of complex concepts.

Firefighter Fatality Retrospective Study Federal Emergency Management Agency 2013-03-13 This analysis sought to identify trends in mortality and examine relationships among data elements. To this end, data were collected on firefighter fatalities between 1990 and 2000. (For further information, see the "Methodology" section or the Appendix.) Using this analysis, better targeted prevention strategies can be developed in keeping with the USFA's goal to reduce firefighter deaths 25 percent by 2005. In contrast to the annual USFA firefighter fatality reports, this analysis allowed for comparisons over time to determine any changes in firefighter mortality, with a depth of scrutiny not present in earlier analyses.

Visual Studio 2019 In Depth Du Preez Ockert J. 2019-09-20 Step-by-step guide to all the tools and extensions in the Visual Studio 2019 IDEKey featuresa- Create and use custom IDE extensionsa- Find, download, and use the best IDE extensions for web, mobile, Azure, and Windowsa- Enhance programming experience and time with debugging toolsa- Enhance coding capabilities with coding toolsa- Test projects proactivelya- Create powerful web, mobile, and Azure solutions for the real worldDescriptionThis book peeks into every corner of the Visual Studio IDE and will help you get started with the latest 2019 version. Right from installation, you'll discover new features within the tool and the optimal way to use the features you may already know. You'll learn, for example, how to extend Visual Studio with your own customizations, so that you can make it perform the way you want. You will then explore everything about NuGet package, test applications using Live Unit Testing, and learn how to make code templates using the T4 code generation tool. You'll get to grips with the richer JavaScript IntelliSense, which will help you focus more on coding. Moving on, you'll learn to work with the dedicated workloads for data storage and data science. You will also review the more advanced architecture tools concealed within the IDE and finally create cloud-first applications powered by Microsoft Azure using the built-in suite of Azure tools.What will you learnBy the end of the book, you will be able to tackle any solution for any platform head-on. You will create real-world solutions from start to finish. By using the tools and extensions outlined in this book, you will be able to code better and faster, debug better, share your code with more peers, test your code better, and install or publish your apps quicker and without issues.Who this book is forThe book is intended for any .NET developer. You can be a seasoned developer or a newbie just starting out. This book will play a pivotal role in presenting all the tools you need to become a better developer.Table of contents1. Getting started with Visual Studio2. Digging in the Visual Studio IDE3. IntelliSense4. Language & coding changes in C#5. What's new in .Net core6. Built-in tools7. Debugging tools8. Testing tools9. ASP.NET tools10. Mobile tools11. Azure tools12. IDE extensions13. ASP.NET extensions14. Mobile extensions15. Azure DevOps extensionsAbout the authorOckert du Preez is a self-taught developer who started learning programming since the days of QBasic. He has written several articles over the years detailing his programming quests and adventures. .NET is his second love, just after his wife and kid. He has always been an avid supporter of .NET since the beginning, and is an expert in VB and C#.He was given the Microsoft Most Valuable Professional Award for .NET (2008-2017). He has worked as a moderator and an article reviewer and currently writes articles for CodeGuru, Developer.com, DevX, and the Database

journal.His blog: https://www.codeguru.com/member.php/Hannes+DuPreez/

CEH v10 Certified Ethical Hacker Study Guide Ric Messier 2019-06-25 As protecting information becomes a rapidly growing concern for today's businesses, certifications in IT security have become highly desirable, even as the number of certifications has grown. Now you can set yourself apart with the Certified Ethical Hacker (CEH v10) certification. The CEH v10 Certified Ethical Hacker Study Guide offers a comprehensive overview of the CEH certification requirements using concise and easy-to-follow instruction. Chapters are organized by exam objective, with a handy section that maps each objective to its corresponding chapter, so you can keep track of your progress. The text provides thorough coverage of all topics, along with challenging chapter review questions and Exam Essentials, a key feature that identifies critical study areas. Subjects include intrusion detection, DDoS attacks, buffer overflows, virus creation, and more. This study guide goes beyond test prep, providing practical hands-on exercises to reinforce vital skills and real-world scenarios that put what you've learned into the context of actual job roles. Gain a unique certification that allows you to understand the mind of a hacker Expand your career opportunities with an IT certificate that satisfies the Department of Defense's 8570 Directive for Information Assurance positions Fully updated for the 2018 CEH v10 exam, including the latest developments in IT security Access the Sybex online learning center, with chapter review questions, full-length practice exams, hundreds of electronic flashcards, and a glossary of key terms Thanks to its clear organization, all-inclusive coverage, and practical instruction, the CEH v10 Certified Ethical Hacker Study Guide is an excellent resource for anyone who needs to understand the hacking process or anyone who wants to demonstrate their skills as a Certified Ethical Hacker.

MVC 5 Desde Cero Hernaldo Gonzalez Candia 2019-04-25 ¡Más de 600 páginas de contenido teórico-práctico y con ejercicios de autoevaluación!Contenido1. Introducción1.1 Introducción a ASP.NET MVC1.2 Resumen de ASP.NET MVC 51.3 Instalando Visual Studio 20171.4 Creando una aplicación MVC 51.5 Estructura de una aplicación MVC en Visual Studio1.6 Resumen1.7 Ejercicios1.8 Código fuente del capítulo2. Controladores2.1 El rol del controlador2.2 Un ejemplo: la famosa tienda de música MVC2.3 Un Controlador básico2.4 Resumen2.5 Ejercicios2.6 Código fuente del capítulo3. Vistas3.1 ¿Por qué usar una vista?3.2 Convención en las Vistas3.3 Vistas fuertemente tipadas3.4 View Model3.5 Agregar un Vista3.6 El motor de vista Razor3.7 Resumen3.8 Ejercicios3.9 Código fuente del capítulo4. Modelos4.1 Modelando la Tienda de Música4.2 Crear el administrador de almacenamiento4.3 Resumen4.4 Ejercicios4.5 Código fuente del capítulo5. Los HTML Helpers5.1 El tag form5.2 HTML Helpers5.3 Otros helpers5.4 Rendereando los Helpers5.5 Resumen5.6 Ejercicios5.7 Código fuente del capítulo6 Membresía, Autorización y Seguridad6.1 Usando el atributo Authorize6.2 El atributo Authorize para usarlo con roles6.3 Cuando usar roles y cuando usuarios6.4 Login externo con OAuth2 y OpenID6.5 Puntos de seguridad en una Aplicación Web6.6 CustomErrors en el web.config6.7 Usando la opción Retail6.8 Usar un logging dedicado6.9 Resumen de las típicas amenazas y links6.10 Resumen6.11 Ejercicios6.12 Código fuente del capítulo7 Data Annotations y Validaciones7.1 Data Annotations para una venta7.2 Lógica de validación personalizada7.3 Mostrar y Editar Annotations7.4 Resumen7.5 Ejercicios7.6 Código fuente del capítulo8 Ajax8.1 jQuery8.2 Ajax Helpers8.3 Validación en el lado del Cliente8.4 Detrás los helpers8.5 Mejorando el rendimiento de Ajax8.6 Resumen8.7 Ejercicios8.8 Código fuente del capítulo9 Routing9.1 ¿URL o URI?9.2 Introducción al Routing9.3 Como las rutas generan una URL9.4 Como las rutas vinculan las URL a un action9.5 Rutas-constraints personalizados9.6 Usando Routing con Web Forms9.7 Resumen9.8 Ejercicios9.9 Código fuente del capítulo10 NuGet10.1 Introducción a NuGet10.2 Actualizando NuGet10.3 Agregando una librería como package10.4 Creando packages10.5 Publicando packages10.6 Resumen10.7 Ejercicios10.8 Código fuente del capítulo11 Web API11.1 Definición de una Web API11.2 Comenzando un proyecto Web API11.3 Escribiendo un controlador API11.4 Configurando Web API11.5 Agregando rutas a la Web

API11.6 Binding de Parámetros11.7 Filtros en los request11.8 Habilitando Dependency Injection (DI)11.9 Help Pages y Swagger11.10 Traceando la aplicación11.11 Ejemplo de una Web API11.12 Resumen11.13 Ejercicios11.14 Código fuente del capítulo12 Single Page Applications (SPA) con AngularJS12.1 Entendiendo y configurando AngularJS12.2 Creando la Web API12.3 Construyendo la aplicación y módulos12.4 Resumen12.5 Ejercicios12.6 Código fuente del capítulo13 Inyección de dependencias en MVC y Web APIs13.1 Patrones de diseño de software13.2 Resolutor de dependencias en MVC13.3 Resolución de dependencias en Web API13.4 Resumen13.5 Ejercicios13.6 Código fuente del capítulo14 Test Unitario14.1 Entendiendo las Pruebas Unitarias y el Test-Driven Development14.2 Construyendo un proyecto de Pruebas Unitarias14.3 Tips para Pruebas Unitarias de MVC y de Web API14.4 Resumen14.5 Ejercicios14.6 Código fuente del capítulo15 Anexo: Descarga de Fuentes GitLab15.1 Previa: ¿GitHub vs GitLab vs Bitbucket?15.2 Descarga de fuentes de GitLab con Visual Studio15.3 Descarga manual desde Sitio GitLab.comRespuestas a ejercicios

Python Para Todos 2020-04-03 Python para Todos está diseñado para introducir a los estudiantes en la programación y el desarrollo de software a través de un enfoque en la exploración de datos. Puedes pensar en Python como una herramienta para resolver problemas que están más allá de las capacidades de una simple hoja de cálculo.Python es un lenguaje de programación fácil de usar y sencillo de aprender, disponible de forma gratuita para equipos Macintosh, Windows, o Linux. Una vez que aprendes Python, puedes utilizarlo el resto de tu carrera sin necesidad de comprar ningún software.Existen copias electrónicas gratuitas de este libro en varios formatos, así como material de soporte para el libro, que pues encontrar en es.py4e.com. Los materiales del curso están disponibles bajo una Licencia Creative Commons, de modo que puedes adaptarlos para enseñar tu propio curso de Python.

Automotive Detailing in Detail Dom Colbeck 2017-02-06 Automotive Detailing in Detail takes the combined experience and expertise of three leading detailing commentators to provide a thorough and expansive overview of automotive detailing techniques. From the pre-wash, wash and preparation stages, through machine polishing to paint protection and maintenance, every detailing stage is covered: surface types, contaminants and products are analysed, before the actual processes are laid bare. In the age of the internet and social media, a plethora of detailing knowledge is available online, yet it is strangely difficult to discover completely, or harness usefully. This book redresses the balance. Aimed at motoring enthusiasts, car mechanics, restorers, valets and those thinking of setting up a valeting/car detailing business and illustrated throughout with 268 colour photographs and 36 line artworks.

The Gospel According to Matthew 1999 The publication of the King James version of the Bible, translated between 1603 and 1611, coincided with an extraordinary flowering of English literature and is universally acknowledged as the greatest influence on English-language literature in history. Now, world-class literary writers introduce the book of the King James Bible in a series of beautifully designed, small-format volumes. The introducers' passionate, provocative, and personal engagements with the spirituality and the language of the text make the Bible come alive as a stunning work of literature and remind us of its overwhelming contemporary relevance.

Eloquent JavaScript, 3rd Edition Marijn Haverbeke 2018-12-04 Completely revised and updated, this best-selling introduction to programming in JavaScript focuses on writing real applications. JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much

anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful, effective code. It has been updated to reflect the current state of Java¬Script and web browsers and includes brand-new material on features like class notation, arrow functions, iterators, async functions, template strings, and block scope. A host of new exercises have also been added to test your skills and keep you on track. As with previous editions, Haverbeke continues to teach through extensive examples and immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. You start by learning the basic structure of the JavaScript language as well as control structures, functions, and data structures to help you write basic programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to: - Understand the essential elements of programming, including syntax, control, and data - Organize and clarify your code with object-oriented and functional programming techniques - Script the browser and make basic web applications - Use the DOM effectively to interact with browsers - Harness Node.js to build servers and utilities Isn't it time you became fluent in the language of the Web? * All source code is available online in an inter¬active sandbox, where you can edit the code, run it, and see its output instantly.

MVC 4 Desde Cero Hernaldo González Candia Tabla de contenidos 1. Introducción1.1 Introducción a ASP.NET MVC1.2 Creando una aplicación MVC 41.3 Estructura de una aplicación MVC en Visual Studio1.4 Ejercicios1.5 Resumen 2. Controladores2.1 El rol del controlador2.2 Un ejemplo: la famosa tienda de música MVC2.3 Un Controlador básico2.4 Ejercicios2.5 Resumen 3. Vistas3.1 ¿Por qué usar una vista?3.2 Seleccionando una Vista3.3 Vistas fuertemente tipadas3.4 View Model3.2 Agregar un Vista3.3 El motor de vista Razor3.4 Ejercicios3.5 Resumen 4. Modelos4.1 El Modelo de Music Store4.2 Crear el administrador de almacenamiento4.3 Ejercicios4.4 Resumen 5. Los HTML helpers5.1 El tag form5.2 HTML helpers5.3 Otros helpers5.4 Rendereando los Helpers5.5 Ejercicios5.6 Resumen 6 Membresía, Autorización y Seguridad6.1 Usando el atributo Authorize en un login6.2 El atributo Authorize para usarlo con roles6.3 Cuando usar roles y cuando usuarios6.4 Login externo con OAuth y OpenID6.4 Puntos de seguridad en una Web App6.5 CustomErrors en el web.config6.6 Usando la opción Retail6.7 Usar un logging dedicado6.8 Resumen de las típicas amenazas y links6.9 Ejercicios6.10 Resumen 7 Ajax7.1 jQuery7.2 Ajax Helpers7.3 Validación en el lado del Cliente7.4 Detrás los helpers7.5 Mejorando el rendimiento de Ajax7.6 Ejercicios7.7 Resumen 8 Enrutamiento8.1 Localizadores de recursos8.2 Introducción al Routing8.3 Parámetro para "agarrarlos todos"8.4 Múltiples parámetros URL en un segmento8.5 Uso del StopRountingHandler e IgnoreRoute8.6 Depurando Rutas8.7 Más ejemplos de la generación de URLs con la clase Route8.8 Personalizar constraints de las rutas8.8 Usando Routing con Web Forms8.9 Ejercicios8.10 Resumen 9 Web API9.1 Definición de una Web API9.2 Comenzando un proyecto con Web API9.3 Escribiendo un controlador API9.4 Configurando Web API9.5 Agregando rutas a la Web API9.6 Binding de Parámetros9.7 Filtros en los request9.8 Habilitando Dependency Injection (DI)9.9 Explorando una Web API9.10 Traceando la aplicación9.11 Ejemplo de una Web API9.12 Ejercicios9.13 Resumen

The MacArthur Study Bible John MacArthur 2010-04 02

Vascular Surgery 2005 This definitive 2-volume set provides encyclopedic, authoritative coverage of all aspects of vascular surgery. The exhaustively revised and completely updated 6th Edition incorporates greater coverage of endovascular applications throughout, along with fresh approaches to key areas such as vascular access, imaging, and non-operative management. In addition, it is now available as a multimedia, offering readers enhanced reference power plus weekly updates for the life

of the edition. (Midwest).

Trends and Advances in Information Systems and Technologies Álvaro Rocha 2018-03-23 This book includes a selection of papers from the 2018 World Conference on Information Systems and Technologies (WorldCIST'18), held in Naples, Italy on March27-29, 2018. WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and the challenges of modern information systems and technologies research together with their technological development and applications. The main topics covered are: A) Information and Knowledge Management; B) Organizational Models and Information Systems; C) Software and Systems Modeling; D) Software Systems, Architectures, Applications and Tools; E) Multimedia Systems and Applications; F) Computer Networks, Mobility and Pervasive Systems; G) Intelligent and Decision Support Systems; H) Big Data Analytics and Applications; I) Human–Computer Interaction; J) Ethics, Computers & Security; K) Health Informatics; L) Information Technologies in Education; M) Information Technologies in Radiocommunications; N) Technologies for Biomedical Applications.

The Clean Coder Robert C. Martin 2011 Presents practical advice on the disciplines, techniques, tools, and practices of computer programming and how to approach software development with a sense of pride, honor, and self-respect.

Advanced Trauma Life Support 1994

N-Layered Domain-Oriented Architecture Guide with .Net 4.0 César de la Torre 2011-05 ForewordBy Diego Vega (Program Manager, Microsoft Corp., Redmond, Seattle, U.S.)By the time we released the first version of Entity Framework we were constantly getting feedback from the DDD Community about things that were missing in EF. The main issues were blockers for practicing DDD with EF, such as lack of Persistence Ignorance support, difficulties of testability and high friction in some areas of the API. Members of the DDD Community and the EF team spent considerable time discussing and cross-educating each other these subjects and on the true potential of EF. This had a strong influence in the second version of the EF, called EF 4.0, and the improvements that later crystallized in EF 4.1, which included massive improvements intended to address many of those concerns. EF is still going to evolve to improve the experience and to make it easier to fall into what many like to call the "Pit of Success" of software development. But in EF 4 we already reached an important turning point: When customers pick EF for using it in their applications, they often come to us to ask for best practices, e.g. how to implement things with less and more maintainable code. Many of these customers now learn about concepts like Persistence Ignorance and Testability for the first time in our forums, blogs and conference talks! Therefore we are always looking for ways to disseminate this information.This book is a necessary and great attempt to distill the existing body of best practices for doing DDD with EF. I hope it will be very useful for those customers in need of such kind of guidance. Like EF, I hope this book will also evolve over time to accommodate new knowledge and scenarios. I am looking forward to seeing the impact of this initial work, as well as other things coming from the authors in the future.Target audience of the GuideThis guide is targeted to the people involved in the entire lifecycle of software products or corporate applications with custom development. Specially, the following roles are applicable: Software Architect Lead Developer and Developer

Gris Artbook Nomada Studio 2020-04-28 Gris, the video game designed by Conrad Roset and his team from Nomada Studio, has been one of the sensations of the indie scene of the year. His precious character design and levels, which drinks from the imaginary of the art of the Barcelona author, has

earned him eight of the main awards of the National Gamelab Video Game Awards. Norma Editorial and Nomada Studio invite you to experience the creative process that led to the conception of the beautiful Gris's dream universe in his official art book. A beautiful collection of first sketches, designs of characters and levels, and unpublished material. The Game Gris have recently won the prize "Game for Impact" in the Game Awards 2019.

ASP.NET MVC 5 with Bootstrap and Knockout.js Jamie Munro 2015-05-18 Bring dynamic server-side web content and responsive web design together to build websites that work and display well on any resolution, desktop or mobile. With this practical book, you'll learn how by combining the ASP.NET MVC server-side language, the Bootstrap front-end framework, and Knockout.js—the JavaScript implementation of the Model-View-ViewModel pattern. Author Jamie Munro introduces these and other related technologies by having you work with sophisticated web forms. At the end of the book, experienced and aspiring web developers alike will learn how to build a complete shopping cart that demonstrates how these technologies interact with each other in a sleek, dynamic, and responsive web application. Build well-organized, easy-to-maintain web applications by letting ASP.NET MVC 5, Bootstrap, and Knockout.js do the heavy lifting Use ASP.NET MVC 5 to build server-side web applications, interact with a database, and dynamically render HTML Create responsive views with Bootstrap that render on a variety of modern devices; you may never code with CSS again Add Knockout.js to enhance responsive web design with snappy client-side interactions driven by your server-side web application

Programming Entity Framework Julia Lerman 2011-11-25 Annotation Code first is an additional means of building a model to be used with the Entity Framework and is creating a lot of excitement in the .NET development community. The reader will begin with an overview of what code first is, why it was created, how it fits into the Entity Framework and when to use it over the alternatives.

Trends and Applications in Software Engineering Jezreel Mejia 2017-10-18 This book includes a selection of papers from the 2017 International Conference on Software Process Improvement (CIMPS'17), presenting trends and applications in software engineering. Held from 18th to 20th October 2017 in Zacatecas, Mexico, the conference provided a global forum for researchers and practitioners to present and discuss the latest innovations, trends, results, experiences and concerns in various areas of software engineering, including but not limited to software processes, security in information and communication technology, and big data. The main topics covered are organizational models, standards and methodologies, software process improvement, knowledge management, software systems, applications and tools, information and communication technologies and processes in non-software domains (mining, automotive, aerospace, business, health care, manufacturing, etc.) with a demonstrated relationship to software engineering challenges.

You Don't Know JS: Scope & Closures Kyle Simpson 2014-03-10 No matter how much experience you have with JavaScript, odds are you don't fully understand the language. This concise yet in-depth guide takes you inside scope and closures, two core concepts you need to know to become a more efficient and effective JavaScript programmer. You'll learn how and why they work, and how an understanding of closures can be a powerful part of your development skillset. Like other books in the "You Don't Know JS" series, Scope and Closures dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can achieve true JavaScript mastery. Learn about scope, a set of rules to help JavaScript engines locate variables in your code Go deeper into nested scope, a series of containers for variables and functions Explore function- and block-based scope, "hoisting", and the patterns and benefits of scope-based hiding Discover how to use closures for

synchronous and asynchronous tasks, including the creation of JavaScript libraries

Advances in Physical, Social & Occupational Ergonomics Waldemar Karwowski 2020-07-01 This book reports on cutting-edge findings and developments in physical, social and occupational ergonomics. It covers a broad spectrum of studies and evaluation procedures concerning physical and mental workload, work posture and ergonomic risk. Further, it reports on significant advances in the design of services and systems, including those addressing special populations, for purposes such as health, safety and education, and discusses solutions for a better and safer integration of humans, automated systems and digital technologies. The book also analyzes the impact of culture on people's cognition and behavior, providing readers with timely insights into theories on cross-cultural decision-making, and their diverse applications for a number of purposes in businesses and societies. Based on three AHFE 2020 conferences (the AHFE 2020 Virtual Conference on Physical Ergonomics and Human Factors, the AHFE 2020 Virtual Conference on Social & Occupational Ergonomics, and the AHFE 2020 Virtual Conference on Cross-Cultural Decision Making), it provides readers with a comprehensive overview of the current challenges in physical, social and occupational ergonomics, including those imposed by technological developments, highlights key connections between them, and puts forward optimization strategies for sociotechnical systems, including their organizational structures, policies and processes.

Visual Studio Code Bruce Johnson 2019-09-11 Expert guidance on using Visual Studio Code for editing and debugging your web development projects Visual Studio Code, a free, open source, cross-compatible source code editor, is one of the most popular choices for web developers. It is fast, lightweight, customizable, and contains built-in support for JavaScript, Typescript, and Node.js extensions for other languages, including C++, Python, and PHP. Features such as debugging capability, embedded Git control, syntax highlighting, code snippets, and IntelliSense intelligent code completion support—several of which set it apart from the competition—help make Visual Studio Code an impressive, out-of-the-box solution. Visual Studio Code: End-to-End Editing and Debugging Tools for Web Developers helps readers to become familiar with and productive in Visual Studio Code. This up-to-date guide covers all of the essential components of the software, including the editing features of the workspace, advanced functionality such as code refactoring and key binding, and integration with Grunt, Gulp, NPM, and other external tools. New users, experienced developers, and those considering moving from another developer tool will benefit from this book's detailed, yet easy-to-follow information on Visual Studio Code. This book: Teaches readers how to use Visual Studio Code to do full-stack development Explains the steps to install Visual Studio Code on Windows, Mac and Linux platforms Provides a foundation for non-users considering moving to Visual Studio Code Helps current users expand their knowledge of the tool and its available extensions Describes how to open a .NET Core project and get end-to-end execution and debugging functionality Visual Studio Code: End-to-End Editing and Debugging Tools for Web Developers is an invaluable guide for both professional and hobbyist web developers seeking immediately-useful information on Visual Studio Code.

Physical Activity, Physical Fitness, and Exercise Interventions for Preserving Human Health and Preventing and Treating Chronic Conditions Across the Lifespan 2021-12-13

Learn Python in a Weekend Sheila Córcoles 2020-11-04 LEARN PYTHON IN THE FASTEST AND EASIEST WAY Learn Python in a weekend offers you a learning method that will allow you to learn Python in a short period of time, specifically in a weekend!Our experience has demonstrated us that the best way to learn is to do it while having fun and with a methodology that will teach you progressively all the concepts you need to know.In the first part of the book you will find an explanation of the

programming language along with an introduction to the programming environment.In the second part of the book you will find a total of 100 exercises of progressive difficulty in which, in addition to guiding you step by step, we explain all the theoretical concepts of programming that you need to know to be able to carry them out. The book contains downloadable material! INDEX 1. Introduction2.- What do I need to start?3.- Learning process4.- Python5.- Development environment6.- Handling of messages on the screen7.- Use of basic data types8.- Control of the flow of a program9.- Loops10.- Project 111.- Functions12.- Project 213.- Basic object-oriented programming14.- Project 315.- Advanced object-oriented programming16.- Working with files17.- Exception control18.- Project 419.- Final Project20.- Annexes

The Node Beginner Book Manuel Kiessling 2012

Learning JavaScript Design Patterns Addy Osmani 2012-07-08 With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asyncronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

Computer Science Robert Sedgewick 2016-06-17 Named a Notable Book in the 21st Annual Best of Computing list by the ACM! Robert Sedgewick and Kevin Wayne's Computer Science: An Interdisciplinary Approach is the ideal modern introduction to computer science with Java programming for both students and professionals. Taking a broad, applications-based approach, Sedgewick and Wayne teach through important examples from science, mathematics, engineering, finance, and commercial computing. The book demystifies computation, explains its intellectual underpinnings, and covers the essential elements of programming and computational problem solving in today's environments. The authors begin by introducing basic programming elements such as variables, conditionals, loops, arrays, and I/O. Next, they turn to functions, introducing key modular programming concepts, including components and reuse. They present a modern introduction to object-oriented programming, covering current programming paradigms and approaches to data abstraction. Building on this foundation, Sedgewick and Wayne widen their focus to the broader discipline of computer science. They introduce classical sorting and searching algorithms, fundamental data structures and their application, and scientific techniques for assessing an implementation's performance. Using abstract models, readers learn to answer basic questions about computation, gaining insight for practical application. Finally, the authors show how machine architecture links the theory of computing to real computers, and to the field's history and evolution. For each concept, the authors present all the information readers need to build confidence, together with examples that solve intriguing problems. Each chapter contains question-and-answer sections, self-study drills, and challenging problems that demand creative solutions. Companion web site (introcs.cs.princeton.edu/java) contains Extensive

supplementary information, including suggested approaches to programming assignments, checklists, and FAQs Graphics and sound libraries Links to program code and test data Solutions to selected exercises Chapter summaries Detailed instructions for installing a Java programming environment Detailed problem sets and projects Companion 20-part series of video lectures is available at informit.com/title/9780134493831

Domain-driven Design Eric Evans 2004 Describes ways to incorporate domain modeling into software development.

C++ GUI Programming with Qt4 Jasmin Blanchette 2008-02-04 The Only Official, Best-Practice Guide to Qt 4.3 Programming Using Trolltech's Qt you can build industrial-strength C++ applications that run natively on Windows, Linux/Unix, Mac OS X, and embedded Linux without source code changes. Now, two Trolltech insiders have written a start-to-finish guide to getting outstanding results with the latest version of Qt: Qt 4.3. Packed with realistic examples and in-depth advice, this is the book Trolltech uses to teach Qt to its own new hires. Extensively revised and expanded, it reveals today's best Qt programming patterns for everything from implementing model/view architecture to using Qt 4.3's improved graphics support. You'll find proven solutions for virtually every GUI development task, as well as sophisticated techniques for providing database access, integrating XML, using subclassing, composition, and more. Whether you're new to Qt or upgrading from an older version, this book can help you accomplish everything that Qt 4.3 makes possible. Completely updated throughout, with significant new coverage of databases, XML, and Qtopia embedded programming Covers all Qt 4.2/4.3 changes, including Windows Vista support, native CSS support for widget styling, and SVG file generation Contains separate 2D and 3D chapters, coverage of Qt 4.3's new graphics view classes, and an introduction to QPainter's OpenGL back-end Includes new chapters on look-and-feel customization and application scripting Illustrates Qt 4's model/view architecture, plugin support, layout management, event processing, container classes, and much more Presents advanced techniques covered in no other book—from creating plugins to interfacing with native APIs Includes a new appendix on Qt Jambi, the new Java version of Qt

Manual of Neonatal Care John P. Cloherty 2012-01-05 This edition of the Manual of Neonatal Care has been completely updated and extensively revised to reflect the changes in fetal, perinatal, and neonatal care that have occurred since the sixth edition. This portable text covers current and practical approaches to evaluation and management of conditions encountered in the fetus and the newborn, as practiced in high volume clinical services that include contemporary prenatal and postnatal care of infants with routine, as well as complex medical and surgical problems. Written by expert authors from the Harvard Program in Neonatology and other major neonatology programs across the United States, the manual's outline format gives readers rapid access to large amounts of valuable information quickly. The Children's Hospital Boston Neonatology Program at Harvard has grown to include 57 attending neonatologists and 18 fellows who care for more than 28,000 newborns delivered annually. The book also includes the popular appendices on topics such as common NICU medication guidelines, the effects of maternal drugs on the fetus, and the use of maternal medications during lactation. Plus, there are intubation/sedation guidelines and a guide to neonatal resuscitation on the inside covers that provide crucial information in a quick and easy format.

Hands-On RESTful Web Services with TypeScript 3 Biharck Muniz Araújo 2019-03-27 A step-by-step guide that will help you design, develop, scale, and deploy RESTful APIs with TypeScript 3 and Node.js Key FeaturesGain in-depth knowledge of OpenAPI and Swagger to build scalable web servicesExplore a variety of test frameworks and test runners such as Stryker, Mocha, and ChaiCreate a pipeline by

Dockerizing your environment using Travis CI, Google Cloud Platform, and GitHubBook Description In the world of web development, leveraging data is the key to developing comprehensive applications, and RESTful APIs help you to achieve this systematically. This book will guide you in designing and developing web services with the power of TypeScript 3 and Node.js. You'll design REST APIs using best practices for request handling, validation, authentication, and authorization. You'll also understand how to enhance the capabilities of your APIs with ODMs, databases, models and views, as well as asynchronous callbacks. This book will guide you in securing your environment by testing your services and initiating test automation with different testing approaches. Furthermore, you'll get to grips with developing secure, testable, and more efficient code, and be able to scale and deploy TypeScript 3 and Node.js-powered RESTful APIs on cloud platforms such as the Google Cloud Platform. Finally, the book will help you explore microservices and give you an overview of what GraphQL can allow you to do. By the end of this book, you will be able to use RESTful web services to create your APIs for mobile and web apps and other platforms. What you will learnExplore various methods to plan your services in a scalable wayUnderstand how to handle different request types and the response status codeGet to grips with securing web servicesDelve into error handling and logging your web services for improved debuggingUncover the microservices architecture and GraphQLCreate automated CI/CD pipelines for release and deployment strategiesWho this book is for If you're a developer who has a basic understanding of REST concepts and want to learn how to design and develop RESTful APIs, this book is for you. Prior knowledge of TypeScript will help you make the most out of this book.

JavaScript for Impatient Programmers Axel Rauschmayer 2019-08-30 This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program.