Angularjs Directives Ebook Alex Vanston

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Mastering JavaScript Octagon Press Ltd
Annotation Sandeep Panda's 'AngularJS' is your fast-track route to mastering the superheroic JavaScript framework. In this practical and fun-to-read book, you'll learn the fundamentals of AngularJS, such as scopes, modules and controllers. You'll then move on to more sophisticated techniques, including using directives, filters and expressions to build a full single page web application.

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Android Security Cookbook The Stationery Office
Write reliable code to create powerful applications by
mastering advanced JavaScript design patterns About This Book
Learn how to use tried and true software design methodologies
to enhance your JavaScript code Discover robust JavaScript
implementations of classic and advanced design patterns Packed
with easy-to-follow examples that can be used to create
reusable code and extensible designs Who This Book Is For This
book is ideal for JavaScript developers who want to gain
expertise in object-oriented programming with JavaScript and
the new capabilities of ES-2015 to improve their web
development skills and build professional-quality web
applications. What You Will Learn Harness the power of
patterns for tasks ranging from application building to code
testing Rethink and revitalize your code with the use of
functional patterns Improve the way you organize your code
Build large-scale apps seamlessly with the help of reactive
patterns Identify the best use cases for microservices Get to
grips with creational, behavioral, and structural design
patterns Explore advanced design patterns including dependency
injection In Detail With the recent release of ES-2015, there
are several new object-oriented features and functions
introduced in JavaScript. These new features enhance the
capabilities of JavaScript to utilize design patterns and
software design methodologies to write powerful code. Through
this book, you will explore how design patterns can help you
improve and organize your JavaScript code. You'll get to grips
with creational, structural and behavioral patterns as you
discover how to put them to work in different scenarios. Then,
you'll get a deeper look at patterns used in functional
programming, as well as model view patterns and patterns to
build web applications. This updated edition will also delve
into reactive design patterns and microservices as they are a
growing phenomenon in the world of web development. You will
also find patterns to improve the testability of your code
using mock objects, mocking frameworks, and monkey patching.
We'll also show you some advanced patterns including
dependency injection and live post processing. By the end of
the book, you'll be saved of a lot of trial and error and
developmental headaches, and you will be on the road to
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becoming a JavaScript expert. Style and approach Packed with
several real-world use cases, this book shows you through step-
by-step instructions how to implement the advanced object-
oriented programming features to build sophisticated web
applications that promote scalability and reusability.
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Hands-On Design Patterns with Java Packt Publishing
Architect and design highly scalable, robust, clean, and highly performant applications in Python About This Book Identify design issues and make the necessary adjustments to achieve improved performance Understand practical architectural quality attributes from the perspective of a practicing engineer and architect using Python Gain knowledge of architectural principles and how they can be used to provide accountability and rationale for architectural decisions Who This Book Is For This book is for experienced Python developers who are aspiring to become the architects of enterprise-grade applications or software architects who would like to leverage Python to create effective blueprints of applications. What You Will Learn Build programs with the right architectural attributes Use Enterprise Architectural Patterns to solve scalable problems on the Web Understand design patterns from a Python perspective Optimize the performance testing tools in Python Deploy code in remote environments or on the Cloud using Python Secure architecture applications in Python In Detail This book starts off by explaining how Python fits into an application architecture. As you move along, you will understand the architecturally significant demands and how to determine them. Later, you'll get a complete understanding of the different architectural quality requirements that help an architect to build a product that satisfies business needs, such as maintainability/reusability, testability, scalability, performance, usability, and security. You will use various techniques such as incorporating DevOps, Continuous Integration, and more to make your application robust. You will understand when and when not to use object orientation in your applications. You will be able to think of the future and design applications that can scale proportionally to the growing business. The focus is on building the business logic based on the business process documentation and which frameworks are to be used when. We also cover some important patterns that are to be taken into account while solving design problems as well as those in relatively new domains such as the Cloud. This book will help you understand the ins and outs of Python so that you can make those critical design decisions that not just live up to but also surpass the expectations of your clients. Style and approach Filled with examples and use cases, this guide takes a no-nonsense approach to help you with everything it takes to become a successful software architect.
JavaScript Enlightenment "O'Reilly Media, Inc."
Create scalable, reusable high-quality JavaScript applications and libraries

Thinkers of the East Packt Publishing Ltd
Understand Gang of Four, architectural, functional, and reactive design patterns and how to implement them on modern Java platforms, such as Java 12 and beyond Key FeaturesLearn OOP, functional, and reactive patterns for creating readable and maintainable codeExplore architectural patterns and practices for building scalable and reliable applicationsTackle all kinds of performance-related issues and streamline development using design patternsBook Description Java design patterns are reusable and proven solutions to software design problems. This book covers over 60 battle-tested design patterns used by developers to create functional, reusable, and flexible software. Hands-On Design Patterns with Java starts with an introduction to the Unified Modeling Language (UML), and delves into class and object diagrams with the help of detailed examples. You'll study concepts and approaches to object-oriented programming (OOP) and OOP design patterns to build robust applications. As you advance, you'll explore the categories of GOF design patterns, such as behavioral, creational, and structural, that help you improve code readability and enable large-scale reuse of software. You'll also discover how to work effectively with microservices and serverless architectures by using cloud design patterns, each of which is thoroughly explained and accompanied by real-world programming solutions. By the end of the book, you'll be able to speed up your software development process using the right design patterns, and you'll be comfortable working on scalable and maintainable projects of any size. What you will learnUnderstand the significance of design patterns for software engineeringVisualize software design with UML diagramsStrengthen your understanding of OOP to create reusable software systemsDiscover GOF design patterns to develop scalable applicationsExamine programming challenges and the

design patterns that solve themExplore architectural patterns for microservices and cloud developmentWho this book is for If you are a developer who wants to learn how to write clear, concise, and effective code for building production-ready applications, this book is for you. Familiarity with the fundamentals of Java is assumed.
Responsive Web Design with AngularJS Packt Publishing Ltd
Explore and master modern JavaScript techniques in order to build large-scale web applications About This Book Write powerful code with the high-level functions that JavaScript offers Test and debug issues with JavaScript code using various modern mechanisms Offers an expert's eye on the latest ES6 features and how these advanced tasks fit together in JavaScript as a whole Who This Book Is For This book is ideal for web developers who are looking to master modern JavaScript concepts and design principles. You should already have an intermediate level of JavaScript knowledge before starting this book. What You Will Learn Get a run through of the basic JavaScript language constructs Get familiar with the Functions and Closures of JavaScript Explore Regular Expressions in JavaScript Code using the powerful object-oriented feature in JavaScript Test and debug your code using JavaScript strategies Master DOM manipulation, cross-browser strategies, and ES6 Understand the basic concurrency constructs in Javascript and best performance strategies Learn to build scalable server application in JavaScript using Node.js In Detail JavaScript is a high-level, dynamic, untyped, lightweight, and interpreted programming language. Along with HTML and CSS, it is one of the three essential technologies of World Wide Web content production, and is an open source and cross-platform technology. The majority of websites employ JavaScript, and it is well supported by all modern web browsers without plugins. However, the JavaScript landscape has changed dramatically in recent years, and you need to adapt to the new world of JavaScript that people now expect. Mastering modern JavaScript techniques and the toolchain are essential to develop web-scale applications. Mastering JavaScript will be your companion as you master JavaScript and build innovative web applications. To begin with, you will get familiarized with the language constructs and how to make code easy to organize. You will gain a concrete understanding of variable scoping, loops, and best practices on using types and data structures, as well as the coding style and recommended code organization patterns in JavaScript. The book will also teach you how to use arrays and objects as data structures. You will graduate from intermediate-level skills to advanced techniques as you come to understand crucial language concepts and design principles. You will learn about modern libraries and tools so you can write better code. By the end of the book, you will understand how reactive JavaScript is going to be the new paradigm. Style and approach This is a comprehensive guide with a clear focus on practical use cases and patterns. Each chapter consists of best practices, useful advice, and a bunch of easy-to-follow examples that will build up your skills as you advance through the book.
Mastering Python Springer
Network analysis using Wireshark Cookbook contains more than 100 practical recipes for analyzing your network and troubleshooting problems in the network. This book provides you with simple and practical recipes on how to solve networking problems with a step-by-step approach. This book is aimed at research and development professionals, engineering and technical support, and IT and communications managers who are using Wireshark for network analysis and troubleshooting. This book requires a basic understanding of networking concepts, but does not require specific and detailed technical knowledge of protocols or vendor implementations.
Introduction to Data Science Packt Publishing Ltd
Over 85 recipes to help you complete real-world data science projects in R and Python About This Book Tackle every step in the data science pipeline and use it to acquire, clean, analyze, and visualize your data Get beyond the theory and implement real-world projects in data science using R and Python Easy-to-follow recipes will help you understand and implement the numerical computing concepts Who This Book Is For If you are an aspiring data scientist who wants to learn data science and numerical programming concepts through hands-on, real-world project

examples, this is the book for you. Whether you are brand new to data science or you are a seasoned expert, you will benefit from learning about the structure of real-world data science projects and the programming examples in R and Python. What You Will Learn Learn and understand the installation procedure and environment required for R and Python on various platforms Prepare data for analysis by implement various data science concepts such as acquisition, cleaning and munging through R and Python Build a predictive model and an exploratory model Analyze the results of your model and create reports on the acquired data Build various tree-based methods and Build random forest In Detail As increasing amounts of data are generated each year, the need to analyze and create value out of it is more important than ever. Companies that know what to do with their data and how to do it well will have a competitive advantage over companies that don't. Because of this, there will be an increasing demand for people that possess both the analytical and technical abilities to extract valuable insights from data and create valuable solutions that put those insights to use. Starting with the basics, this book covers how to set up your numerical programming environment, introduces you to the data science pipeline, and guides you through several data projects in a step-by-step format. By sequentially working through the steps in each chapter, you will quickly familiarize yourself with the process and learn how to apply it to a variety of situations with examples using the two most popular programming languages for data analysis—R and Python. Style and approach This step-by-step guide to data science is full of hands-on examples of real-world data science tasks. Each recipe focuses on a particular task involved in the data science pipeline, ranging from readying the dataset to analytics and visualization

Practical DevOps Simon and Schuster

Published to critical acclaim twenty years ago, and now considered a classic, The House of Morgan is the most ambitious history ever written about American finance. It is a rich, panoramic story of four generations of Morgans and the powerful, secretive firms they spawned, ones that would transform the modern financial world. Tracing the trajectory of J. P. Morgan's empire from its obscure beginnings in Victorian London to the financial crisis of 1987, acclaimed author Ron Chernow paints a fascinating portrait of the family's private saga and the rarefied world of the American and British elite in which they moved—a world that included Charles Lindbergh, Henry Ford, Franklin Roosevelt, Nancy Astor, and Winston Churchill. A masterpiece of financial history—it was awarded the 1990 National Book Award for Nonfiction and selected by the Modern Library as one of the 100 Best Nonfiction Books of the Twentieth Century—The House of Morgan is a compelling account of a remarkable institution and the men who ran it, and an essential book for understanding the money and power behind the major historical events of the last 150 years.

Supercharge Your Applications with GraalVM Penguin UK

Explains how to take advantage of Google's user interface, discussing how to filter results, use Google's special services, integrate Google applications into a Web site or Weblog, write information retrieval programs, and play games.

Python 3 Object-oriented Programming Springer Nature

Security and Privacy in Communication NetworksSpringer Nature

The House of Morgan Security and Privacy in Communication Networks

A groundbreaking and comprehensive reference that's been a bestseller since 1970, this new edition provides a broad mathematical survey and covers a full range of topics from the very basic to the advanced. For the first time, a personal tutor CD-ROM is included.

Android Ui Design Packt Publishing Ltd

Understand the internals and architecture of GraalVM with the help of hands-on experiments and gain deep knowledge that you can apply to improve your application's performance, interoperability, and throughput. Key FeaturesGenerate faster and leaner code with minimum computing resources for high performanceCompile Java applications faster than ever to a standalone executable called native imagesCreate high-performance polyglot applications that are compatible across various JVM and non-JVM languagesBook Description GraalVM is a universal virtual machine that allows programmers to compile and run applications written in both JVM and non-JVM languages. It improves the performance and efficiency of applications, making it an ideal companion for cloud-native or microservices-based applications. This book is a hands-on guide, with step-by-step instructions on how to work with GraalVM. Starting with a quick introduction to the GraalVM architecture and how things work under the hood, you'll discover the performance benefits of running your Java applications on GraalVM. You'll then learn how to create native images and understand how AOT (ahead-of-time) can improve application performance significantly. The book covers examples of building polyglot applications that will help you explore the interoperability between languages running on the same VM. You'll also see how you can use the Truffle framework to implement any language of your choice to run optimally on GraalVM. By the end of this book, you'll not only have learned how GraalVM is beneficial in cloud-native and microservices development but also how to leverage its capabilities to create high-performing

polyglot applications. What you will learnGain a solid understanding of GraalVM and how it works under the hoodWork with GraalVM's high performance optimizing compiler and see how it can be used in both JIT (just-in-time) and AOT (ahead-of-time) modesGet to grips with the various optimizations that GraalVM performs at runtimeUse advanced tools to analyze and diagnose performance issues in the codeCompile, embed, run, and interoperate between languages using Truffle on GraalVMBuild optimum microservices using popular frameworks such as Micronaut and Quarkus to create cloud-native applicationsWho this book is for This book is for JVM developers looking to optimize their application's performance. You'll also find this book useful if you're a JVM developer looking to explore options to develop polyglot applications using tools from the Python, R, Ruby, or Node.js ecosystem. A solid understanding of software development concepts and prior experience working with programming languages is necessary to get started.

Ending Corruption? Fullstack IO

"From library user to JavaScript developer"--Cover.

Android Programming for Beginners Packt Publishing Ltd

Plan, design, and build engaging user interfaces for your Android applicationsAbout This Book*Take an initial idea for an Android app and develop it into a detailed plan, supported by sketches and wireframes*Provide a better experience for your users by following best practices and the new material design principles*Work more efficiently and save time by testing your ideas at an early stage by building a prototypeWho This Book Is ForIf you are a Java developer with a keen interest in building stunning UIs for your applications in order to retain customers and create great experiences for them, then this book is for you. A good knowledge level of HTML, CSS, and some grounding in Android Development is assumed.What You Will Learn*Develop a user interface that adheres to all the core material design principles*Transform your initial app idea into a concrete and detailed plan*Add Views, ViewGroups, layouts, and common UI components to your own Android projects*Use fragments and various strategies to gather user input*Create a new Android Studio project and develop it into a prototype*Identify and solve problems with your app's UI to deliver a better user experienceIn DetailGreat design is one of the key drivers in the adoption of new applications, yet unfortunately design considerations are often neglected in the face of "will it work," "can we make it quicker," or "can we get more people using it"?This book seeks to redress this balance by showing you how to get your PM to start treating the design phase of your project seriously. This book is focused entirely on the development of UI features, and you'll be able to practically implementing the design practices that we extol throughout the book.Starting by briefly outlining some of the factors you need to keep in mind when building a UI, you'll learn the concepts of Android User Interface from scratch. We then move on to formulate a plan on how to implement these concepts in various applications. We will deep dive into how UI features are implemented in real-world applications where UIs are complex and dynamic.This book offers near complete coverage of UI-specific content including, views, fragments, the wireframing process, and how to add in splash screens-everything you need to make professional standard UIs for modern applications. It will then cover material design and show you how to implement Google's design aesthetic in a practical manner. Finally, it ensures the best possible user experience by analyzing the UI using various tools, and then addressing any problems they uncover.By the end of the book, you'll be able to leverage the concepts of Android User Interface in your applications in order to attract new customers.

The Book of Shen Fastprint Publishing

Develop programmatic functions to create powerful database applications About This Book Write complex SQL queries and design a robust database design that fits your application's need Improve database performance by indexing, partitioning tables, and query optimizing A comprehensive guide covering the advanced PostgreSQL concepts without any hassle Who This Book Is For If you are a PostgreSQL developer with a basic knowledge of PostgreSQL development and you're want deeper knowledge to develop applications, then this book is for you. As this book does not cover basic installation and configurations, you should have PostgreSQL installed on your machine as a prerequisite. What You Will Learn Write more complex queries with advanced SQL queries Design a database that works with the application exactly the way you want Make the database work in extreme conditions by tuning, optimizing, partitioning, and indexing Develop applications in other programming languages such as Java and PHP Use extensions to get extra benefits in terms of functionality and performance Build an application that does not get locked by data manipulation Explore in-built db functions and data type conversions In Detail PostgreSQL is the most advanced open source database in the world. It is easy to install, configure, and maintain by following the documentation; however, it's difficult to develop applications using programming languages and design databases accordingly. This book is what you need to get the most out of PostgreSQL You will begin with advanced SQL topics such as views, materialized views, and cursors, and learn about performing data type conversions. You will

then perform trigger operations and use trigger functions in PostgreSQL. Next we walk through data modeling, normalization concepts, and the effect of transactions and locking on the database. The next half of the book covers the types of indexes, constrains, and the concepts of table partitioning, as well as the different mechanisms and approaches available to write efficient queries or code. Later, we explore PostgreSQL Extensions and Large Object Support in PostgreSQL. Finally, you will perform database operations in PostgreSQL using PHP and Java. By the end of this book, you will have mastered all the aspects of PostgreSQL development. You will be able to build efficient enterprise-grade applications with PostgreSQL by making use of these concepts Style and approach Every chapter follows a step by step approach that first explains the concept , then shows you how to execute it practically so that you can implement them in your application.

Learning Raspberry Pi SitePoint

Ready to master AngularJS? What if you could master the entire framework - with solid foundations - in less time without beating your head against a wall? Imagine how quickly you could work if you knew the best practices and the best tools? Stop wasting your time searching and have everything you need to be productive in one, well-organized place, with complete examples to get your project up without needing to resort to endless hours of research.

AngularJS in Action Packt Publishing Ltd

Master the art of writing beautiful and powerful Python by using all of the features that Python 3.5 offers About This Book Become familiar with the most important and advanced parts of the Python code style Learn the trickier aspects of Python and put it in a structured context for deeper understanding of the language Offers an expert's-eye overview of how these advanced tasks fit together in Python as a whole along with practical examples Who This Book Is For Almost anyone can learn to write working script and create high quality code but they might lack a structured understanding of what it means to be 'Pythonic'. If you are a Python programmer who wants to code efficiently by getting the syntax and usage of a few intricate Python techniques exactly right, this book is for you. What You Will Learn Create a virtualenv and start a new project Understand how and when to use the functional programming paradigm Get familiar with the different ways the decorators can be written in Understand the power of generators and coroutines without digressing into lambda calculus Create metaclasses and how it makes working with Python far easier Generate HTML documentation out of documents and code using Sphinx Learn how to track and optimize application performance, both memory and cpu Use the multiprocessing library, not just locally but also across multiple machines Get a basic understanding of packaging and creating your own libraries/applications In Detail Python is a dynamic programming language. It is known for its high readability and hence it is often the first language learned by new programmers. Python being multi-paradigm, it can be used to achieve the same thing in different ways and it is compatible across different platforms. Even if you find writing Python code easy, writing code that is efficient, easy to maintain, and reuse is not so straightforward. This book is an authoritative guide that will help you learn new advanced methods in a clear and contextualised way. It starts off by creating a project-specific environment using venv, introducing you to different Pythonic syntax and common pitfalls before moving on to cover the functional features in Python. It covers how to create different decorators, generators, and metaclasses. It also introduces you to functools.wraps and coroutines and how they work. Later on you will learn to use asyncio module for asynchronous clients and servers. You will also get familiar with different testing systems such as py.test, doctest, and unittest, and debugging tools such as Python debugger and faulthandler. You will learn to optimize application performance so that it works efficiently across multiple machines and Python versions. Finally, it will teach you how to access C functions with a simple Python call. By the end of the book, you will be able to write more advanced scripts and take on bigger challenges. Style and Approach This book is a comprehensive guide that covers advanced features of the Python language, and communicate them with an authoritative understanding of the underlying rationale for how, when, and why to use them.

Python Data Science Essentials Packt Publishing Ltd

Become an efficient data science practitioner by understanding Python's key concepts About This Book Quickly get familiar with data science using Python 3.5 Save time (and effort) with all the essential tools explained Create effective data science projects and avoid common pitfalls with the help of examples and hints dictated by experience Who This Book Is For If you are an aspiring data scientist and you have at least a working knowledge of data analysis and Python, this book will get you started in data science. Data analysts with experience of R or MATLAB will also find the book to be a comprehensive reference to enhance their data manipulation and machine learning skills What You Will Learn Set up your data science toolbox using a Python scientific environment on Windows, Mac, and Linux Get data ready for your data science project Manipulate, fix, and explore data in order to solve data science problems Set up an experimental pipeline to test your data science hypotheses Choose the most effective and scalable learning algorithm for your data science tasks Optimize your machine learning models to get the best performance Explore and cluster graphs, taking advantage of interconnections and links in your data In Detail Fully expanded and upgraded, the second edition of Python Data Science Essentials takes you through all you need to know to succeed in data science using Python. Get modern insight into the core of Python data, including the latest versions of Jupyter notebooks, NumPy, pandas and scikit-learn. Look beyond the fundamentals with beautiful data visualizations with Seaborn and ggplot, web development with Bottle, and even the new

frontiers of deep learning with Theano and TensorFlow. Dive into building your essential Python 3.5 data science toolbox, using a single-source approach that will allow to to work with Python 2.7 as well. Get to grips fast with data munging and preprocessing, and all the techniques you need to load, analyse, and process your data. Finally, get a complete overview of principal machine learning algorithms, graph analysis techniques, and all the visualization and deployment instruments that make it easier to present your results to an audience of both data science experts and business users. Style and approach The book is structured as a data science project. You will always benefit from clear code and simplified examples to help you understand the underlying mechanics and real-world datasets.

Learn SQL Database Programming Packt Publishing Ltd

Learn all the Java and Android skills you need to start making powerful mobile applications About This Book Kick-start your Android programming career, or just have fun publishing apps to the Google Play marketplace A first-principles introduction to Java, via Android, which means you'll be able to start building your own applications from scratch Learn by example and build three real-world apps and over 40 mini apps throughout the book Who This Book Is For Are you trying to start a career in programming, but haven't found the right way in? Do you have a great idea for an app, but don't know how to make it a reality? Or maybe you're just frustrated that "to learn Android, you must know java." If so, Android Programming for Beginners is for you. You don't need any programming experience to follow along with this book, just a computer and a sense of adventure. What You Will Learn Master the fundamentals of coding Java for Android Install and set up your Android development environment Build functional user interfaces with the Android Studio visual designer Add user interaction, data captures, sound, and animation to your apps Manage your apps' data using the built-in Android SQLite database Find out about the design patterns used by professionals to make top-grade applications Build, deploy, and publish real Android applications to the Google Play marketplace In Detail Android is the most popular OS in the world. There are millions of devices accessing tens of thousands of applications. It is many people's entry point into the world of technology; it is an operating system for everyone. Despite this, the entry-fee to actually make Android applications is usually a computer science degree, or five years' worth of Java experience. Android Programming for Beginners will be your companion to create Android applications from scratch—whether you're looking to start your programming career, make an application for work, be reintroduced to mobile development, or are just looking to program for fun. We will introduce you to all the fundamental concepts of programming in an Android context, from the Java basics to working with the Android API. All examples are created from within Android Studio, the official Android development environment that helps supercharge your application development process. After this crash-course, we'll dive deeper into Android programming and you'll learn how to create applications with a professional-standard UI through fragments, make location-aware apps with Google Maps integration, and store your user's data with SQLite. In addition, you'll see how to make your apps multilingual, capture images from a device's camera, and work with graphics, sound, and animations too. By the end of this book, you'll be ready to start building your own custom applications in Android and Java. Style and approach With more than 40 mini apps to code and run, Android Programming for Beginners is a hands-on guide to learning Android and Java. Each example application demonstrates a different aspect of Android programming. Alongside these mini apps, we push your abilities by building three larger applications to demonstrate Android application development in context.