
Api Documentation Example

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Build modern, cloud-native, and distributed systems using Spring Boot CRC Press
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.

Professional Rich Internet Applications

Morgan & Claypool Publishers

"APIs (Application Programming Interfaces) offer interfaces to reusable software components. With the advent and proliferation of online developer forums as informal documentation, developers often share their opinions about the APIs they use. Thus, opinions of others can shape developer perception and decisions related to software development. To understand how and why developers share opinions about APIs, we conducted two surveys with a total of 178

software developers. Through an exploratory analysis of the survey responses, we found that developers seek for opinions about APIs to support diverse development needs. The developers wish for tool support to analyze the huge volume of such opinions and usage scenarios scattered across many forum posts. The developers consider opinions about APIs as a form of API documentation, and analyze both the opinions and the usage scenarios posted about an API during the adoption of the API in their development tasks. They reported that they rely on opinions posted in forum posts to validate a usage examples in API formal documentation, because the official documentation is often incomplete and ambiguous. To understand the common problems that developers face while using API formal documentation, we conducted two

surveys with a total of 323 software developers at IBM. We asked the developers to give us examples of three problems with API official documentation they recently encountered. Each example contained the description of a task and a link to the corresponding API documentation unit that was considered as problematic during the completion of the task. We observed 10 common documentation problems that manifest in the development practices of software developers. To compensate for the problems in the API formal documentation, the API reviews and usage scenarios posted in the forum posts can be leveraged. To assist the developers in their exploration of opinions about APIs from developers, we developed a suite of techniques to mine and summarize opinions about APIs from the forum posts. We implemented the techniques in our tool, named Opiner. Opiner is an online search and summarization engine for API artifacts. In Opiner, developers can search for an API by its name and see the mined opinions about the API in our two proposed summarization algorithms (Statistical and Aspect-based) and six other summarization algorithms (e.g., contrastive viewpoint summarizer). We evaluated the API review summaries in Opiner by conducting two user studies, both involving professional and Industrial software developers. We observed promising results of leveraging the Opiner API review summaries to support diverse development needs, such as, API selection, documentation, being staying aware, and so on. In two API selection tasks involving four open source APIs, we found that the Industrial developers made more correct API choices while using Opiner and Stack Overflow

together than while using only Stack Overflow. To assist the developers in their usage of APIs, we further developed a framework to automatically mine and summarize usage scenarios about APIs from developer forums. In Opiner, we developed four different summarization algorithms for API usage scenarios mined from developer forums. In three user studies involving both professional software developers and students, we found that the participants were able to complete their coding tasks with more accuracy, and in less time and effort while using Opiner usage summaries compared to when they used Stack Overflow only or API official documentation only. The developers mentioned that the usage summaries in Opiner can offer improvements to both API formal and informal documents. More than 80% developers wished for Opiner usage summaries to be integrated into the API formal documentation. The Opiner online search and summarization engine website is hosted at: <http://opiner.polymtl.ca> --

Developing Cloud-Native Applications
O'Reilly Media
Disaster Pedagogy for Higher Education serves as an all-purpose, contextually grounded, and multi-modal introduction to teaching in higher education during times of crisis and disaster. The text covers a wide variety of topics such as classroom pedagogy, emergency management, and study abroad, from a variety of contributors including professors, administrators, adjunct faculty, and students. It is organized into the three sections: Research and Criticism, which contains three essays that highlight original research and scholarly critique of topics related to higher education during

disaster; Explorations and Examinations, consisting of five essays that focus on best practices of a specific aspect of higher education during disaster; and Personal and Professional Reflections, made up of six essays that provide a more personal look into how disasters have impacted faculty, administration, and students in the academy.

Architecting Cloud Native Applications Apress

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.

Design high-performing and cost-effective applications for the cloud BoD - Books on Demand
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
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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

**Advances in Service-Oriented and
Cloud Computing** Everydeveloper
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 controllers and operators and make to build them. You'll explore the them production ready Extend the basic building blocks of Kubernetes API surface by Kubernetes, including the client-go implementing a custom API server API library and custom resources. **Camel in Action** Packt Publishing Ltd 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 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.

Volume 2 Pearson Education

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 modern cloud-native systems. What principles, devops, and automation you will learn Enable massive enable teams to continuously scaling by turning your database deliver innovation with confidence. inside out Unleash flexibility via Begin by learning the core concepts event streaming Leverage polyglot that make these systems unique. You persistence and cloud-native will explore foundational patterns databases Embrace modern continuous that turn your database inside out delivery and testing techniques to achieve massive scalability with Minimize risk by evolving your cloud-native databases. You will monoliths to cloud-native Apply also learn how to continuously cloud-native patterns and solve deliver production code with major architectural problems in confidence by shifting deployment cloud environment Who this book is and testing all the way to the left for This book is for developers who and implementing continuous would like to progress into observability in production. building cloud-native systems and There's more—you will also learn are keen to learn the patterns how to strangle your monolith and involved. Basic knowledge of design an evolving cloud-native programming and cloud computing is system. By the end of the book, you required. will have the ability to create International Summer Schools,

LASER 2013-2014, Elba, Italy,
Revised Tutorial Lectures
Springer

Developers sniff out anything that seems like marketing. Typical tactics will fall flat. And you'll be staring at your analytics with questions they can't possibly answer. Most developers are too skeptical to fill out lead forms or provide their real email address. To reach a technical audience, you must acknowledge that developer marketing does not exist. Then you can authentically engage with developers. Adam

DuVander has worked with dozens of developer-focused companies to attract thousands of the right developers. In *Developer Marketing Does Not Exist* he helps you uncover the mystery within your audience so you can reach more developers.

Creating Maintainable APIs

Springer Nature
Pure functional HTTP APIs in ScalaDiscover the pure functional side of HTTP API programming in Scala.tolino media
Cloud Native Development Patterns and Best Practices

"O'Reilly Media, Inc."
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. Practical architectural patterns for building modern, distributed cloud-native systems Apress
This book includes a selection of

papers from the 2018 World Conference on Information Systems and Technologies (WorldCIST'18), held in Naples, Italy on March 27–29, 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.

Apache Cordova 4 Programming

Rowman & Littlefield

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.

Speaking JavaScript Springer
Learn to develop, test, and deploy your Spring Boot distributed application and explore various best practices. Key Features Build and deploy your microservices architecture in the cloud Build event-driven resilient systems using Hystrix and Turbine Explore API management tools such as KONG

and API documentation tools such as Swagger Book Description Spring is one of the best frameworks on the market for developing web, enterprise, and cloud ready software. Spring Boot simplifies the building of complex software dramatically by reducing the amount of boilerplate code, and by providing production-ready features and a simple deployment model. This book will address the challenges related to power that come with Spring Boot's great configurability and

flexibility. You will understand how Spring Boot configuration works under the hood, how to overwrite default configurations, and how to use advanced techniques to prepare Spring Boot applications to work in production. This book will also introduce readers to a relatively new topic in the Spring ecosystem - native patterns, reactive programming, and applications. Get up to speed with microservices with Spring Boot and Spring Cloud. Each chapter aims to solve a specific problem or teach you a useful

skillset. By the end of this book, you will be proficient in building and deploying your Spring Boot application. What you will learn Build logically structured and highly maintainable Spring Boot applications Configure RESTful microservices using Spring Boot Make the application production and operation-friendly with Spring Actuator Build modern, high-performance distributed applications using Spring Boot cloud patterns Manage and deploy your Spring Boot application to the cloud (AWS) Monitor distributed

applications using log aggregation and ELK Who this book is for The book is targeted at experienced Spring and Java developers who have a basic knowledge of working with Spring Boot. The reader should be familiar with Spring Boot basics, and aware of its benefits over traditional Spring Framework-based applications.

[API Economy 101](#) Routledge

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 g 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. browser; you'll learn how to
You will also learn about ES use it when you build a real-
(ECMAScript) classes, and will time video-call and chat
be introduced to layouts using application later in the book.
the CSS3 Flexbox. You'll also Towards the end of the book,
develop a responsive Event you will meet React,
Registration form that allows Facebook's JavaScript library
users to register for your for building user interfaces.
upcoming event and use charts You'll throw together a blog
and graphics to display with React, and get a feel for
registration data. You will why this kind of JavaScript
then build a weather framework is used to build
application, which will show large-scale applications. To
you different ways perform make your blog more
AJAX requests and work with maintainable and scalable,
dynamic, external data. WebRTC you'll use Redux to manage
enables real-time data across React components.
communication in a web Style and approach This

project-based guide will teach you all the facets of JavaScript through real-world app examples.

14th International Conference, FASE 2011, Held as Part of the Joint European Conference on Theory and Practice of Software, ETAPS 2011, Saarbrücken, Germany, March 26--April 3, 2011, Proceedings Packt Publishing Ltd

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.

Introduction to Webometrics

Simon and Schuster

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.

Mastering Linux "O'Reilly Media, Inc."

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.

Disaster Pedagogy for Higher Education

"O'Reilly Media, Inc."

Learn Phalcon interactively and build high performance web applications About This Book Learn how to install and configure Phalcon PHP on your server Develop a fully functional multi-module application with Phalcon PHP A step-by-step guide with in-depth coverage of Phalcon and best practices Who This Book Is For If you are a web developer

and want to build effective web applications with Phalcon PHP, then this book is ideal for you. The book does not assume detailed knowledge of PHP frameworks. What You Will Learn Compile and install Phalcon from source code Set up an MVC project and learn how to use the Dependency Injection (DI), configuration, and routing Get to grips with Phalcon's ORM, ODM, validation and caching, and generate models using Phalcon Developer Tools Create a command-line application from scratch Write a fully functional REST module with Phalcon PHP Use Volt as template engine to create

your first views Understand how session works and learn how to implement an authentication system In Detail Phalcon is a full-stack PHP framework implemented as a C extension. Building applications with Phalcon will offer you lower resource consumption and high performance whether your application runs on a Linux machine or a Windows one. Phalcon is loosely coupled, allowing you to use its objects as glue components based on the needs of your application. Phalcon PHP's mission is to give you an advanced tool to develop faster websites and

applications. This book covers the most common and useful parts of PhalconPHP, which will guide you to make the right decisions while developing a Phalcon-driven application. You will begin the journey by installing and setting up Phalcon for your environment followed by the development of each module. You will be introduced to Phalcon's ORM and ODM. Furthermore, you will also be able to create the first models and database architecture for your project. You will then cover command-line applications, API module, volt syntax, and hierarchical views. Installing and working with Node

and Bower for assets management will also be covered. Finally, you will gain insights into creating the backoffice and frontend module along with best practices and resources for development with Phalcon PHP. By the end of this book, you will be able to confidently develop any kind of application using the Phalcon PHP framework in a short time. Style and approach This step-by-step guide will walk you through the fundamentals of Phalcon PHP. It will then help you to create a simple but fully functional news website and gain advanced knowledge of how Phalcon PHP

works.

APIs: A Strategy Guide "O'Reilly Media, Inc."

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