

Api Documentation Example

The quick, easy way to get up-to-speed on the Win 32 API--completely updated--covers Windows 2000, NT4, and Windows 98/95. There are detailed chapters on every key topic: processes and threads, security, directories and drives, and many more. The CD-ROM contains all sample code.

This is the authoritative reference for understanding and using the NetBeans Integrated Development Environment for creating new software with Java. Contains a detailed tutorial.

A guide to the application of the theory and practice of computing to develop and maintain software that economically solves real-world problem How to Engineer Software is a practical, how-to guide that explores the concepts and techniques of model-based software engineering using the Unified Modeling Language. The author—a noted expert on the topic—demonstrates how software can be developed and maintained under a true engineering discipline. He describes the relevant software engineering practices that are grounded in Computer Science and Discrete Mathematics. Model-based software engineering uses semantic modeling to reveal as many precise requirements as possible. This approach separates business complexities from technology complexities, and gives developers the most freedom in finding optimal designs and code. The book promotes development scalability through domain partitioning and subdomain partitioning. It also explores software documentation that specifically and intentionally adds value for development and maintenance. This important book: Contains many illustrative examples of model-based software engineering, from semantic model all the way to executable code Explains how to derive verification (acceptance) test cases from a semantic model Describes project estimation, along with alternative software development and maintenance processes Shows how to develop and maintain cost-effective software that solves real-world problems Written for graduate and undergraduate students in software engineering and professionals in the field, How to Engineer Software offers an introduction to applying the theory of computing with practice and judgment in order to economically develop and maintain software.

Learn to apply cloud-native patterns and practices to deliver responsive, resilient, elastic, and message-driven systems with confidence Key Features Understand the architectural patterns involved in cloud-native architectures Minimize risk by evolving your monolithic applications into distributed cloud-native systems Discover best practices for applying cloud-native patterns to your enterprise-level cloud applications Book Description Build systems that leverage the benefits of the cloud and applications faster than ever before with cloud-native development. This book focuses on architectural patterns for building highly scalable cloud-native systems. You will learn how the combination of cloud, reactive principles, devops, and automation enable teams to continuously deliver innovation with confidence. Begin by learning the core concepts that make these systems unique. You will explore foundational patterns that turn your database inside out to achieve massive scalability with cloud-native databases. You will also learn how to continuously deliver production code with confidence by shifting deployment and testing all the way to the left and implementing continuous observability in production. There's more—you will also learn how to strangle your monolith and

design an evolving cloud-native system. By the end of the book, you will have the ability to create modern cloud-native systems. What you will learn Enable massive scaling by turning your database inside out Unleash flexibility via event streaming Leverage polyglot persistence and cloud-native databases Embrace modern continuous delivery and testing techniques Minimize risk by evolving your monoliths to cloud-native Apply cloud-native patterns and solve major architectural problems in cloud environment Who this book is for This book is for developers who would like to progress into building cloud-native systems and are keen to learn the patterns involved. Basic knowledge of programming and cloud computing is required.

CD-ROM contains: Source code -- Tools for developing and deploying Web services.

Encouraging hands-on practice, *Mastering Linux* provides a comprehensive, up-to-date guide to Linux concepts, usage, and programming. Through a set of carefully selected topics and practical examples, the book imparts a sound understanding of operating system concepts and shows how to use Linux effectively. Ready-to-Use Examples Offer Immediate Access to Practical Applications After a primer on the fundamentals, the text covers user interfaces, commands and filters, Bash Shell scripting, the file system, networking and Internet use, and kernel system calls. It presents many examples and complete programs ready to run on your Linux system. Each chapter includes a summary and exercises of varying degrees of difficulty. Web Resource The companion website at <http://ml.sofpower.com/> offers a host of ancillary materials. Along with links to numerous resources, it includes appendices on SSH and SFTP, VIM, text editing with Vi, and the emacs editor. The site also provides a complete example code package for download. *Master the Linux Operating System Toolbox* This book enables you to leverage the capabilities and power of the Linux system more effectively. Going beyond this, it can help you write programs at the shell and C levels—encouraging you to build new custom tools for applications and R&D.

Work through exciting projects to explore the capabilities of Go and Machine Learning Key Features Explore ML tasks and Go's machine learning ecosystem Implement clustering, regression, classification, and neural networks with Go Get to grips with libraries such as Gorgonia, Gonum, and GoCv for training models in Go Book Description Go is the perfect language for machine learning; it helps to clearly describe complex algorithms, and also helps developers to understand how to run efficient optimized code. This book will teach you how to implement machine learning in Go to make programs that are easy to deploy and code that is not only easy to understand and debug, but also to have its performance measured. The book begins by guiding you through setting up your machine learning environment with Go libraries and capabilities. You will then plunge into regression analysis of a real-life house pricing dataset and build a classification model in Go to classify emails as spam or ham. Using Gonum, Gorgonia, and STL, you will explore time series analysis along with decomposition and clean up your personal Twitter timeline by clustering tweets. In addition to this, you will learn how to recognize handwriting using neural networks and convolutional neural networks. Lastly, you'll learn how to choose the most appropriate machine learning algorithms to use for your projects with the help of a facial detection project. By the end of this book, you will have developed a solid machine learning mindset, a strong hold on the powerful Go toolkit, and a sound understanding of the practical implementations of machine learning algorithms in real-world projects. What

you will learn Set up a machine learning environment with Go libraries Use Gonum to perform regression and classification Explore time series models and decompose trends with Go libraries Clean up your Twitter timeline by clustering tweets Learn to use external services for your machine learning needs Recognize handwriting using neural networks and CNN with Gorgonia Implement facial recognition using GoCV and OpenCV Who this book is for If you're a machine learning engineer, data science professional, or Go programmer who wants to implement machine learning in your real-world projects and make smarter applications easily, this book is for you. Some coding experience in Golang and knowledge of basic machine learning concepts will help you in understanding the concepts covered in this book.

Learn how REST APIs work. This book will teach you what REST APIs are, why they are useful, and how to use them to build more scalable, faster, more efficient applications. In this book, you will learn:- What is a REST API- How are REST APIs used- Why are REST APIs useful- How REST works with HTTP- Anatomy of a REST Request and Response- Status messages- Best Practices- How to create, read, update, and delete data- Where to find REST APIs

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

Whether you're sharing data between two internal systems or building an API so that users can access their data, this practical guide has everything you need to build APIs with PHP. Author Lorna Jane Mitchell provides lots of hands-on code samples, real-world examples, and advice based on her extensive experience to guide you through the process—from the underlying theory to methods for making your service robust. You'll learn how to use this language to work with JSON, XML, and other web service technologies. This updated second edition includes new tools and features that reflect PHP updates and changes on the Web. Explore HTTP, from the request/response cycle to its verbs, headers, and cookies Work with and publish webhooks—user-defined HTTP callbacks Determine whether JSON or XML is the best data format for your application Get advice for working with RPC, SOAP, and RESTful services Use several tools and techniques for debugging HTTP web services Choose the service that works best for your application, and learn how to make it robust Document your API—and learn how to design it to handle errors The LASER Summer School is intended for professionals from industry (engineers and managers) as well as university researchers, including PhD students. Participants learn about the most important software technology advances from pioneers in

the field. Since its inception in 2004, the LASER Summer School has focused on an important software engineering topic each year. This volume contains selected lecture notes from the 10th LASER Summer School on Software Engineering: Leading-Edge Software Engineering.

Build straightforward and maintainable APIs to create services that are usable and maintainable. Although this book focuses on distributed services, it also emphasizes how the core principles apply even to pure OOD and OOP constructs. The overall context of Creating Maintainable APIs is to classify the topics into four main areas: classes and interfaces, HTTP REST APIs, messaging APIs, and message payloads (XML, JSON and JSON API as well as Apache Avro). What You Will Learn Use object-oriented design constructs and their APIs Create and manage HTTP REST APIs Build and manage maintainable messaging APIs, including the use of Apache Kafka as a principal messaging hub Handle message payloads via JSON Who This Book Is For Any level software engineers and very experienced programmers.

Includes articles in topic areas such as autonomic computing, operating system architectures, and open source software technologies and applications.

This is a comprehensive review of research related to construction informatics, with a particular focus on the related 5th framework EU projects on product and process technology and the implementation of the new economy technologies and business models in the construction industry.

Encompassing a broad range of forms and sources of data, this textbook introduces data systems through a progressive presentation. Introduction to Data Systems covers data acquisition starting with local files, then progresses to data acquired from relational databases, from REST APIs and through web scraping. It teaches data forms/formats from tidy data to relationally defined sets of tables to hierarchical structure like XML and JSON using data models to convey the structure, operations, and constraints of each data form. The starting point of the book is a foundation in Python programming found in introductory computer science classes or short courses on the language, and so does not require prerequisites of data structures, algorithms, or other courses. This makes the material accessible to students early in their educational career and equips them with understanding and skills that can be applied in computer science, data science/data analytics, and information technology programs as well as for internships and research experiences. This book is accessible to a wide variety of students. By drawing together content normally spread across upper level computer science courses, it offers a single source providing the essentials for data science practitioners. In our increasingly data-centric world, students from all domains will benefit from the “data-aptitude” built by the material in this book.

Mobile Python is the introduction of Python programming language to the mobile space. This practical hands-on book teaches readers how to realize their application ideas on the Symbian OS. Programming on the Symbian mobile platform has been difficult and time consuming in the past. This innovative new title will remedy this problem. Chapters deal with topics that are based on Python S60 features and presented in an order that lets the user learn first the “simple to code” ones and then increasing in

complexity.

This volume contains the technical papers presented in the workshops, which took place at the 7th European Conference on Service-Oriented and Cloud Computing, ES OCC 2018, held in Como, Italy, in September 2018: Joint Cloudways and OptiMoCS Workshop; 14th International Workshop on Engineering Service-Oriented Applications and Cloud Services. Additionally the papers from ES OCC 2018 PhD Symposium and ES OCC 2018 EU Projects Track were included in the volume. The 22 full papers were carefully reviewed and selected from 34 submissions. The papers focus on specific topics in service-oriented and cloud computing domains such as limits and/or advantages of existing cloud solutions, future internet technologies, efficient and adaptive deployment and management of service-based applications across multiple clouds, novel cloud service migration practices and solutions, digitization of enterprises in the cloud computing era, federated cloud networking services.

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. The second edition of this book 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 show software architects, program directors, and product owners how to maximize the value of their APIs by managing them as products through a continuous lifecycle. Learn which API decisions you need to govern Design, deploy, and manage APIs using an API-as-a-product (AaaP) approach Examine 10 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 lifecycle Delve into team roles needed to design, build, and maintain your APIs Learn how to manage APIs published by your organization

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.

Create innovative informatics solutions with TIBCO Spotfire Key Features Get to grips with a variety of TIBCO Spotfire features to create professional applications Use different data and visualization techniques to build interactive analyses. Simplify BI processes and understand data analysis and visualization Book Description The need for agile business intelligence (BI) is growing daily, and TIBCO Spotfire® combines self-service features with essential enterprise

governance and scaling capabilities to provide best-practice analytics solutions. Spotfire is easy and intuitive to use and is a rewarding environment for all BI users and analytics developers. Starting with data and visualization concepts, this book takes you on a journey through increasingly advanced topics to help you work toward becoming a professional analytics solution provider. Examples of analyzing real-world data are used to illustrate how to work with Spotfire. Once you've covered the AI-driven recommendations engine, you'll move on to understanding Spotfire's rich suite of visualizations and when, why and how you should use each of them. In later chapters, you'll work with location analytics, advanced analytics using TIBCO Enterprise Runtime for R®, how to decide whether to use in-database or in-memory analytics, and how to work with streaming (live) data in Spotfire. You'll also explore key product integrations that significantly enhance Spotfire's capabilities. This book will enable you to exploit the advantages of the Spotfire server topology and learn how to make practical use of scheduling and routing rules. By the end of this book, you will have learned how to build and use powerful analytics dashboards and applications, perform spatial analytics, and be able to administer your Spotfire environment efficiently. What you will learn: Work with Spotfire on its web, Cloud, PC, Mac and mobile clients; Deploy Spotfire's suite of visualization types effectively and intelligently; Build user-friendly analytics frameworks and analytics applications; Explore Spotfire's predictive analytics capabilities; Use Spotfire's location analytics capabilities to create interactive spatial analyses; Write IronPython scripts with the Spotfire API; Learn the different ways Spotfire can be deployed and administered; Who this book is for: If you are a business intelligence or data professional, this book will give you a solid grounding in the use of TIBCO Spotfire. This book requires no prior knowledge of Spotfire or any basic data and visualization concepts.

Apply cloud native patterns and practices to deliver responsive, resilient, elastic, and message-driven systems with confidence. Key Features: Discover best practices for applying cloud native patterns to your cloud applications; Explore ways to effectively plan resources and technology stacks for high security and fault tolerance; Gain insight into core architectural principles using real-world examples. Book Description: Cloud computing has proven to be the most revolutionary IT development since virtualization. Cloud native architectures give you the benefit of more flexibility over legacy systems. This Learning Path teaches you everything you need to know for designing industry-grade cloud applications and efficiently migrating your business to the cloud. It begins by exploring the basic patterns that turn your database inside out to achieve massive scalability. You'll learn how to develop cloud native architectures using microservices and serverless computing as your design principles. Then, you'll explore ways to continuously deliver production code by implementing continuous observability in production. In the concluding chapters, you'll learn about various public cloud architectures ranging from AWS and Azure to the Google Cloud Platform, and understand the future

trends and expectations of cloud providers. By the end of this Learning Path, you'll have learned the techniques to adopt cloud native architectures that meet your business requirements. This Learning Path includes content from the following Packt products: Cloud Native Development Patterns and Best Practices by John Gilbert Cloud Native Architectures by Erik Farr et al. What you will learn Understand the difference between cloud native and traditional architecture Automate security controls and configuration management Minimize risk by evolving your monolithic systems into cloud native applications Explore the aspects of migration, when and why to use it Apply modern delivery and testing methods to continuously deliver production code Enable massive scaling by turning your database inside out Who this book is for This Learning Path is designed for developers who want to progress into building cloud native systems and are keen to learn the patterns involved. Software architects, who are keen on designing scalable and highly available cloud native applications, will also find this Learning Path very useful. To easily grasp these concepts, you will need basic knowledge of programming and cloud computing.

Using Apache Cordova 4, you can leverage native technologies and web standards to quickly build cross-platform apps for most mobile devices. You can deliver a high-end user experience where it matters, while radically simplifying code maintenance and reuse. Apache Cordova 4 Programming is the most concise, accessible introduction to this remarkable technology. In this essential guide, expert mobile developer John Wargo quickly gets you up to speed with all the essentials, from installation, configuration, and tools, to building plugins and using Cordova's powerful APIs. Wargo helps you make the most of Cordova 4's major enhancements, while offering practical guidance for all versions, including Adobe PhoneGap. Full chapters are dedicated to five major mobile platforms: Android, iOS, Windows Phone, Firefox OS, and Ubuntu. Using rich, relevant examples, Wargo guides you through both the anatomy of a Cordova app and its entire lifecycle, including cross-platform testing and debugging. Throughout, he illuminates Cordova development best practices, streamlining your development process and helping you write high-quality apps right from the start. Topics include Installing and configuring Cordova's development environment Working with the Cordova command line interfaces Creating Cordova plugins, using Plugman and the PhoneGap CLI Cordova's support for Firefox OS and Ubuntu devices Automation (Grunt and Gulp) and Cordova CLI hooks Microsoft's hybrid toolkit for Visual Studio Third-party tools, such as AppGyver, GapDebug, THyM, and more Beautifying Cordova apps with third-party HTML frameworks, such as Bootstrap, OpenUI5, Ionic, and Onsen UI Running, testing, and debugging Cordova apps on each major mobile platform Access the full code examples at cordova4programming.com, where you'll also find updates reflecting Cordova's continuing evolution. This book is an ideal companion to Wargo's authoritative collection of Apache Cordova code recipes for each Cordova API, Apache Cordova API Cookbook (Addison-Wesley, 2015).

PhoneGap is Adobe's distribution of the free and open source framework (originally developed by Nitobi) that is now also available from the Apache Foundation as Apache Cordova™. Using PhoneGap, developers can build native mobile apps using standard HTML5, JavaScript, and CSS, and then deploy those apps to every leading mobile platform with little or no recoding. Up to now, though, PhoneGap was lacking complete, practical documentation. PhoneGap Essentials fills that void: It's the first concise, yet complete, tutorial for succeeding with PhoneGap in real-world development. Experienced mobile developer John M. Wargo thoroughly introduces the PhoneGap platform, explaining what it is, what it does, and how it works. He then guides you through configuring PhoneGap environments—creating complete mobile apps—and building them for the Google Android™, Samsung bada, BlackBerry® devices, Apple® iOS, Symbian™ OS, and Windows® Phone. Through realistic examples, you'll master key PhoneGap APIs for everything from GPS to the file system, contacts to camera, device to events, and more. Wargo also demonstrates how to take full advantage of PhoneGap Build, PhoneGap's cloud-based packaging utility. Coverage includes The anatomy of a PhoneGap application (what makes an application a PhoneGap application) Understanding the impact of cross-platform development issues Exploring the entire PhoneGap development process, including testing and debugging Expanding PhoneGap's capabilities with third-party development tools and plug-ins Building cross-platform apps that use the device camera, compass, accelerometer, and other hardware Reading from and writing to the contacts database and the device file system Installing tools needed to develop PhoneGap apps for Android, bada, BlackBerry, iOS, Symbian, and Windows Phone Reacting to events and notifying users Using the Media API to record and play media files Building for multiple platforms simultaneously using PhoneGap Build About the Website Downloadable code projects, additional information, and errata are available at phonegapessentials.com.

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 guides you into and through JavaScript, written by a veteran programmer who once found himself in the same position. Speaking JavaScript helps you approach the language with four standalone sections. First, a quick-start guide 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. Complete contents include: JavaScript quick start: Familiar with object-oriented programming? This part helps you learn JavaScript quickly and properly. JavaScript in depth: Learn details of ECMAScript 5, from syntax, variables, functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in. Background: Understand JavaScript's history and its relationship with other programming languages. Tips, tools, and libraries: Survey existing style guides, best practices, advanced techniques, module systems,

package managers, build tools, and learning resources.

If you're looking to develop native applications in Kubernetes, this is your guide. Developers and AppOps administrators will learn how to build Kubernetes-native applications that interact directly with the API server to query or update the state of resources. AWS developer advocate Michael Hausenblas and Red Hat principal software engineer Stefan Schimanski explain the characteristics of these apps and show you how to program Kubernetes to build them. You'll explore the basic building blocks of Kubernetes, including the client-go API library and custom resources. All you need to get started is a rudimentary understanding of development and system administration tools and practices, such as package management, the Go programming language, and Git. Walk through Kubernetes API basics and dive into the server's inner structure Explore Kubernetes's programming interface in Go, including Kubernetes API objects Learn about custom resources—the central extension tools used in the Kubernetes ecosystem Use tags to control Kubernetes code generators for custom resources Write custom controllers and operators and make them production ready Extend the Kubernetes API surface by implementing a custom API server

HTML to MadCap Flare shows you how to import content, including dynamic content, into MadCap Flare effectively and efficiently.

This book constitutes the refereed proceedings of the 14th International Conference on Fundamental Approaches to Software Engineering, FASE 2011, held in Saarbrücken, Germany, March 26—April 3, 2011, as part of ETAPS 2011, the European Joint Conferences on Theory and Practice of Software. The 29 revised full papers presented together with one full length invited talk were carefully reviewed and selected from 99 full paper submissions. The papers are organized in topical sections on verification, specification and modeling, reachability and model checking, model driven engineering, software development for QoS, testing: theory and new trends, testing in practice, code development and analysis, and empirical studies.

The Routledge Companion to Digital Humanities and Art History offers a broad survey of cutting-edge intersections between digital technologies and the study of art history, museum practices, and cultural heritage. The volume focuses not only on new computational tools that have been developed for the study of artworks and their histories but also debates the disciplinary opportunities and challenges that have emerged in response to the use of digital resources and methodologies. Chapters cover a wide range of technical and conceptual themes that define the current state of the field and outline strategies for future development. This book offers a timely perspective on trans-disciplinary developments that are reshaping art historical research, conservation, and teaching. This book will be of interest to scholars in art history, historical theory, method and historiography, and research methods in education.

Application Programming Interfaces (APIs) provide powerful abstraction mechanisms that enable complex functionality to be used by client programs. However, this abstraction does not come for free: understanding how to use an API can be difficult. While API documentation can help, it is often insufficient on its own. Online sites like Stack Overflow and Github Gists have grown to fill the gap between traditional API documentation and more example-based resources. Unfortunately, these two important classes of documentation are independent. This thesis describes an iterative, deductive method of linking source code examples to API documentation. We also present an implementation of this method, called Baker, that is highly precise (0.97) and supports both Java and JavaScript. Baker can be used to enhance traditional API documentation with up-to-date source code examples; it can also be used to incorporate links to the API documentation into the code snippets that use the API.

PRACTICAL, EXAMPLE-RICH COVERAGE OF: Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces, Nested Classes Integrated OOP Case Studies: Time, GradeBook, Employee Industrial-Strength, 95-Page OOD/UML® 2 ATM Case Study JavaServer™ Faces, Ajax-Enabled Web Applications, Web Services, Networking JDBC™, SQL, Java DB, MySQL® Threads and the Concurrency APIs I/O, Types, Control Statements, Methods Arrays, Generics, Collections Exception Handling, Files GUI, Graphics, GroupLayout, JDIC Using the Debugger and the API Docs And more... VISIT WWW.DEITEL.COM For information on Deitel's Dive Into® Series corporate training courses offered at customer sites worldwide (or write to deitel@deitel.com) Download code examples Check out the growing list of programming, Web 2.0, and software-related Resource Centers To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived issues of the DEITEL® BUZZ ONLINE The practicing programmer's DEITEL® guide to Java™ development and the Powerful Java™ Platform Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the Java language and Java APIs in depth. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, line-by-line code descriptions and program outputs. The book features 220 Java applications with over 18,000 lines of proven Java code, and hundreds of tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including GUI, graphics, exception handling, generics, collections, JDBC™, web-application development with JavaServer™ Faces, web services and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the OOD/UML® ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build object-oriented Java applications. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including Java™, C++, .NET, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS "Presenting software engineering side by side with core Java concepts is highly refreshing; gives readers insight into how professional software is developed."—Clark Richey (Java Champion), RABA Technologies, LLC. "The quality of the design and code examples is second to none!"—Terrell Hull, Enterprise Architect "The JDBC chapter is very hands on. I like the fact that Java DB/Apache Derby is used in the examples, which makes it really simple to learn and understand JDBC."—Sandeep Konchady, Sun Microsystems "Equips you with the latest web application technologies. Examples are impressive and real! Want to develop a simple address locator with Ajax and JSF? Jump to Chapter 22."—Vadiraj Deshpande, Sun Microsystems "Covers web services with Java SE 6 and Java EE 5 in a real-life, example-based, friendly approach. The Deitel Web Services Resource Center is really good, even for advanced developers."—Sanjay Dhamankar, Sun Microsystems "Mandatory book for any serious Java EE developer looking for improved productivity: JSF development, visual web development and web services development have never been easier."—Ludovic Chapenois, Sun Microsystems "I teach Java programming and object-oriented analysis and design. The OOD/UML 2 case study is the best presentation of the ATM example I have seen."—Craig W. Slinkman, University of Texas–Arlington "Introduces OOP and UML 2 early. The conceptual level is perfect. No other book comes close to its quality of organization and presentation. The live-code approach to presenting exemplary code makes a big difference in the learning outcome."—Walt Bunch, Chapman University/ "This book explores the implementation of organizational and end user computing initiatives and provides foundational research to further the understanding of this discipline and its related fields"--Provided by publisher.

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 (AaaP) 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

Summary Camel in Action, Second Edition is the most complete Camel book on the market. Written by core developers of Camel and the authors of the highly acclaimed first edition, this book distills their experience and practical insights so that you can tackle integration tasks like a pro. Forewords by James Strachan and Dr. Mark Little Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Apache Camel is a Java framework that implements enterprise integration patterns (EIPs) and comes with over 200 adapters to third-party systems. A concise DSL lets you build integration logic into your app with just a few lines of Java or XML. By using Camel, you benefit from the testing and experience of a large and vibrant open source community. About the Book Camel in Action, Second Edition is the definitive guide to the Camel framework. It starts with core concepts like sending, receiving, routing, and transforming data. It then goes in depth on many topics such as how to develop, debug, test, deal with errors, secure, scale, cluster, deploy, and monitor your Camel applications. The book also discusses how to run Camel with microservices, reactive systems, containers, and in the cloud. What's Inside Coverage of all relevant EIPs Camel microservices with Spring Boot Camel on Docker and Kubernetes Error handling, testing, security, clustering, monitoring, and deployment Hundreds of examples in Java and XML About the Reader Readers should be familiar with Java. This book is accessible to beginners and invaluable to experts. About the Author Claus Ibsen is a senior principal engineer working for Red Hat specializing in cloud and integration. He has worked on Apache Camel for the last nine years where he heads the project. Claus lives in Denmark. Jonathan Anstey is an engineering manager at Red Hat and a core Camel contributor. He lives in Newfoundland, Canada. Table of Contents Part 1 - First steps Meeting Camel Routing with Camel Part 2 - Core Camel Transforming data with Camel Using beans with Camel Enterprise integration patterns Using components Part 3 - Developing and testing Microservices Developing Camel projects Testing RESTful web services Part 4 - Going further with Camel Error handling Transactions and idempotency Parallel processing Securing Camel Part 5 - Running and managing Camel Running and deploying Camel Management and monitoring Part 6 - Out in the wild Clustering Microservices with Docker and Kubernetes Camel tooling Bonus online chapters Available at <https://www.manning.com/books/camel-in-?action-second-edition> and in electronic versions of this book: Reactive Camel Camel and the IoT by Henryk Konsek

A project based guide to help you get started with web development by building real-world and modern web applications About This Book Learn JavaScript from scratch by building clones of popular web applications Understand the core concepts and techniques surrounding JavaScript with this power-packed hands-on guide Explore modern JavaScript frameworks and libraries such as Node, React and Webpack Who This Book Is For The target audience for this book is developers with little or basic knowledge of working with JavaScript. If you are an emerging web developer with experience in building static web pages using HTML and CSS, this book will teach you to add JavaScript

elements to make your website interactive and dynamic. What You Will Learn A strong understanding of web application development with JavaScript and ES6. A firm foundation on which to master other JavaScript frameworks and libraries. Write maintainable and scalable code by organizing functions into modules. Importance of tools such as Node, NPM, Babel, and Webpack in Front-end development. Work with real-time data such as incoming video streams, texts, and so on Integrate React with JavaScript to build large-scale applications. Utilize Redux to manage data across React components and greatly speed up the development process In Detail JavaScript is the programming language that all web developers need to learn. The first item on our JavaScript to-do list is building a To-do list app, which you'll have done by the end of the first chapter. You'll explore DOM manipulation with JavaScript and work with event listeners. You'll work with images and text to build a Meme creator. You will also learn about ES (ECMAScript) classes, and will be introduced to layouts using the CSS3 Flexbox. You'll also develop a responsive Event Registration form that allows users to register for your upcoming event and use charts and graphics to display registration data. You will then build a weather application, which will show you different ways perform AJAX requests and work with dynamic, external data. WebRTC enables real-time communication in a web browser; you'll learn how to use it when you build a real-time video-call and chat application later in the book. Towards the end of the book, you will meet React, Facebook's JavaScript library for building user interfaces. You'll throw together a blog with React, and get a feel for why this kind of JavaScript framework is used to build large-scale applications. To make your blog more maintainable and scalable, you'll use Redux to manage data across React components. Style and approach This project-based guide will teach you all the facets of JavaScript through real-world app examples.

Webometrics is concerned with measuring aspects of the web: web sites, web pages, parts of web pages, words in web pages, hyperlinks, web search engine results. The importance of the web itself as a communication medium and for hosting an increasingly wide array of documents, from journal articles to holiday brochures, needs no introduction. Given this huge and easily accessible source of information, there are limitless possibilities for measuring or counting on a huge scale (e.g., the number of web sites, the number of web pages, the number of blogs) or on a smaller scale (e.g., the number of web sites in Ireland, the number of web pages in the CNN web site, the number of blogs mentioning Barack Obama before the 2008 presidential campaign). This book argues that it can be useful for social scientists to measure aspects of the web and explains how this can be achieved on both a small and large scale. The book is intended for social scientists with research topics that are wholly or partly online (e.g., social networks, news, political communication) and social scientists with offline research topics with an online reflection, even if this is not a core component (e.g., diaspora communities, consumer culture, linguistic change). The book is also intended for library and information science students in the belief that the knowledge and techniques described will be useful for them to guide and aid other social scientists in their research. In addition, the techniques and issues are all directly relevant to library and information science research problems. Table of Contents: Introduction / Web Impact Assessment / Link Analysis / Blog Searching / Automatic Search Engine Searches: LexiURL Searcher / Web Crawling: SocSciBot / Search Engines and Data Reliability / Tracking User Actions Online / Advanced Techniques / Summary and Future Directions

Take resource-oriented computing out for a spin with this hands-on introduction to NetKernel, and discover how ROC can improve the way you design and implement software and software systems. Learn how ROC's new approach combines core ideas from the REST architectural style with the Unix development model. By using NetKernel to create and then string simple services together, you can develop complex systems that scale as easily as the Internet does. Author Tom Geudens helps you create several NetKernel modules right away, and then walks you through the results to demonstrate their effectiveness. Create, test, and document Netkernel modules from scratch Learn the

basic principles of ROC's abstract computing model Design an interface in NetKernel that lets you insert, update, delete, and select actions in MongoDB Use the Visualizer to trace information about root requests processed by NetKernel Handle resource requests with DPML—NetKernel's Declarative-Request Process Markup Language Compose modular XML documents with the XML Recursion Language (XRL) Build solutions using nCoDE in NetKernel's visual editor

This book is intended for the intermediate Scala programmer who is interested in functional programming and works mainly on the web service backend side. Ideally she has experience with libraries like Akka HTTP and Slick which are in heavy use in that area. However maybe you have wondered if we can't do better even though aforementioned projects are battle tested and proven. The answer to this can be found in this book which is intended to be read from cover to cover in the given order. Within the book the following libraries will be used: Cats, Cats Effect, http4s, Doobie, Refined, fs2, tapir, Monocle and probably others. ;-) Code and book source can be found in the author's github account.

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