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The Design of Web APIs API Testing and Development with Postman Undisturbed REST Building Micro-Frontends Hands-on Application Development using Spring Boot Intelligent Transport Systems Standards Software Architecture Patterns for Serverless Systems Building Microservices with ASP.NET Core Spring Boot in Practice Designing Distributed Systems API Testing and Development with Postman Programming in the .NET Environment Flex Solutions From Ruby to Golang Building Hypermedia APIs with HTML5 and Node Continuous API Management Migrating to the Solaris Operating System Data Management at Scale Web API?????API?????????(???) Ajax Access High-Density and De-Densified Smart Campus Communications Fluent C Object Magazine Learning Cocoa with Objective-C Swift Development with Cocoa Documenting Software Architectures Docs Like Code Internal Revenue Cumulative Bulletin Internal Revenue Bulletin The Markdown Guide Speaking JavaScript BDD in Action 97 Things Every Cloud Engineer Should Know Google Compute Engine Developing Your Own 32-bit Operating System The Java Tutorial Continued Design and Build Great Web APIs Get Your Hands Dirty on Clean Architecture

Google Compute Engine Oct 23 2019 Today's most advanced computing technology exists in large buildings containing vast arrays of low-cost servers. Enormous computing resources are housed in well-fortified, secure areas, maintained by teams of highly trained technicians. Compute Engine offers many advantages: leading-edge hardware, upgraded regularly and automatically; virtually unlimited capacity to grow or shrink a business on demand; a flexible charging model; an army of experts maintaining computing and networking resources; and the ability to host your resources in a global network engineered for security and performance. This book provides a guided tour of Google Compute Engine, with a focus on solving practical problems. At a high level, Google Compute Engine is about giving you access to the world's most advanced network of data centers--the computing resources that power Google itself. Practically speaking, this means providing APIs, command-line tools and web user interfaces to use Google's computing and networking resources.

Access Jan 06 2021

Internal Revenue Bulletin Mar 28 2020

Get Your Hands Dirty on Clean Architecture Jun 18 2019 Gain insight into how hexagonal architecture can help to keep the cost of development low over the complete lifetime of an application Key FeaturesExplore ways to make your software flexible, extensible, and adaptableLearn new concepts that you can easily blend with your own software development styleDevelop the mindset of building maintainable solutions instead of taking shortcutsBook Description We would all like to build software architecture that yields adaptable and flexible software with low development costs. But, unreasonable deadlines and shortcuts make it very hard to create such an architecture. Get Your Hands Dirty on Clean Architecture starts with a discussion about the conventional layered architecture style and its disadvantages. It also talks about the advantages of the domain-centric architecture styles of Robert C. Martin's Clean Architecture and Alistair Cockburn's Hexagonal Architecture. Then, the book dives into hands-on chapters that show you how to manifest a hexagonal architecture in actual code. You'll learn in detail about different mapping strategies between the layers of a hexagonal architecture and see how to assemble the architecture elements into an application. The later chapters demonstrate how to

enforce architecture boundaries. You'll also learn what shortcuts produce what types of technical debt and how, sometimes, it is a good idea to willingly take on those debts. After reading this book, you'll have all the knowledge you need to create applications using the hexagonal architecture style of web development. What you will learn Identify potential shortcomings of using a layered architecture Apply methods to enforce architecture boundaries Find out how potential shortcuts can affect the software architecture Produce arguments for when to use which style of architecture Structure your code according to the architecture Apply various types of tests that will cover each element of the architecture Who this book is for This book is for you if you care about the architecture of the software you are building. To get the most out of this book, you must have some experience with web development. The code examples in this book are in Java. If you are not a Java programmer but can read object-oriented code in other languages, you will be fine. In the few places where Java or framework specifics are needed, they are thoroughly explained.

Fluent C Nov 04 2020 Expert advice on C programming is hard to find. While much help is available for object-oriented programming languages, there's surprisingly little for the C language. With this hands-on guide, beginners and experienced C programmers alike will find guidance about design decisions, including how to apply them bit by bit to running code examples when building large-scale programs. Christopher Preschern, a leading member of the design patterns community, answers questions such as how to structure C programs, cope with error handling, or design flexible interfaces. Whether you're looking for one particular pattern or an overview of design options for a specific topic, this book shows you how to implement hands-on design knowledge specifically for the C programming language. You'll find design patterns for: Error handling Returning error information Memory management Returning data from C functions Data lifetime and ownership Flexible APIs Flexible iterator interfaces Organizing files in modular programs Escaping #ifdef Hell

Continuous API Management Jul 12 2021 A lot of work is required to release an API, but the effort doesn't always pay off. Overplanning before an API matures is a wasted investment, while underplanning can lead to disaster. This practical guide provides maturity models for individual APIs and multi-API landscapes to help you invest the right human and company resources for the right maturity level at the right time. How do you balance the desire for agility and speed with the need for robust and scalable operations? Four experts from the API Academy show software architects, program directors, and product owners how to maximize the value of their APIs by managing them as products through a continuous life cycle. Learn which API decisions you need to govern and how and where to do so Design, deploy, and manage APIs using an API-as-a-product (AaaS) approach Examine ten pillars that form the foundation of API product work Learn how the continuous improvement model governs changes throughout an API's lifetime Explore the five stages of a complete API product life cycle Delve into team roles needed to design, build, and maintain your APIs Learn how to manage your API landscape—the set of APIs published by your organization

Learning Cocoa with Objective-C Sep 02 2020 Get up to speed on Cocoa and Objective-C, and start developing applications on the iOS and OS X platforms. If you don't have experience with Apple's developer tools, no problem! From object-oriented programming to storing app data in iCloud, the fourth edition of this book covers everything you need to build apps for the iPhone, iPad, and Mac. You'll learn how to work with the Xcode IDE, Objective-C's Foundation library, and other developer tools such as Event Kit framework and Core Animation. Along the way, you'll build example projects, including a simple Objective-C application, a custom view, a simple video player application, and an app that displays calendar events for the user. Learn the application lifecycle on OS X and iOS Work with the user-interface system in Cocoa and Cocoa Touch Use AV Foundation to display video and audio Build apps that let users create, edit, and work with documents Store data locally with the file

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

Migrating to the Solaris Operating System Jun 11 2021 & Sun estimates 80% of the Solaris installed base will migrate to version 9 within the next two years & & Covers migrations to the Solaris operating system as well as migrations from earlier versions of Solaris & & Part of the Sun BluePrints Series, which distills best practices gathered from a variety of customers; significant co-marketing opportunities with Sun

The Markdown Guide Feb 25 2020 The Markdown markup language is one of the most popular plain-text formatting languages available. Now you can learn the Markdown syntax with the book that's been called "the best Markdown reference." Designed for both novices and experts, The Markdown Guide is a comprehensive reference manual that has everything you need to get started and master the Markdown syntax.

Internal Revenue Cumulative Bulletin Apr 28 2020

BDD in Action Dec 25 2019 Summary BDD in Action teaches you the Behavior-Driven Development model and shows you how to integrate it into your existing development process. First you'll learn how to apply BDD to requirements analysis to define features that focus your development efforts on underlying business goals. Then, you'll discover how to automate acceptance criteria and use tests to guide and report on the development process. Along the way, you'll apply BDD principles at the coding level to write more maintainable and better documented code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You can't write good software if you don't understand what it's supposed to do. Behavior-Driven Development (BDD) encourages teams to use conversation and concrete examples to build up a shared understanding of how an application should work and which features really matter. With an emerging body of best practices and sophisticated new tools that assist in requirement analysis and test automation, BDD has become a hot, mainstream practice. About the Book BDD in Action teaches you BDD principles and practices and shows you how to integrate them into your existing development process, no matter what language you use. First, you'll apply BDD to requirements analysis so you can focus your development efforts on underlying business goals. Then, you'll discover how to automate acceptance criteria and use tests to guide and report on the development process. Along the way, you'll apply BDD principles at the coding level to write more maintainable and better documented code. No prior experience with BDD is required. What's Inside BDD theory and practice How BDD will affect your team BDD for acceptance, integration, and unit testing Examples in Java, .NET, JavaScript, and more Reporting and living documentation About the Author John Ferguson Smart is a specialist in BDD, automated testing, and software lifecycle development optimization. Table of Contents PART 1: FIRST STEPS Building software that makes a difference BDD—the whirlwind tour PART 2: WHAT DO I WANT? DEFINING REQUIREMENTS USING BDD Understanding the business goals: Feature Injection and related techniques Defining and illustrating features From examples to executable specifications Automating the scenarios PART 3: HOW DO I BUILD IT? CODING THE BDD WAY From executable specifications to rock-solid automated acceptance tests Automating acceptance criteria for the UI layer Automating acceptance criteria for non-UI requirements BDD and unit testing PART 4: TAKING BDD FURTHER Living Documentation: reporting and project management BDD in the build process Building Microservices with ASP.NET Core Mar 20 2022 Chapter 7. Building an ASP.NET Core Web Application; ASP.NET Core Basics; Adding ASP.NET MVC Middleware; Adding a Controller; Adding a Model; Adding a View; Invoking REST APIs from JavaScript; Building Cloud-Native Web Applications; API First; Configuration; Logging; Session State; Data Protection; Backing Services; Environment

Parity; Port Binding; Telemetry; Authentication and Authorization; Summary; Chapter 8. Service Discovery; Refresher on Cloud-Native Factors; External Configuration; Backing Services; Introducing Netflix Eureka; Discovering and Advertising ASP.NET Core Services

Software Architecture Patterns for Serverless Systems Apr 21 2022 A professional's guide to solving complex problems while designing modern software Key Features Learn best practices for designing enterprise-grade software systems from a seasoned CTO Deeper your understanding of system reliability, maintainability, and scalability Elevate your skills to a professional level by learning the most effective software design patterns and architectural concepts Book Description As businesses are undergoing a digital transformation to keep up with competition, it is now more important than ever for IT professionals to design systems to keep up with the rate of change while maintaining stability. This book takes you through the architectural patterns that power enterprise-grade software systems and the key architectural elements that enable change (such as events, autonomous services, and micro frontends), along with showing you how to implement and operate anti-fragile systems. First, you'll divide up a system and define boundaries so that your teams can work autonomously and accelerate innovation. You'll cover low-level event and data patterns that support the entire architecture, while getting up and running with the different autonomous service design patterns. Next, the book will focus on best practices for security, reliability, testability, observability, and performance. You'll combine all that you've learned and build upon that foundation, exploring the methodologies of continuous experimentation, deployment, and delivery before delving into some final thoughts on how to start making progress. By the end of this book, you'll be able to architect your own event-driven, serverless systems that are ready to adapt and change so that you can deliver value at the pace needed by your business. What you will learn Explore architectural patterns to create anti-fragile systems that thrive with change Focus on DevOps practices that empower self-sufficient, full-stack teams Build enterprise-scale serverless systems Apply microservices principles to the frontend Discover how SOLID principles apply to software and database architecture Create event stream processors that power the event sourcing and CQRS pattern Deploy a multi-regional system, including regional health checks, latency-based routing, and replication Explore the Strangler pattern for migrating legacy systems Who this book is for This book is for software architects who want to learn more about different software design patterns and best practices. This isn't a beginner's manual – you'll need an intermediate level of programming proficiency and software design to get started. You'll get the most out of this software design book if you already know the basics of the cloud, but it isn't a prerequisite.

*Developing Your Own 32-bit Operating System Sep 21 2019 This tutorial builds upon an intermediate programmer's knowledge and explains how to design and develop a feature-rich operating system. With *Developing Your Own 32-Bit Operating System*, you'll not only get the theory behind basic operating system design, but also learn how to build your own operating system from scratch. Meet MMURTL, a full-featured, 32-bit, message-based, multitasking, real-time operating system that you can modify and use. In addition to learning how to program an operating system, you'll gain a general understanding of 32-bit programming and how other 32-bit operating systems work. *Developing Your Own 32-Bit Operating System* prepares you for the future in 32-bit systems programming.*

Docs Like Code May 30 2020 Looking for a way to invigorate your technical writing team and grow that expertise to include developers, designers, and writers of all backgrounds? When you treat docs like code, you multiply everyone's efforts and streamline processes through collaboration, automation, and innovation. Second edition now available with updates and more information about version control for documents and continuous publishing.

Designing Distributed Systems Jan 18 2022 Without established design patterns to guide them, developers have had to build distributed systems from scratch, and most of these systems are very

unique indeed. Today, the increasing use of containers has paved the way for core distributed system patterns and reusable containerized components. This practical guide presents a collection of repeatable, generic patterns to help make the development of reliable distributed systems far more approachable and efficient. Author Brendan Burns—Director of Engineering at Microsoft Azure—demonstrates how you can adapt existing software design patterns for designing and building reliable distributed applications. Systems engineers and application developers will learn how these long-established patterns provide a common language and framework for dramatically increasing the quality of your system. Understand how patterns and reusable components enable the rapid development of reliable distributed systems Use the side-car, adapter, and ambassador patterns to split your application into a group of containers on a single machine Explore loosely coupled multi-node distributed patterns for replication, scaling, and communication between the components Learn distributed system patterns for large-scale batch data processing covering work-queues, event-based processing, and coordinated workflows

Speaking JavaScript Jan 26 2020 Like it or not, JavaScript is everywhere these days--from browser to server to mobile--and now you, too, need to learn the language or dive deeper than you have. This concise book starts with a quick-start guide that teaches you just enough of the language to help you be productive right away. More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth.

High-Density and De-Densified Smart Campus Communications Dec 05 2020 *High-Density and De-Densified Smart Campus Communications* Design, deliver, and implement high-density communications solutions High-density campus communications are critical in the operation of densely populated airports, stadiums, convention centers, shopping malls, classrooms, hospitals, dense smart cities, and more. They also drive Smart City and Smart Building use cases as High-Density Communications (HDC) become recognized as an essential fourth utility. However, the unique requirements and designs demanded by HDC make implementation challenging. In *High-Density and De-Densified Smart Campus Communications: Technologies, Integration, Implementation and Applications*, a team of experienced technology strategists delivers a one-of-a-kind treatment of the requirements, technologies, designs, solutions, and trends associated with HDC. From the functional requirements for HDC and emerging data/Wi-Fi 6/internet access/5G cellular/OTT video, and IoT automation—including pandemic-related de-densification—to the economics of broad deployment of HDC, this book includes coverage of every major issue faced by the professionals responsible for the design, installation, and maintenance of high-density communication networks. It also includes: A thorough introduction to traditional and emerging voice/cellular design for campus applications, including the Distributed Antenna System (DAS) Comprehensive explorations of traditional sensor networks and Internet of Things services approaches Practical discussions of high-density Wi-Fi hotspot connectivity and related technologies, like Wi-Fi 5, Wi-Fi 6, spectrum, IoT, VoWiFi, DASs, microcells issues, and 5G versus Wi-Fi issues In-depth examinations of de-densification, office social distancing, and Ultra-Wideband (UWB) technologies Perfect for telecommunication researchers and engineers, networking professionals, technology planners, campus administrators, and equipment vendors, *High-Density Smart Campus Communications* will also earn a place in the libraries of senior undergraduate and graduate students in applied communications technologies.

Hands-on Application Development using Spring Boot Jun 23 2022 A pragmatic guide for Java developers to help build Microservices and Cloud Apps using Spring Boot. **KEY FEATURES** ? Develops microservices from start to finish using the Spring Boot Framework. ? Creates cloud-native applications using Spring Boot's production-ready features. ? Covers the API gateway, unit testing, cloud deployments, and managing high-traffic applications. **DESCRIPTION** Spring is an excellent framework

for developing both web and cloud-native applications. This book on application development using Spring Boot simplifies the process of writing boilerplate code for complex software. It allows developers to concentrate on the application's concept rather than on the internal Java configuration. This book will guide you on how to make the best use of the strength that Spring Boot provides. You'll gain an understanding of how Spring Boot configuration works in conjunction with application development, including auto-configuration and overriding default configurations. You will learn to develop scalable, dependable microservices to accelerate the development lifecycle of a cloud-based application. Each chapter will walk you through the features of Spring Boot as a Software Development Framework, such as performing Create, Read, Update, and Delete (CRUD) operations on a database and securing web services with appropriate logging. By the end of this book, you will develop, test, and deploy applications ready for production and how to establish them as cloud-based applications. The readers will also gain the expertise of writing unit and integration test cases. **WHAT YOU WILL LEARN ?** Get to know Spring Boot and all its capabilities. ? Build start-to-end production-ready applications. ? Explore the API Gateway and practice how to run request routing. ? Learn API doc tools like Swagger and host your apps on Cloud. ? Practice how to balance the application's load when the system is under high traffic. ? Learn to write unit tests and integration tests for bug-free coding. **WHO THIS BOOK IS FOR** This book is for Java developers who want to quickly develop, test, and deploy production-ready applications. This book will also appeal to cloud-native application developers and cloud engineers. No prior Spring Boot knowledge is required as the basics are covered in the book. **TABLE OF CONTENTS**
1. Getting Started with Spring Boot 2. Developing Your First Spring Boot Application 3. Spring Boot Starter Dependencies and Auto-Configuration 4. Spring Boot Annotations 5. Working with Spring Data JPA and Caching 6. Building RESTful Microservices 7. Securing a Web Application 8. Building Resilient System 9. Logging 10. Working with the Swagger API Management Tool 11. Testing a Spring Boot Application 12. Deploying a Spring Boot Application

API Testing and Development with Postman Dec 17 2021 Explore the world of APIs and learn how to integrate them the production-ready applications using Postman and the Newman CLI Key Features* Learn the tenets of effective API testing and API design* Gain an in-depth understanding of the various features Postman has to offer* Know when and how to use Postman for creating high-quality APIs for software and web apps **Book Description** Postman enables the exploration and testing of web APIs, helping testers and developers figure out how an API works. With Postman, you can create effective test automation for any APIs. If you want to put your knowledge of APIs to work quickly, this practical guide to using Postman will help you get started. The book provides a hands-on approach to learning the implementation and associated methodologies that will have you up and running with Postman in no time. Complete with step-by-step explanations of essential concepts, practical examples, and self-assessment questions, this book begins by taking you through the principles of effective API testing. A combination of theory coupled with real-world examples will help you learn how to use Postman to create well-designed, documented, and tested APIs. You'll then be able to try some hands-on projects that will teach you how to add test automation to an already existing API with Postman, and guide you in using Postman to create a well-designed API from scratch. By the end of this book, you'll be able to use Postman to set up and run API tests for any API that you are working with. **What you will learn*** Find out what is involved in effective API testing* Use data-driven testing in Postman to create scalable API tests* Understand what a well-designed API looks like* Become well-versed with API terminology, including the different types of APIs* Get to grips with performing functional and non-functional testing of an API* Discover how to use industry standards such as OpenAPI and mocking in Postman **Who this book is for** The book is for software testing professionals and software developers looking to improve product and API quality through API test automation. You will find this book useful if understand APIs

and want to build your skills for creating, testing, and documenting APIs. The book assumes beginner-level knowledge of JavaScript and API development.

The Java Tutorial Continued Aug 21 2019 This book is a collection of tutorials written by Java Team members -- experts who are the authority in their areas of the Java platform. This book is a self-paced, example-driven tutorial approach to JDK 1.2 hot topics. You'll find coverage of new topics such as collections, internationalization, advanced 2D graphics, sound, JavaBeans, security, servlets, JDBC, IDL, RMI, JAR, standard extensions, JNI, reflection and reference objects. The CD itself is a gold mine! It contains this book and The Java Tutorial Second Edition in HTML format plus a combined index and JDK 1.2.

Programming in the .NET Environment Nov 16 2021 Demonstrates how to create generic frameworks, libraries, classes, and tools that can be used in the .NET environment and provides instructions on how to select the right language to develop parts of a system and how to integrate them at runtime.

Building Micro-Frontends Jul 24 2022 What's the answer to today's increasingly complex web applications? Micro-frontends. Inspired by the microservices model, this approach lets you break interfaces into separate features managed by different teams of developers. With this practical guide, Luca Mezzalana shows software architects, tech leads, and software developers how to build and deliver artifacts atomically rather than use a big bang deployment. You'll learn how micro-frontends enable your team to choose any library or framework. This gives your organization technical flexibility and allows you to hire and retain a broad spectrum of talent. Micro-frontends also support distributed or colocated teams more efficiently. Pick up this book and learn how to get started with this technological breakthrough right away. Explore available frontend development architectures Learn how microservice principles apply to frontend development Understand the four pillars for creating a successful micro-frontend architecture Examine the benefits and pitfalls of existing micro-frontend architectures Learn principles and best practices for creating successful automation strategies Discover patterns for integrating micro-frontend architectures using microservices or a monolith API layer

Undisturbed REST Aug 25 2022 Believe it or not, building an API is the easy part. What is far more challenging is to put together a design that will stand the test of time, while also meeting your developers' needs. After all, no matter how well written your code may be, without a strong foundation, you will find your API quickly failing. Undisturbed REST works to tackle this issue through the use of modern design techniques and technology, showing how to carefully design your API with your users and longevity in-mind, taking advantage of a design-first approach- while incorporating best practices and hard lessons learned. After reading Undisturbed REST, you'll have a strong understanding of APIs, best practices, and available tooling for designing, prototyping, sharing, documenting, and generating tooling (such as SDKs) around your API. More importantly, you'll be equipped to design and build an API not just for today, but one that can stand the test of time and lead your application into tomorrow.

Swift Development with Cocoa Aug 01 2020 Ready to build apps for iPhone, iPad, and Mac now that Swift has landed? If you're an experienced programmer who's never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS and OS X apps, using Cocoa and Cocoa Touch. Learn how to use Swift in a wide range of real-world situations, with Cocoa features such as Event Kit and Core Animation. You'll pick up Swift language features and syntax along the way, and understand why using Swift (instead of Objective-C) makes iOS and Mac app development easier, faster, and safer. You'll also work with several exercises to help you practice as you learn. Learn the OS X and iOS application lifecycle Use storyboards to design adaptive interfaces Explore graphics systems, including the built-in 2D and 3D game frameworks Display video and audio with AVFoundation Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Build apps that let users create, edit, and work

with documents Use MapKit, Core Location, and Core Motion to interact with the world

Documenting Software Architectures Jun 30 2020 Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software system’s architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. *Documenting Software Architectures, Second Edition*, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more documentation layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and SysML

Spring Boot in Practice Feb 19 2022 *Spring Boot in Practice* is full of practical recipes for common development problems in Spring Boot. Author Somnath Musib has spent years building applications with Spring, and he shares that extensive experience in this focused guide. You’ll master techniques for using Spring Data, Spring Security, and other Spring-centric solutions. Learn how to work with Spring Boot and Kotlin, handling connections for multiple platforms, and how Spring Boot can simplify building microservices and APIs. Each recipe is built around a real-world problem, complete with a full solution and thoughtful discussion.

Flex Solutions Oct 15 2021 This book is for any Flex developer who is comfortable with the basics and wants to take their knowledge to the next level. It provides a library of over 100 solutions to common problems. Each solution takes you through the workings of the example step-by-step and then presents some expert’s tips, which will take your understanding further and give you unique insights into Flex development. Coverage includes Flex 2 components, charting, working with remote data, data validation, displaying data with list based controls, controlling the look and feel of applications, application security, and working with dynamic data sources.

Ajax Mar 08 2021 Provides information on the basics of Ajax to create Web applications that function like desktop programs.

Data Management at Scale May 10 2021 As data management and integration continue to evolve rapidly, storing all your data in one place, such as a data warehouse, is no longer scalable. In the very near future, data will need to be distributed and available for several technological solutions. With this practical book, you’ll learn how to migrate your enterprise from a complex and tightly coupled data landscape to a more flexible architecture ready for the modern world of data consumption. Executives, data architects, analytics teams, and compliance and governance staff will learn how to build a modern scalable data landscape using the Scaled Architecture, which you can introduce incrementally without a large upfront investment. Author Piethein Strengholt provides blueprints, principles, observations, best

practices, and patterns to get you up to speed. Examine data management trends, including technological developments, regulatory requirements, and privacy concerns Go deep into the Scaled Architecture and learn how the pieces fit together Explore data governance and data security, master data management, self-service data marketplaces, and the importance of metadata

Building Hypermedia APIs with HTML5 and Node Aug 13 2021 With this concise book, you'll learn the art of building hypermedia APIs that don't simply run on the Web, but that actually exist in the Web. You'll start with the general principles and technologies behind this architectural approach, and then dive hands-on into three fully-functional API examples. Too many APIs rely on concepts rooted in desktop and local area network patterns that don't scale well—costly solutions that are difficult to maintain over time. This book shows system architects and web developers how to design and implement human- and machine-readable web services that remain stable and flexible as they scale. Learn the H-Factors for representing application metadata across all media types and formats Understand the four basic design elements for authoring hypermedia types Convert a simple read-only XML-based media type into a successful API design Examine the challenges and advantages of designing a hypermedia type with JSON Use HTML5's rich set of hypermedia controls in the API design process Learn the details of documenting, publishing, and registering media type designs and link-relation types

The Design of Web APIs Oct 27 2022 Web APIs are everywhere, giving developers an efficient way to interact with applications, services, and data. Well-designed APIs are a joy to use; poorly-designed APIs are cumbersome, confusing, and frustrating. The Design of Web APIs is a practical, example packed guide to crafting extraordinary web APIs. Author Arnaud Lauret demonstrates fantastic design principles and techniques you can apply to both public and private web APIs. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Object Magazine Oct 03 2020

API Testing and Development with Postman Sep 26 2022 Explore the world of APIs and learn how to integrate them with production-ready applications using Postman and the Newman CLI Key Features Learn the tenets of effective API testing and API design Gain an in-depth understanding of the various features Postman has to offer Know when and how to use Postman for creating high-quality APIs for software and web apps Book Description Postman enables the exploration and testing of web APIs, helping testers and developers figure out how an API works. With Postman, you can create effective test automation for any APIs. If you want to put your knowledge of APIs to work quickly, this practical guide to using Postman will help you get started. The book provides a hands-on approach to learning the implementation and associated methodologies that will have you up and running with Postman in no time. Complete with step-by-step explanations of essential concepts, practical examples, and self-assessment questions, this book begins by taking you through the principles of effective API testing. A combination of theory coupled with real-world examples will help you learn how to use Postman to create well-designed, documented, and tested APIs. You'll then be able to try some hands-on projects that will teach you how to add test automation to an already existing API with Postman, and guide you in using Postman to create a well-designed API from scratch. By the end of this book, you'll be able to use Postman to set up and run API tests for any API that you are working with. What you will learn Find out what is involved in effective API testing Use data-driven testing in Postman to create scalable API tests Understand what a well-designed API looks like Become well-versed with API terminology, including the different types of APIs Get to grips with performing functional and non-functional testing of an API Discover how to use industry standards such as OpenAPI and mocking in Postman Who this book is for The book is for software testing professionals and software developers looking to improve product and API quality through API test automation. You will find this book useful if understand APIs and want to build your skills for creating, testing, and documenting APIs. The book

assumes beginner-level knowledge of JavaScript and API development.

97 Things Every Cloud Engineer Should Know Nov 23 2019 If you create, manage, operate, or configure systems running in the cloud, you're a cloud engineer--even if you work as a system administrator, software developer, data scientist, or site reliability engineer. With this book, professionals from around the world provide valuable insight into today's cloud engineering role. These concise articles explore the entire cloud computing experience, including fundamentals, architecture, and migration. You'll delve into security and compliance, operations and reliability, and software development. And examine networking, organizational culture, and more. You're sure to find 1, 2, or 97 things that inspire you to dig deeper and expand your own career. "Three Keys to Making the Right Multicloud Decisions," Brendan O'Leary "Serverless Bad Practices," Manases Jesus Galindo Bello "Failing a Cloud Migration," Lee Atchison "Treat Your Cloud Environment as If It Were On Premises," Iyana Garry "What Is Toil, and Why Are SREs Obsessed with It?", Zachary Nickens "Lean QA: The QA Evolving in the DevOps World," Theresa Neate "How Economies of Scale Work in the Cloud," Jon Moore "The Cloud Is Not About the Cloud," Ken Corless "Data Gravity: The Importance of Data Management in the Cloud," Geoff Hughes "Even in the Cloud, the Network Is the Foundation," David Murray "Cloud Engineering Is About Culture, Not Containers," Holly Cummins

From Ruby to Golang Sep 14 2021 Imagine that you like to learn a new programming language, and you start by leveraging what you already know and bridge the gap in learning specific parts of the new language. This book was created on that idea, it starts with using my existing language knowledge and experience to breakdown Go into familiar Ruby concepts and implementations. The first thing I did to learn Go professionally is to relate to what I know in Ruby. I've been a professional Ruby programmer since 2009 and in over a decade of professional experience working as a software engineer, I have worked on multiple programming languages. And proven personally that it's easier to learn a programming concept from something familiar to me. This helps me to learn the new language faster, which also means being productive much faster as well. This book was created on my first-hand experience of learning Go from my existing knowledge and experience in Ruby. The book was carefully thought from ground-up, collecting familiar patterns, abstracts, and analogs in Ruby, and relate it with a proper implementation in Go. By teaching familiar implementations found in Ruby, you will see the correlation between the two languages, establishing familiar concepts to give you enough knowledge to be comfortable with Go and to start programming with it. Go is an easy language to work with, it's modern, flexible, powerful and fast. It compiles to binary which gives it an ability for a binary distribution that runs on different platforms, and Go has almost in par performance with C, with package support, memory safety, automatic garbage collection and concurrency built-in. And you get all the nice features from a statically typed language, which IDEs can make use of, and so also improving your development workflow. Notable open-source projects are built using Go (i.e. Docker, Kubernetes, Ethereum and Terraform to name a few), this gives you an advantage because those platforms have APIs and SDKs readily available in Go natively for you to use. And many global companies have been using Go in production (i.e. Google, Netflix, Dropbox, Heroku and Uber to name a few), proving that it has been battle-tested and powerful mature language to based your work into. Go is created by an interesting mixed of people. Google is the company that funded Go's development, and the authors of Go who designed the language are mainly Robert Griesemer (worked on V8 Javascript Engine, Java HotSpot VM, and the Strongtalk system), Rob Pike (known for Plan 9 and UTF-8), and Ken Thompson (known for Unix, C programming language, Plan 9, UTF-8 and Inferno to name a few). This book will definitely help you get started with Go from your existing Ruby knowledge, and start to hit the ground fast, running!

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