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OpenGL ES 2 for Android Kevin Brothaler 2013-06-26 Printed in full color. Android is booming like never before, with millions of devices shipping every day. It's never been a better time to learn how to create your own 3D games and live wallpaper for Android. You'll find out all about shaders and the OpenGL pipeline, and discover the power of OpenGL ES 2.0, which is much more feature-rich than its predecessor. If you can program in Java and you have a creative vision that you'd like to share with the world, then this is the book for you. This book will teach you everything you need to know to create compelling graphics on Android. You'll learn the basics of OpenGL by building a simple game of air hockey, and along the way, you'll see how to initialize OpenGL and program the graphics pipeline using shaders. Each lesson builds upon the one before it, as you add colors, shading, 3D projections, touch interaction, and more. Then, you'll find out how to turn your idea into a live wallpaper that can run on the home screen. You'll learn about more advanced effects involving particles, lighting models, and the depth buffer. You'll understand what to look for when debugging your program, and what to watch out for when deploying to the market. OpenGL can be somewhat of a dark art to the uninitiated. As you read this book, you'll learn each new concept from first principles. You won't just learn about a feature; you'll also understand how it works, and why it works the way it does. Everything you learn is forward-compatible with the just-released OpenGL ES 3, and you can even apply these techniques to other platforms, such as iOS or HTML5 WebGL.

AWS Lambda in Action Danilo Poccia 2016-11-27 Summary AWS Lambda in Action is an example-driven tutorial that teaches you how to build applications that use an event-driven approach on the back end. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology With AWS Lambda, you write your code and upload it to the AWS cloud. AWS Lambda responds to the events triggered by your application or your users, and automatically manages the underlying computer resources for you. Back-end tasks like analyzing a new document or processing requests from a mobile app are easy to implement. Your application is divided into small functions, leading naturally to a reactive architecture and the adoption of microservices. About the Book AWS Lambda in Action is an example-driven tutorial that teaches you how to build applications that use an event-driven approach on the back-end. Starting with an overview of AWS Lambda, the book moves on to show you common examples and patterns that you can use to call Lambda functions from a web page or a mobile app. The second part of the book puts these smaller examples together to build larger applications. By the end, you'll be ready to create applications that take advantage of the high availability, security, performance, and scalability of AWS. What's Inside Create a simple API Create an event-driven media-sharing application Secure access to your application in the cloud Use functions from different clients like web pages or mobile apps Connect your application with external services About the Reader Requires basic knowledge of JavaScript. Some examples are also provided in Python. No AWS experience is assumed. About the Author Danilo Poccia is a technical evangelist at Amazon Web Services and a frequent speaker at public events and workshops. Table of Contents PART 1 - FIRST STEPS Running functions in the cloud Your first Lambda function Your function as a web API PART 2 - BUILDING EVENT-DRIVEN APPLICATIONS Managing security Using standalone functions Managing identities Calling functions from a client Designing an authentication service Implementing an authentication service Adding more features to the authentication service Building a media-sharing application Why event-driven? PART 3 - FROM DEVELOPMENT TO PRODUCTION Improving development and testing Automating deployment Automating infrastructure management PART 4 - USING EXTERNAL SERVICES Calling external services Receiving events from other services

Effective Java Joshua Bloch 2008-05-08 Are you looking for a deeper understanding of the Java⊠ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java⊠, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java⊠, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

Code Generation in Action Jack Herrington 2003 Describes how code generators are used in user interfaces, remote procedure access, and database access, and shows how to use programs to write other programs.

Model-Driven Software Development Markus V⊠lter 2013-06-26 Model-Driven Software Development (MDSD) is currently a highlyregarded development paradigm among developers and researchers.With the advent of OMG's MDA and Microsoft's Software Factories,the MDSD approach has moved to the centre of the programmer'sattention, becoming the focus of conferences such as OOPSLA, JAOOand OOP. MDSD is about using domain-specific languages to create models thatexpress application structure or behaviour in an efficient anddomain-specific way. These models are subsequently transformed intoexecutable code by a sequence of model transformations. This practical guide for software architects and developers ispeppered with practical examples and extensive case studies.International experts deliver: * A comprehensive overview of MDSD and how it relates to industrystandards such as MDA and Software Factories. * Technical details on meta modeling, DSL construction,model-to-model and model-to-code transformations, and softwarearchitecture. * Invaluable insight into the software development process, plusengineering issues such as versioning, testing and product lineengineering. * Essential management knowledge covering economic andorganizational topics, from a global perspective. Get started and benefit from some practical support along the way!

The Java Virtual Machine Specification, Java SE 7 Edition Tim Lindholm 2013-02-15 Written by the inventors of the technology, The Java® Virtual Machine Specification, Java SE 7 Edition, is the definitive technical reference for the Java Virtual Machine. The book provides complete, accurate, and detailed coverage of the Java Virtual Machine. It fully describes the invokedynamic instruction and method handle mechanism added in Java SE 7, and gives the formal Prolog specification of the type-checking verifier introduced in Java SE 6. The book also includes the class file extensions for generics and annotations defined in Java SE 5.0, and aligns the instruction set and initialization rules with the Java Memory Model.

Practical Node.js Azat Mardan 2018-08-17 Learn how to build a wide range of scalable real-world web applications using a professional development toolkit. If you already know the basics of Node.js, now is the time to discover how to bring it to production level by leveraging its vast ecosystem of packages.With this book, you'll work with a varied collection of standards and frameworks and see how all those pieces fit together. Practical Node.js takes you from installing all the necessary modules to writing full-stack web applications. You'll harness the power of the Express.js and Hapi frameworks, the MongoDB database with Mongoskin and Mongoose. You'll also work with Pug and Handlebars template engines, Stylus and LESS CSS lanaguages, OAuth and Everyauth libraries, and the Socket.IO and Derby libraries, and everything in between. This exciting second edition is fully updated for ES6/ES2015 and also covers how to deploy to Heroku and AWS, daemonize apps, and write REST APIs. You'll build full-stack real-world Node.js apps from scratch, and also discover how to write your own Node.js modules and publish them on NPM. You already know what Node.js is; now learn what you can do with it and how far you can take it! What You'll Learn Manipulate data from the mongo console Use the Mongoskin and Mongoose MongoDB libraries Build REST API servers with Express and Hapi Deploy apps to Heroku and AWS Test services with Mocha, Expect and TravisCI Utilize sessions for authentication Implement a third-party OAuth strategy with Everyauth Apply Redis, domains, WebSockets, and clusters Write your own Node.js module, and publish it on NPM Who This Book Is For Web developers who have some familiarity with the basics of Node.js and want to learn how to use it to build apps in a professional environment.

The Definitive ANTLR 4 Reference Terence Parr 2013-01-15 Programmers run into parsing problems all the time.

Whether it's a data format like JSON, a network protocol like SMTP, a server configuration file for Apache, a PostScript/PDF file, or a simple spreadsheet macro language--ANTLR v4 and this book will demystify the process. ANTLR v4 has been rewritten from scratch to make it easier than ever to build parsers and the language applications built on top. This completely rewritten new edition of the bestselling Definitive ANTLR Reference shows you how to take advantage of these new features. Build your own languages with ANTLR v4, using ANTLR's new advanced parsing technology. In this book, you'll learn how ANTLR automatically builds a data structure representing the input (parse tree) and generates code that can walk the tree (visitor). You can use that combination to implement data readers, language interpreters, and translators. You'll start by learning how to identify grammar patterns in language reference manuals and then slowly start building increasingly complex grammars. Next, you'll build applications based upon those grammars by walking the automatically generated parse trees. Then you'll tackle some nasty language problems by parsing files containing more than one language (such as XML, Java, and Javadoc). You'll also see how to take absolute control over parsing by embedding Java actions into the grammar. You'll learn directly from well-known parsing expert Terence Parr, the ANTLR creator and project lead. You'll master ANTLR grammar construction and learn how to build language tools using the built-in parse tree visitor mechanism. The book teaches using real-world examples and shows you how to use ANTLR to build such things as a data file reader, a JSON to XML translator, an R parser, and a Java class->interface extractor. This book is your ticket to becoming a parsing guru! What You Need: ANTLR 4.0 and above. Java development tools. Ant build system optional(needed for building ANTLR from source)

Rails for Java Developers Stuart Dabbs Halloway 2007 Shows you, using detailed comparisons and commentary, how to translate your hard-earned Java knowledge and skills into the world of Ruby and Rails.

Advances in Computational Intelligence, Security and Internet of Things Ashim Saha 2020-03-04 This volume constitutes the refereed proceedings of the Second International Conference on Computational Intelligence, Security and Internet of Things, ICCISIoT 2019, held in Agartala, India, in December 2019. The 31 full papers and 6 short papers were carefully reviewed and selected from 153 submissions. The papers are organised according to the following topics: Computational Intelligence, Security, Internet of Things. Papers from the extended track are also presented in the volume.

Web Development with Node and Express Ethan Brown 2014-07 Learn how to build dynamic web applications with Express, a key component of the Node/JavaScript development stack. In this hands-on guide, author Ethan Brown teaches you the fundamentals through the development of a fictional application that exposes a public website and a RESTful API. You'll also learn web architecture best practices to help you build single-page, multi-page, and hybrid web apps with Express. Express strikes a balance between a robust framework and no framework at all, allowing you a free hand in your architecture choices. With this book, frontend and backend engineers familiar with JavaScript will discover new ways of looking at web development. Create webpage templating system for rendering dynamic data Dive into request and response objects, middleware, and URL routing Simulate a production environment for testing and development Focus on persistence with document databases, particularly MongoDB Make your resources available to other programs with RESTful APIs Build secure apps with authentication, authorization, and HTTPS Integrate with social media, geolocation, and other third-party services Implement a plan for launching and maintaining your app Learn critical debugging skills This book covers Express 4.0.

Effective Unit Testing Lasse Koskela 2013-02-03 Summary Effective Unit Testing is written to show how to write good tests—tests that are concise and to the point, expressive, useful, and maintainable. Inspired by Roy Osherove's bestselling The Art of Unit Testing, this book focuses on tools and practices specific to the Java world. It introduces you to emerging techniques like behavior-driven development and specification by example, and shows you how to add robust practices into your toolkit. About Testing Test the components before you assemble them into a full application, and you'll get better software. For Java developers, there's now a decade of experience with well-crafted tests that anticipate problems, identify known and unknown dependencies in the code, and allow you to test components both in isolation and in the context of a full application. About this Book Effective Unit Testing teaches Java developers how to write unit tests that are concise, expressive, useful, and maintainable. Offering crisp explanations and easy-to-absorb examples, it introduces emerging techniques like behavior-driven development and specification by example. Programmers who are already unit testing will learn the current state of the art. Those who are new to the game will learn practices that will serve them well for the rest of their career. 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. About the Author Lasse Koskela is a coach, trainer, consultant, and programmer. He hacks on open source projects, helps companies improve their productivity, and speaks frequently at conferences around the world. Lasse is the author of Test Driven, also published by Manning. What's Inside A thorough introduction to unit testing Choosing best-of-breed tools Writing tests using dynamic languages Efficient test automation Table of Contents PART 1 FOUNDATIONS The promise of good tests In search of good Test doubles PART 2 CATALOG Readability Maintainability Trustworthiness PART 3 DIVERSIONS Testable design Writing tests in other JVM languages Speeding up test execution

The Blockchain Developer Elad Elrom 2019-07-23 Become a Blockchain developer and design, build, publish, test, maintain and secure scalable decentralized Blockchain projects using Bitcoin, Ethereum, NEO, EOS and Hyperledger. This book helps you understand Blockchain beyond development and crypto to better harness its power and capability. You will learn tips to start your own project, and best practices for testing, security, and even compliance. Immerse yourself in this technology and review key topics such as cryptoeconomics, coding your own Blockchain P2P network, different consensus mechanisms, decentralized ledger, mining, wallets, blocks, and transactions. Additionally, this book provides you with hands-on practical tools and examples for creating smart contracts and dApps for different blockchains such as Ethereum, NEO, EOS, and Hyperledger. Aided by practical, real-world coding examples, you'll see how to build dApps with Angular utilizing typescript from start to finish, connect to the blockchain network locally on a test network, and publish on the production mainnet environment. Don't be left out of the next technology revolution – become a Blockchain developer using The Blockchain Developer today. What You'll Learn Explore the Blockchain ecosystem is and the different consensus mechanisms Create miners, wallets, transactions, distributed networks and dApps Review the main features of Bitcoin: Ethereum, NEO and EOS, and Hyperledger are Interact with popular node clients as well as implementing your own Blockchain Publish and test your projects for security and scalability Who This Book Is For Developers, architects and engineers who are interested in learning about Blockchain or implementing Blockchain into a new greenfield project or integrating Blockchain into a brownfield project. Technical entrepreneurs, technical investors or even executives who want to better understand Blockchain technology and its potential.

The Definitive Guide to Grails 2 Jeff Scott Brown 2013-02-03 Grails is a full stack framework which aims to greatly simplify the task of building serious web applications for the JVM. The concepts within Grails, like interceptors, tag libs, and Groovy Server Pages (GSP), make those in the Java community feel right at home. Grails' foundation is on solid open source technologies such as Spring, Hibernate, and SiteMesh, which gives it even more potential in the Java space: Spring provides powerful inversion of control and MVC, Hibernate brings a stable, mature object relational mapping technology with the ability to integrate with legacy systems, and SiteMesh handles flexible layout control and page decoration. Grails complements these with additional features that take advantage of the coding-by-convention paradigm such as dynamic tag libraries, Grails object relational mapping, Groovy Server Pages, and scaffolding. Graeme Rocher, Grails lead and founder, and Jeff Brown bring you completely up-to-date with their authoritative and fully comprehensive guide to the Grails 2 framework. You'll get to know all the core features, services, and Grails extensions via plug-ins, and understand the roles that Groovy and Grails are playing in the changing Web.

DSL Engineering Markus Voelter 2013 The definitive resource on domain-specific languages: based on years of real-world experience, relying on modern language workbenches and full of examples. Domain-Specific Languages are programming languages specialized for a particular application domain. By incorporating knowledge about that domain, DSLs can lead to more concise and more analyzable programs, better code quality and increased development speed. This book provides a thorough introduction to DSL, relying on today's state of the art language workbenches. The book has four parts: introduction, DSL design, DSL implementation as well as the role of DSLs in various aspects of software engineering. Part I Introduction: This part introduces DSLs in general and discusses their advantages and drawbacks. It also defines important terms and concepts and introduces the case studies used in the most of the remainder of the book. Part II DSL Design: This part discusses the design of DSLs - independent of implementation techniques. It reviews seven design dimensions, explains a number of reusable language paradigms and points out a number of process-related issues. Part III DSL Implementation: This part provides details about the implementation of DSLs with lots of code. It uses three state-of-the-art but quite different language workbenches: JetBrains MPS, Eclipse Xtext and TU Delft's Spoofax. Part IV DSLs and Software Engineering: This part discusses the use of DSLs for requirements, architecture, implementation and product line engineering, as well as their roles as a developer utility and for implementing business logic. The book is available as a printed version (the one your are looking at) and as a PDF. For details see the book's companion website at http: //dslbook.org

Android Hacker's Handbook Joshua J. Drake 2014-03-26 The first comprehensive guide to discovering and preventingattacks on the Android OS As the Android operating system continues to increase its shareof the smartphone market, smartphone hacking remains a growingthreat. Written by experts who rank among the world's foremostAndroid security researchers, this book presents vulnerabilitydiscovery, analysis, and exploitation tools for the good guys.Following a detailed explanation of how the Android OS works andits overall security architecture, the authors examine howvulnerabilities can be discovered and exploits developed forvarious system components, preparing you to defend againstthem. If you are a mobile device administrator, security researcher,Android app developer, or consultant responsible for evaluatingAndroid security, you will find this guide is essential to yourtoolbox. A crack team of leading Android security researchers explainAndroid security risks, security design and architecture, rooting,fuzz testing, and vulnerability analysis Covers Android application building blocks and security as wellas debugging and auditing Android apps Prepares mobile device administrators, security researchers,Android app developers, and security consultants to defend Androidsystems against attack Android Hacker's Handbook is the first comprehensiveresource for IT professionals charged with smartphonesecurity.

Communicating for Results Assistant Professor Department of Professional Communication Carolyn Meyer

2012-04-25 Designed to equip students with the skills for effective business communication, Communicating for Results offers practical, classroom-tested instruction not just in grammar but in the rhetorical techniques and persuasive strategies that students need to become effective writers and speakers. Supplemented with abundant group and individual activities to reinforce key principles and help students hone their skills, this invaluable text will teach students to communicate with confidence.

Beginning Node.js Basarat Syed 2014-12-02 Beginning Node.js is your step-by-step guide to learning all the aspects of creating maintainable Node.js applications. You will see how Node.js is focused on creating high-performing, highly-scalable websites, and how easy it is to get started. Many front-end devs regularly work with HTML, CSS, PHP, even WordPress, but haven't yet got started with Node.js. This book explains everything for you from a beginner level, enabling you to start using Node.js in your projects right away. Using this book you will learn important Node.js concepts for server-side programming. You will begin with an easy-to-follow pure JavaScript primer, which you can skip if you're confident of your JS skills. You'll then delve into Node.js concepts such as streams and events, and the technology involved in building full-stack Node.js applications. You'll also learn how to test your Node.js code, and deploy your Node.js applications on the internet. Node.js is a great and simple platform to work with. It is lightweight, easy to deploy and manage. You will see how using Node.js can be a fun and rewarding experience - start today with Beginning Node.js.

The Art of Unit Testing Roy Osherove 2013-11-24 Summary The Art of Unit Testing, Second Edition guides you step by step from writing your first tests to developing robust test sets that are maintainable, readable, and trustworthy. You'll master the foundational ideas and quickly move to high-value subjects like mocks, stubs, and isolation, including frameworks such as Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, working with legacy code, and even "untestable" code. Along the way, you'll learn about integration testing and techniques and tools for testing databases and other technologies. About this Book You know you should be unit testing, so why aren't you doing it? If you're new to unit testing, if you find unit testing tedious, or if you're just not getting enough payoff for the effort you put into it, keep reading. The Art of Unit Testing, Second Edition guides you step by step from writing your first simple unit tests to building complete test sets that are maintainable, readable, and trustworthy. You'll move quickly to more complicated subjects like mocks and stubs, while learning to use isolation (mocking) frameworks like Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, refactor code applications, and learn how to test "untestable" code. Along the way, you'll learn about integration testing and techniques for testing with databases. The examples in the book use C#, but will benefit anyone using a statically typed language such as Java or C++. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Create readable, maintainable, trustworthy tests Fakes, stubs, mock objects, and isolation (mocking) frameworks Simple dependency injection techniques Refactoring legacy code About the Author Roy Osherove has been coding for over 15 years, and he consults and trains teams worldwide on the gentle art of unit testing and test-driven development. His blog is at ArtOfUnitTesting.com. Table of Contents PART 1 GETTING STARTED The basics of unit testing A first unit test PART 2 CORE TECHNIQUES Using stubs to break dependencies Interaction testing using mock objects Isolation (mocking) frameworks Digging deeper into isolation frameworks PART 3 THE TEST CODE Test hierarchies and organization The pillars of good unit tests PART 4 DESIGN AND PROCESS Integrating unit testing into the organization Working with legacy code Design and testability

Software Quality Assurance Neil Walkinshaw 2017-07-24 This textbook offers undergraduate students an introduction to the main principles and some of the most popular techniques that constitute 'software quality assurance'. The book seeks to engage students by placing an emphasis on the underlying foundations of modern quality-assurance techniques , using these to highlight why techniques work, as opposed to merely focussing on how they work. In doing so it provides readers with a comprehensive understanding of where software quality fits into the development lifecycle (spoiler: everywhere), and what the key quality assurance activities are. The book focuses on quality assurance in a way that typical, more generic software engineering reference books do not. It is structured so that it can (and should) be read from cover to cover throughout the course of a typical university module. Specifically, it is Concise: it is small enough to be readable in its entirety over the course of a typical software engineering module. Explanatory: topics are discussed not merely in terms of what they are, but also why they are the way they are – what events, technologies, and individuals or organisations helped to shape them into what they are now. Applied: topics are covered with a view to giving the reader a good idea of how they can be applied in practice, and by pointing, where possible, to evidence of their efficacy. The book starts from some of the most general notions (e.g. quality and development process), and gradually homes-in on the more specific activities, assuming knowledge of the basic notions established in prior chapters. Each chapter concludes with a "Key Points" section, summarising the main issues that have been covered in the chapter. Throughout the book there are exercises that serve to remind readers of relevant parts in the book that have been covered previously, and give them the opportunity to reflect on a particular topic and refer to related references.

Spring Boot in Action Craig Walls 2015-12-16 Summary A developer-focused guide to writing applications using Spring Boot. You'll learn how to bypass the tedious configuration steps so that you can concentrate on your application's behavior. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Spring Framework simplifies enterprise Java development, but it does require lots of tedious configuration work. Spring Boot radically streamlines spinning up a Spring application. You get automatic configuration and a model with established conventions for build-time and runtime dependencies. You also get a handy command-line interface you can use to write scripts in Groovy. Developers who use Spring Boot often say that they can't imagine going back to hand configuring their applications. About the Book Spring Boot in Action is a developer-focused guide to writing applications using Spring Boot. In it, you'll learn how to bypass configuration steps so you can focus on your application's behavior. Spring expert Craig Walls uses interesting and practical examples to teach you both how to use the default settings effectively and how to override and customize Spring Boot for your unique environment. Along the way, you'll pick up insights from Craig's years of Spring development experience. What's Inside Develop Spring apps more efficiently Minimal to no configuration Runtime metrics with the Actuator Covers Spring Boot 1.3 About the Reader Written for readers familiar with the Spring Framework. About the Author Craig Walls is a software developer, author of the popular book Spring in Action, Fourth Edition, and a frequent speaker at conferences. Table of Contents Bootstarting Spring Developing your first Spring Boot application Customizing configuration Testing with Spring Boot Getting Groovy with the Spring Boot CLI Applying Grails in Spring Boot Taking a peek inside with the Actuator Deploying Spring Boot applications APPENDIXES Spring Boot developer tools Spring Boot starters Configuration properties Spring Boot dependencies

Next Generation Computing Technologies on Computational Intelligence Manish Prateek 2019-11-23 The 18 full and 13 short papers presented were carefully reviewed and selected from 255 submissions. There were organized in topical sections named: Image Processing, Pattern Analysis and Machine Vision; Information and Data Convergence; Disruptive Technologies for Future; E-Governance and Smart World

Thinking in Java Bruce Eckel 2003 An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

Flutter for Beginners Alessandro Biessek 2019-09-12 A step-by-step guide to learning Flutter and Dart 2 for creating Android and iOS mobile applications Key FeaturesGet up to speed with the basics of Dart programming and delve into Flutter developmentUnderstand native SDK and third-party libraries for building Android and iOS applications using FlutterPackage and deploy your Flutter apps to achieve native-like performanceBook Description Google Flutter is a cross-platform mobile framework that makes it easy to write high-performance apps for Android and iOS. This book will help you get to grips with the basics of the Flutter framework and the Dart programming language. Starting from setting up your development environment, you'll learn to design the UI and add user input functions. You'll explore the navigator widget to manage app routes and learn to add transitions between screens. The book will even guide you through developing your own plugin and later, you'll discover how to structure good plugin code. Using the Google Places API, you'll also understand how to display a map in the app and add markers and interactions to it. You'll then learn to improve the user experience with features such as map integrations, platform-specific code with native languages, and personalized animation options for designing intuitive UIs. The book follows a practical approach and gives you access to all relevant code files hosted at github.com/PacktPublishing/Flutter-for-Beginners. This will help you access a variety of examples and prepare your own bug-free apps, ready to deploy on the App Store and Google Play Store. By the end of this book, you'll be well-versed with Dart programming and have the skills to develop your own mobile apps or build a career as a Dart and Flutter app developer. What you will learnUnderstand the fundamentals of the Dart programming languageExplore the core concepts of the Flutter UI and how it compiles for multiple platformsDevelop Flutter plugins and widgets and understand how to structure plugin code appropriatelyStyle your Android and iOS apps with widgets and learn the difference between stateful and stateless widgetsAdd animation to your UI using Flutter's AnimatedBuilder componentIntegrate your native code into your Flutter codebase for native app performanceWho this book is for This book is for developers looking to learn Google's revolutionary framework Flutter from scratch. No prior knowledge of Flutter or Dart is required; however, basic knowledge of any programming language will be helpful.

Atomic Kotlin Bruce Eckel 2021-01-11 For both beginning and experienced programmers! From the author of the multi-award-winning Thinking in C++ and Thinking in Java together with a member of the Kotlin language team comes a book that breaks the concepts into small, easy-to-digest "atoms," along with exercises supported by hints and solutions directly inside IntelliJ IDEA! No programming background necessary. Summaries for experienced programmers. Easy steps via very small chapters ("atoms"). Free accompanying exercises/solutions within IntelliJ Idea. Gives you a strong Kotlin foundation. Kotlin is cleaner, more consistent and far more powerful than Java. Increase programming productivity with Kotlin's clear, concise syntax. Produce safer, more reliable programs. Kotlin easily interacts with Java. Effortlessly migrate by adding pieces of Kotlin to an existing Java project. Support for Windows, Mac and Linux. Free version of IntelliJ IDEA includes extensive Kotlin support. Book resources, live seminars, workshops and consulting available at AtomicKotlin.com.

High-Performance Java Persistence Vlad Mihalcea 2016-10-12 A high-performance data access layer must resonate with the underlying database system. Knowing the inner workings of a relational database and the data access

frameworks in use can make the difference between a high-performance enterprise application and one that barely crawls. This book is a journey into Java data access performance tuning. From connection management, to batch updates, fetch sizes and concurrency control mechanisms, it unravels the inner workings of the most common Java data access frameworks. The first part aims to reduce the gap between application developers and database administrators. For this reason, it covers both JDBC and the database fundamentals that are of paramount importance when reducing transaction response times. In this first part, you'll learn about connection management, batch updates, statement caching, result set fetching and database transactions. The second part demonstrates how you can take advantage of JPA and Hibernate without compromising application performance. In this second part, you'll learn about the most efficient Hibernate mappings (basic types, associations, inheritance), fetching best practices, caching and concurrency control mechanisms. The third part is dedicated to jOOQ and its powerful type-safe querying capabilities, like window functions, common table expressions, upsert, stored procedures and database functions.

Complete Guide to Test Automation Arnon Axelrod 2018-09-22 Rely on this robust and thorough guide to build and maintain successful test automation. As the software industry shifts from traditional waterfall paradigms into more agile ones, test automation becomes a highly important tool that allows your development teams to deliver software at an ever-increasing pace without compromising quality. Even though it may seem trivial to automate the repetitive tester's work, using test automation efficiently and properly is not trivial. Many test automation endeavors end up in the "graveyard" of software projects. There are many things that affect the value of test automation, and also its costs. This book aims to cover all of these aspects in great detail so you can make decisions to create the best test automation solution that will not only help your test automation project to succeed, but also allow the entire software project to thrive. One of the most important details that affects the success of the test automation is how easy it is to maintain the automated tests. Complete Guide to Test Automation provides a detailed hands-on guide for writing highly maintainable test code. What You'll Learn Know the real value to be expected from test automation Discover the key traits that will make your test automation project succeed Be aware of the different considerations to take into account when planning automated tests vs. manual tests Determine who should implement the tests and the implications of this decision Architect the test project and fit it to the architecture of the tested application Design and implement highly reliable automated tests Begin gaining value from test automation earlier Integrate test automation into the business processes of the development teamLeverage test automation to improve your organization's performance and quality, even without formal authority Understand how different types of automated tests will fit into your testing strategy, including unit testing, load and performance testing, visual testing, and more Who This Book Is For Those involved with software development such as test automation leads, QA managers, test automation developers, and development managers. Some parts of the book assume hands-on experience in writing code in an object-oriented language (mainly C# or Java), although most of the content is also relevant for nonprogrammers.

Dart By Example Davy Mitchell 2015-09-25 Design and develop modern web applications with Google's bold and productive language through engaging example projects About This Book Full of engaging and varied example projects to equip you to build your own web applications Learn the Dart language and key libraries Productively create fast and reliable web applications Who This Book Is For If you are a front- or back-end web developer who is looking to build complex full-featured web applications without the quagmire of disconnected JavaScript frameworks, this book is a practical walkthrough of substantial applications that will have you and your team coding Dart in a productive manner. This book will give you compiled, optional typed, scalable environment to rapidly develop applications. As Dart was designed to be familiar, any developer with even a small amount of knowledge of JavaScript or another programming language will be at home with the language immediately and will be coding quickly. What You Will Learn Master the core Dart language, type system, and key development tools Connect to existing web services, process JSON, and create your own framework for the data display Run and debug the Dart server and web applications and compile them in JavaScript Handle form data and encryption Build and deploy server applications on the major OSes and implement the REST API Work with PostgreSQL—an industry standard relational database system Create robust applications with unit tests, documentation, and diagnostic logging Develop command-line applications, and explore the key data structures and libraries In Detail Designed to create next generation apps, Google's Dart offers a much more robust framework and also supersedes JavaScript in several aspects. Familiar yet innovative, compact yet scalable, it blows away the accumulated JavaScript legacy limitations. Dart was designed for great tool-ability and developer productivity, allowing you to create better application faster than before. Google chose it for their billion dollar advertising business and you have its power for your projects too. This book will introduce you the Dart language starting from its conception to its current form, and where it headed is through engaging substantial practical projects. You will be taken through building typical applications and exploring the exciting new technologies of HTML5. With example code projects such as a live data monitoring and viewing system, a blogging system, a slides presentation application, and more, then this book will walk you through step by step through building data-driven web applications with ease and speed. Style and approach A varied collection of compelling practical Dart projects that are developed progressively with full explanations of concepts and implementation. Each project introduces features of the language and environment, demonstrating how Dart can be used in rich structured web applications.

Create an Uber Clone in 7 Days Shai Almog 2018-07-28 Do you want to build a location based mobile application? Do you read technical books and feel that they left some parts out? Do you want to get into mobile programming with "real world" examples? If you answered yes to one of these questions this book might be for you! The goal of this book is to teach via familiarity. Since the Uber application is well designed and familiar we chose it as the target but the book isn't meant as a "copy Uber" cookbook. Many applications are built around ideas similar to Uber and utilize designs inspired by Uber. It's our assumption that you can learn a lot by understanding how to build something "like" Uber. We break down a real world application from client to the server. This fills in all the pieces, that typical tech books skim over. This book covers: iOS/Android development with Codename One Spring Boot server development on top of MySQL WebSockets, WebServices and push notification as the communication layer Creating a sublime UI to match professional designs Map based user interface User authorization via SMS/Social Networks Best practices, security and pitfalls of mobile development The book requires basic knowledge of Java but doesn't require prior knowledge of Codename One, Spring Boot or MySQL. Notice that this book is "code heavy", it contains many listings as it implements a full stack mobile app. Uber (TM) is a trademark of Uber Technologies Inc. This work is intended strictly for educational purposes. We don't condone the misuse of Uber IP! About the Author: Shai's professional software development career started more than 25 years ago. He worked for/with countless companies including Sun Microsystems, Oracle, Samsung, Nokia as well as banks, insurance companies etc. Shai was a team member on the original Wireless Toolkit from Sun Microsystems. It was the most popular cross platform mobile development tool at the time, and revolutionized the field. Together with Chen Fishbein they created LWUIT which became the most successful mobile open source project from Sun Microsystems and the basis for Codename One. Shai is a Java One rockstar who shared the stage with the likes of James Gosling. As a highly rated speaker he was featured in multiple conferences such as JavaZone, codemotion, dev days etc. He blogs at Codename One as well as Hackernoon, JavaCodeGeeks and dzone (MVB).

Enterprise Integration Patterns Gregor Hohpe 2012-03-09 Enterprise Integration Patterns provides an invaluable catalog of sixty-five patterns, with real-world solutions that demonstrate the formidable of messaging and help you to design effective messaging solutions for your enterprise. The authors also include examples covering a variety of different integration technologies, such as JMS, MSMQ, TIBCO ActiveEnterprise, Microsoft BizTalk, SOAP, and XSL. A case study describing a bond trading system illustrates the patterns in practice, and the book offers a look at emerging standards, as well as insights into what the future of enterprise integration might hold. This book provides a consistent vocabulary and visual notation framework to describe large-scale integration solutions across many technologies. It also explores in detail the advantages and limitations of asynchronous messaging architectures. The authors present practical advice on designing code that connects an application to a messaging system, and provide extensive information to help you determine when to send a message, how to route it to the proper destination, and how to monitor the health of a messaging system. If you want to know how to manage, monitor, and maintain a messaging system once it is in use, get this book.

Getting Started with p5.js Lauren McCarthy 2015-10-12 With p5.js, you can think of your entire Web browser as your canvas for sketching with code! Learn programming the fun way--by sketching with interactive computer graphics! Getting Started with p5.js contains techniques that can be applied to creating games, animations, and interfaces. p5.js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects, including text, input, video, webcam, and sound. Like its older sibling Processing, p5.js makes coding accessible for artists, designers, educators, and beginners. Written by the lead p5.js developer and the founders of Processing, this book provides an introduction to the creative possibilities of today's Web, using JavaScript and HTML. With Getting Started with p5.js, you'll: Quickly learn programming basics, from variables to objects Understand the fundamentals of computer graphics Create interactive graphics with easy-to-follow projects Learn to apply data visualization techniques Capture and manipulate webcam audio and video feeds in the browser

Mastering Software Testing with JUnit 5 Boni Garcia 2017-10-27 A comprehensive, hands-on guide on unit testing framework for Java programming language About This Book In-depth coverage of Jupiter, the new programming and extension model provided by JUnit 5 Integration of JUnit 5 with other frameworks such as Mockito, Spring, Selenium, Cucumber, and Docker Best practices for writing meaningful Jupiter test cases Who This Book Is For This book is for Java software engineers and testers. If you are a Java developer who is keen on improving the quality of your code and building world class applications then this book is for you. Prior experience of the concepts of automated testing will be helpful. What You Will Learn The importance of software testing and its impact on software quality The options available for testing Java applications The architecture, features and extension model of JUnit 5 Writing test cases using the Jupiter programming model How to use the latest and advanced features of JUnit 5 Integrating JUnit 5 with existing third-party frameworks Best practices for writing meaningful JUnit 5 test cases Managing software testing activities in a living software project In Detail When building an application it is of utmost importance to have clean code, a productive environment and efficient systems in place. Having automated unit testing in place helps developers to achieve these goals. The JUnit testing framework is a popular choice among Java developers and has recently released a major version update with JUnit 5. This book shows you how to make use of the power of JUnit 5 to write better software. The book begins with an introduction to software quality and software testing. After that, you

will see an in-depth analysis of all the features of Jupiter, the new programming and extension model provided by JUnit 5. You will learn how to integrate JUnit 5 with other frameworks such as Mockito, Spring, Selenium, Cucumber, and Docker. After the technical features of JUnit 5, the final part of this book will train you for the daily world of software tester. You will learn best practices for writing meaningful tests. Finally, you will learn how software testing fits into the overall software development process, and sits alongside continuous integration, defect tracking, and test reporting. Style and approach The book offers definitive and comprehensive coverage of all the Unit testing concepts with JUnit and its features using several real world examples so that readers can put their learning to practice almost immediately. This book is structured in three parts: Software testing foundations (software quality and Java testing) JUnit 5 in depth (programming and extension model of JUnit 5) Software testing in practice (how to write and manage JUnit 5 tests)

Python Testing with pytest Brian Okken 2017-09-15 Do less work when testing your Python code, but be just as expressive, just as elegant, and just as readable. The pytest testing framework helps you write tests quickly and keep them readable and maintainable - with no boilerplate code. Using a robust yet simple fixture model, it's just as easy to write small tests with pytest as it is to scale up to complex functional testing for applications, packages, and libraries. This book shows you how. For Python-based projects, pytest is the undeniable choice to test your code if you're looking for a full-featured, API-independent, flexible, and extensible testing framework. With a full-bodied fixture model that is unmatched in any other tool, the pytest framework gives you powerful features such as assert rewriting and plug-in capability - with no boilerplate code. With simple step-by-step instructions and sample code, this book gets you up to speed quickly on this easy-to-learn and robust tool. Write short, maintainable tests that elegantly express what you're testing. Add powerful testing features and still speed up test times by distributing tests across multiple processors and running tests in parallel. Use the built-in assert statements to reduce false test failures by separating setup and test failures. Test error conditions and corner cases with expected exception testing, and use one test to run many test cases with parameterized testing. Extend pytest with plugins, connect it to continuous integration systems, and use it in tandem with tox, mock, coverage, unittest, and doctest. Write simple, maintainable tests that elegantly express what you're testing and why. What You Need: The examples in this book are written using Python 3.6 and pytest 3.0. However, pytest 3.0 supports Python 2.6, 2.7, and Python 3.3-3.6.

Book of Vaadin Marko Grönroos 2011

Mastering Blockchain Imran Bashir 2017-03-17 Distributed ledgers, decentralization and smart contracts explained About This Book Get to grips with the underlying technical principles and implementations of blockchain. Build powerful applications using Ethereum to secure transactions and create smart contracts. Explore cryptography, mine cryptocurrencies, and solve scalability issues with this comprehensive guide. Who This Book Is For This book appeals to those who wish to build fast, highly secure, transactional applications. This book is for those who are familiar with the concept of blockchain and are comfortable with a programming language. What You Will Learn Master the theoretical and technical foundations of blockchain technology Fully comprehend the concept of decentralization, its impact and relationship with blockchain technology Experience how cryptography is used to secure data with practical examples Grasp the inner workings of blockchain and relevant mechanisms behind Bitcoin and alternative cryptocurrencies Understand theoretical foundations of smart contracts Identify and examine applications of blockchain technology outside of currencies Investigate alternate blockchain solutions including Hyperledger, Corda, and many more Explore research topics and future scope of blockchain technology In Detail Blockchain is a distributed database that enables permanent, transparent, and secure storage of data. The blockchain technology is the backbone of cryptocurrency – in fact, it's the shared public ledger upon which the entire Bitcoin network relies – and it's gaining popularity with people who work in finance, government, and the arts. Blockhchain technology uses cryptography to keep data secure. This book gives a detailed description of this leading technology and its implementation in the real world. This book begins with the technical foundations of blockchain, teaching you the fundamentals of cryptography and how it keeps data secure. You will learn about the mechanisms behind cryptocurrencies and how to develop applications using Ethereum, a decentralized virtual machine. You will explore different blockchain solutions and get an exclusive preview into Hyperledger, an upcoming blockchain solution from IBM and the Linux Foundation. You will also be shown how to implement blockchain beyond currencies, scability with blockchain, and the future scope of this fascinating and powerful technology. Style and approach This comprehensive guide allows you to build smart blockchain applications and explore the power of this database. The book will let you quickly brush up on the basics of the blockchain database, followed by advanced implementations of blockchain in currency, smart contracts, decentralization, and so on.

Programming Kotlin Stephen Samuel 2017-01-18 Familiarize yourself with all of Kotlin's features with this in-depth guide About This Book Get a thorough introduction to Kotlin Learn to use Java code alongside Kotlin without any hiccups Get a complete overview of null safety, Generics, and many more interesting features Who This Book Is For The book is for existing Java developers who want to learn more about an alternative JVM language. If you want to see

what Kotlin has to offer, this book is ideal for you. What You Will Learn Use new features to write structured and readable object-oriented code Find out how to use lambdas and higher order functions to write clean, reusable, and simple code Write unit tests and integrate Kotlin tests with Java code in a transitioning code base Write real-world production code in Kotlin in the style of microservices Leverage Kotlin's extensions to the Java collections library Use destructuring expressions and find out how to write your own Write code that avoids null pointer errors and see how Java-nullable code can integrate with features in a Kotlin codebase Discover how to write functions in Kotlin, see the new features available, and extend existing libraries Learn to write an algebraic data types and figure out when they should be used In Detail Kotlin has been making waves ever since it was open sourced by JetBrains in 2011; it has been praised by developers across the world and is already being adopted by companies. This book provides a detailed introduction to Kotlin that shows you all its features and will enable you to write Kotlin code to production. We start with the basics: get you familiar with running Kotlin code, setting up, tools, and instructions that you can use to write basic programs. Next, we cover object oriented code: functions, lambdas, and properties – all while using Kotlin's new features. Then, we move on to null safety aspects and type parameterization. We show you how to destructure expressions and even write your own. We also take you through important topics like testing, concurrency, microservices, and a whole lot more. By the end of this book you will be able to compose different services and build your own applications. Style and approach An easy to follow guide that covers the full set of features in Kotlin programming.

Hands-on Scala Programming: Learn Scala in a Practical, Project-Based Way Haoyi Li 2020-07-11 Hands-on Scala teaches you how to use the Scala programming language in a practical, project-based fashion. This book is designed to quickly teach an existing programmer everything needed to go from "hello world" to building production applications like interactive websites, parallel web crawlers, and distributed systems in Scala. In the process you will learn how to use the Scala language to solve challenging problems in an elegant and intuitive manner.

Full Stack JavaScript Azat Mardan 2015-12-30 This is a hands-on book which introduces you to agile JavaScript web and mobile software development using the latest cutting-edge front-end and back-end technologies including: Node.js, MongoDB, Backbone.js, Parse.com, Heroku and Windows Azure. Practical examples include building multiple versions of the Chat app:•jQuery + Parse.com JS REST API•Backbone and Parse.com JS SDK•Backbone and Node.js•Backbone and Node.js + MongoDB The Chat application has all the foundation of a typical web/mobile application: fetching data, displaying it, submitting new data. Other examples in the book are as follows:•jQuery + Twitter RESP API "Tweet Analyzer"•Parse.com "Save John"•MongoDB "Print Collections"•Backbone.js "Apple Database"•Monk + Express.js "REST API Server" This book will save you many hours by providing a hand-picked and tested collection of quick start guides. RPJS has practical examples that allow to spend less time learning and more time building your own applications. Prototype fast and ship code that matters! What You will Learn: You should expect a basic understanding from a collection of quick start guides, tutorials and suggestions for the devel0pment apps discussed in this book. In addition to coding examples, the book covers virtually all setup and deployment step-by-step·TheHTTCHour is Learn from the examples of Chat web/mobile applications starting with front-end components and by the end we'll put front-end and back-end together and deploy to the production environment. Who This Book is For: The typical programmer who wants to learn more about effective JavaScript coding.

Kenneth Reitz 2016-08-30 The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

Expert Android Studio Murat Yener 2016-08-25 Take your Android programming skills to the next level by unleashing the potential of Android Studio Expert Android Studio bridges the gap between your Android programing skills with the provided tools including Android Studio, NDK, Gradle and Plugins for IntelliJ Idea Platform. Packed with best practices and advanced tips and techniques on Android tools, development cycle, continuos integration, release management, testing, and performance, this book offers professional guidance to experienced developers who want to push the boundaries of the Android platform with the developer tools. You'll discover how to use the tools and techniques to unleash your true potential as a developer. Discover the basics of working in Android Studio and Gradle, as well as the application architecture of the latest Android platform Understand Native Development Kit and its integration with Android Studio Complete your development lifecycle with automated tests, dependency management, continuos integration and release management Writing your own Gradle plugins to customize build cycle Writing your own plugins for Android Studio to help your development tasks. Expert Android Studio is a tool for expert and experienced developers who want to learn how to make use of the tools while creating Android applications for use on mobile devices.