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## Sample Chapter 13 Manning Publications

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Data Warehouse Systems Simon and Schuster  
This hands-on beginners guide gets you building games fast, all with the awesome Unity engine! You'll speed past the basics and use your existing coding skills to create 2D, 3D, and AR/VR games. In Unity in Action, Third Edition, you will learn how to: Create characters that run, jump, and bump into things Build 3D first-person shooters and third-person action games Construct 2D card games and side-scrolling platformers Script enemies with AI Improve game graphics by importing models and images Design an intuitive user interface for your games Play music and spatially-aware sound effects Connect your games to the internet for online play Deploy your games to desktop, mobile, and the web Thousands of new game developers have chosen Joe Hocking's Unity in Action as their

first step toward Unity mastery. Starting with the initial groundwork of a new game development project, you'll quickly start writing custom code instead of clicking together premade scripts. This fully updated third edition comes packed with fully refreshed graphics, Unity's latest features, and coverage of augmented and virtual reality toolkits. You'll master the Unity toolset from the ground up, learning the skills to go from application coder to game developer. Foreword by Jesse Schell. About the technology Writing games is rewarding and fun—and with Unity, it's easy to get started! Unity handles the heavy lifting, so you can focus on game play, graphics, and user experience. C# support and a huge ecosystem of prebuilt components help even first-time developers go from the drawing board to the screen fast. About the book Unity in Action, Third Edition teaches you to create

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games with the Unity game platform. It's many 2D, 3D, and AR/VR game examples give you hands-on experience with Unity's workflow tools and state-of-the-art rendering engine. This fully updated third edition presents new coverage of Unity's XR toolkit and shows you how you can start building with virtual and augmented reality. What's inside Create characters that run, jump, and bump into things Script enemies with AI Play music and spatially-aware sound effects Deploy your games to desktop, mobile, and the web About the reader For programmers who know any object-oriented programming language. Examples are in C#. About the author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 FIRST STEPS 1 Getting to know Unity 2 Building a demo that puts you in 3D space 3 Adding enemies and projectiles to the 3D game 4 Developing graphics for your game PART 2 GETTING COMFORTABLE 5 Building a Memory game using Unity's 2D functionality 6 Creating a basic 2D platformer 7 Putting a GUI onto a game 8 Creating a third-person 3D game: Player movement and animation 9 Adding interactive devices and items within the game PART 3 STRONG FINISH 10 Connecting your game to the internet 11 Playing audio: Sound effects and music 12 Putting the parts together into a complete game 13 Deploying your game to players' devices

[Mathematics Explained for Primary Teachers](#) Cambridge University Press

Now in its second edition, this book focuses on practical algorithms for

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mining data from even the largest datasets.

### **Web Information Systems**

#### **Engineering - WISE 2005 Workshops**

"O'Reilly Media, Inc."

As enterprise applications become larger and more distributed, new architectural approaches like reactive designs, microservices, and event streams are required knowledge. Vert.x in Action teaches you to build highly-scalable reactive enterprise applications using the mature, rock-solid Vert.x framework. Vert.x in Action gets you up to speed in the basics of asynchronous programming as you learn to design and code reactive applications. Using the Vert.x asynchronous APIs, you'll build

services including web stack, messaging, authentication, and access control. You'll also dive into deployment of container-native components with Docker, Kubernetes, and OpenShift. Along the way, you'll check your app's health and learn to test its resilience to external service failures. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. With examples in Java Manning Publications Company

This book constitutes the joint refereed proceedings of the three workshops held in conjunction with the 6th International Conference on Web Information Systems Engineering, WISE 2005, in New York, NY, USA, in November 2005. A total of 47 papers

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were submitted to the three workshops, and 28 revised full papers were carefully selected for presentation. The workshop on Web Information Systems Quality (WISQ 2005) - discussing and disseminating research on the quality of WIS and Web services from a holistic point of view - included 7 papers out of 12 submissions. The workshop on Web-based Learning (WBL 2005) accounted for 10 papers from 14 papers submitted - organized in topical sections on tools, models, and innovative applications. The workshop on Scalable Semantic Web Knowledge Base Systems (SSWS 2005) included 11 presentations selected from 21 submissions. Topics addressed are scalable repository and reasoning services, practical Semantic Web applications, query handling and optimization techniques. Grokking Algorithms Simon and Schuster Summary Sails.js in Action is a comprehensive

guide to building enterprise-capable web applications using Node and Sails. Written by the creators of the Sails.js framework, this book carefully introduces each concept, technique, and tool with real-world examples and crystal clear explanations. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Sails makes professional web development a breeze. This instantly familiar MVC framework automatically handles the tedious application boilerplate, so you can concentrate on developing features and creating business value. You get powerful tools for rapid API development, task automation, an ORM, and easy integration with any web, mobile, or IoT frontend. And because you're using Node.js, it's JavaScript all the way down. About the Book Sails.js in Action is a comprehensive guide on how to build enterprise-capable web applications. Written by the creators of Sails.js, this book introduces each concept and technique with real-world examples and thorough

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explanations. As you read, you'll learn to build the backend of a typical web application while you explore real-time programming with WebSockets, security fundamentals, and best practices for building Sails/Node.js apps. What's Inside Creating the backend for a web, mobile, or IoT app Real-time programming with WebSockets User management, authentication, and password recovery Using Sails to autogenerate REST APIs Custom backend development and third-party API integrations About the Reader Readers should be comfortable with JavaScript and frontend web development. About the Author Mike McNeil is the creator of Sails.js. Irl Nathan is the producer of sailsCasts, a series focused on using Sails. Table of Contents Getting started First steps Using static assets Using the blueprint API Custom backend code Using models Custom actions Server-rendered views Authentication and sessions Policies and access control Refactoring Embedded data and associations Ratings, followers, and search Realtime

with WebSockets Deployment, testing, and security An illustrated guide for programmers and other curious people Edward Elgar Publishing Summary Groovy in Action, Second Edition is a thoroughly revised, comprehensive guide to Groovy programming. It introduces Java developers to the dynamic features that Groovy provides, and shows how to apply Groovy to a range of tasks including building new apps, integration with existing code, and DSL development. Covers Groovy 2.4. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In the last ten years, Groovy has become an integral part of a Java

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developer's toolbox. Its comfortable, common-sense design, seamless integration with Java, and rich ecosystem that includes the Grails web framework, the Gradle build system, and Spock testing platform have created a large Groovy community. About the Book Groovy in Action, Second Edition is the undisputed definitive reference on the Groovy language. Written by core members of the Groovy language team, this book presents Groovy like no other can—from the inside out. With relevant examples, careful explanations of Groovy's key concepts and features, and insightful coverage of how to use Groovy in-production tasks, including building new applications, integration with existing code, and DSL development, this is the only book you'll need. Updated for

Groovy 2.4. Some experience with Java or another programming language is helpful. No Groovy experience is assumed. What's Inside Comprehensive coverage of Groovy 2.4 including language features, libraries, and AST transformations Dynamic, static, and extensible typing Concurrency: actors, data parallelism, and dataflow Applying Groovy: Java integration, XML, SQL, testing, and domain-specific language support Hundreds of reusable examples About the Authors Authors Dierk Kö nig, Paul King, Guillaume Laforge, Hamlet D'Arcy, Cédric Champeau, Erik Pragt, and Jon Skeet are intimately involved in the creation and ongoing development of the Groovy language and its ecosystem. Table of Contents PART 1 THE GROOVY

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WebAssembly in Action McFarland

"A comprehensive overview of the challenges teams face when moving to microservices, with industry-tested solutions to these problems." - Tim Moore, Lightbend  
44 reusable patterns to develop and deploy reliable production-quality microservices-based applications, with worked examples in Java  
Key Features 44 design patterns for building and deploying microservices applications  
Drawing on decades of unique experience from author and microservice architecture pioneer Chris Richardson  
A pragmatic approach to the benefits and the drawbacks of microservices architecture  
Solve service decomposition, transaction management, and inter-service communication  
Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.  
About The Book  
Microservices Patterns teaches you 44 reusable patterns to reliably develop and deploy production-quality microservices-based applications. This invaluable set of design patterns builds on decades of distributed system experience,



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adding new patterns for composing services into systems that scale and perform under real-world conditions. More than just a patterns catalog, this practical guide with worked examples offers industry-tested advice to help you design, implement, test, and deploy your microservices-based application. What You Will Learn How (and why!) to use microservices architecture Service decomposition strategies Transaction management and querying patterns Effective testing strategies Deployment patterns This Book Is Written For Written for enterprise developers familiar with standard enterprise application architecture. Examples are in Java. About The Author Chris Richardson is a Java Champion, a JavaOne rock star, author of Manning ' s POJOs in Action, and creator of the original CloudFoundry.com. Table of Contents Escaping monolithic hell Decomposition strategies Interprocess communication in a microservice architecture Managing transactions with sagas Designing business logic in a

microservice architecture Developing business logic with event sourcing Implementing queries in a microservice architecture External API patterns Testing microservices: part 1 Testing microservices: part 2 Developing production-ready services Deploying microservices Refactoring to microservices Postmodern Management Theory Simon and Schuster With this textbook, Vaisman and Zim á nyi deliver excellent coverage of data warehousing and business intelligence technologies ranging from the most basic principles to recent findings and applications. To this end, their work is structured into three parts. Part I describes “ Fundamental Concepts ” including multi-dimensional models; conceptual and logical data warehouse design and MDX and SQL/OLAP. Subsequently, Part II details “ Implementation and Deployment, ” which includes physical data warehouse design; data extraction, transformation, and loading (ETL)

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and data analytics. Lastly, Part III covers “ Advanced Topics ” such as spatial data warehouses; trajectory data warehouses; semantic technologies in data warehouses and novel technologies like Map Reduce, column-store databases and in-memory databases. As a key characteristic of the book, most of the topics are presented and illustrated using application tools. Specifically, a case study based on the well-known Northwind database illustrates how the concepts presented in the book can be implemented using Microsoft Analysis Services and Pentaho Business Analytics. All chapters are summarized using review questions and exercises to support comprehensive student learning. Supplemental material to assist instructors using this book as a course text is available at <http://cs.ulb.ac.be/DWSDIbook/>, including electronic versions of the figures, solutions to all exercises, and a set of slides accompanying each chapter. Overall, students, practitioners and researchers alike will find this book the most

comprehensive reference work on data warehouses, with key topics described in a clear and educational style.

### African American Films Through 1959

Introduction to Information Retrieval

Summary Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher

Fran ç ois Chollet, this book builds your understanding through intuitive explanations and practical examples. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Machine learning has made remarkable progress in recent years. We went from near-unusable speech and image recognition, to near-human accuracy. We went from machines that couldn't beat a serious Go player, to defeating a world champion. Behind this progress is deep learning—a combination of engineering advances,

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best practices, and theory that enables a wealth of previously impossible smart applications. About the Book Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. You'll explore challenging concepts and practice with applications in computer vision, natural-language processing, and generative models. By the time you finish, you'll have the knowledge and hands-on skills to apply deep learning in your own projects. What's Inside Deep learning from first principles Setting up your own deep-learning environment Image-classification models Deep learning for text and sequences Neural style transfer, text generation, and image generation About the Reader Readers need intermediate Python skills. No previous experience with Keras, TensorFlow, or machine learning is required. About the Author François Chollet works on deep learning at Google in Mountain View, CA. He is the creator of the Keras deep-learning library, as well as a contributor to the TensorFlow machine-learning framework. He also does deep-learning research, with a focus on computer vision and the application of machine learning to formal reasoning. His papers have been published at major conferences in the field, including the Conference on Computer Vision and Pattern Recognition (CVPR), the Conference and Workshop on Neural Information Processing Systems (NIPS), the International Conference on Learning Representations (ICLR), and others. Table of Contents PART 1 - FUNDAMENTALS OF DEEP LEARNING What is deep learning? Before we begin: the mathematical building blocks of neural networks Getting started with neural networks Fundamentals of machine learning PART 2 - DEEP LEARNING IN PRACTICE Deep learning for computer vision Deep learning for text and

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sequences Advanced deep-learning best practices  
Generative deep learning Conclusions appendix A -  
Installing Keras and its dependencies on Ubuntu  
appendix B - Running Jupyter notebooks on an  
EC2 GPU instance

Handbook of Counselor Preparation Simon  
and Schuster

This book aims at promoting new and  
innovative studies, proposing new  
architectures or innovative evolutions of  
existing ones, and illustrating experiments  
on current technologies in order to improve  
the efficiency and effectiveness of distributed  
and cluster systems when they deal with  
spatiotemporal data.

Tackle the data science process step-by-step  
Simon and Schuster

API Security in Action teaches you how to  
create secure APIs for any situation. By

following this hands-on guide you ' ll build a  
social network API while mastering techniques  
for flexible multi-user security, cloud key  
management, and lightweight cryptography.  
Summary A web API is an efficient way to  
communicate with an application or service.  
However, this convenience opens your systems  
to new security risks. API Security in Action  
gives you the skills to build strong, safe APIs you  
can confidently expose to the world. Inside,  
you ' ll learn to construct secure and scalable  
REST APIs, deliver machine-to-machine  
interaction in a microservices architecture, and  
provide protection in resource-constrained IoT  
(Internet of Things) environments. Purchase of  
the print book includes a free eBook in PDF,  
Kindle, and ePub formats from Manning  
Publications. About the technology APIs control  
data sharing in every service, server, data store,

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and web client. Modern data-centric designs—including microservices and cloud-native applications—demand a comprehensive, multi-layered approach to security for both private and public-facing APIs. About the book *API Security in Action* teaches you how to create secure APIs for any situation. By following this hands-on guide you'll build a social network API while mastering techniques for flexible multi-user security, cloud key management, and lightweight cryptography. When you're done, you'll be able to create APIs that stand up to complex threat models and hostile environments. What's inside

- Authentication
- Authorization
- Audit logging
- Rate limiting
- Encryption

About the reader For developers with experience building RESTful APIs. Examples are in Java. About the author Neil Madden has in-depth knowledge of applied

cryptography, application security, and current API security technologies. He holds a Ph.D. in Computer Science.

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PART 3 - AUTHORIZATION

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[Real World Instrumentation with Python](#)

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## Simon and Schuster

Health Economics combines current economic theory, recent research, and health policy problems into a comprehensive overview of the field. This thorough update of a classic and widely used text follows author Charles E. Phelps' thirteen years of service as Provost of the University of Rochester. Accessible and intuitive, early chapters use recent empirical studies to develop essential methodological foundations. Later chapters build on these core concepts to focus on key policy areas, such as the structure and effects of Medicare reform, insurance plans, and new technologies in the health care community. This edition contains revised and updated data tables and contains information throughout the text on the latest changes that were made to the Patient Protection and Affordable Care Act (PPACA).

## Grokking Deep Reinforcement Learning Simon and Schuster

Summary Think Like a Data Scientist presents a step-by-step approach to data science, combining analytic, programming, and business perspectives into easy-to-digest techniques and thought processes for solving real world data-centric problems. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Data collected from customers, scientific measurements, IoT sensors, and so on is valuable only if you understand it. Data scientists revel in the interesting and rewarding challenge of observing, exploring, analyzing, and interpreting this data. Getting started with data science means more than mastering analytic tools and techniques, however; the real

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magic happens when you begin to think like a data scientist. This book will get you there.

About the Book Think Like a Data Scientist teaches you a step-by-step approach to solving real-world data-centric problems. By breaking down carefully crafted examples, you'll learn to combine analytic, programming, and business perspectives into a repeatable process for extracting real knowledge from data. As you read, you'll discover (or remember) valuable statistical techniques and explore powerful data science software. More importantly, you'll put this knowledge together using a structured process for data science. When you've finished, you'll have a strong foundation for a lifetime of data science learning and practice.

What's Inside The data science process, step-by-step How to anticipate problems Dealing with uncertainty Best practices in software and

scientific thinking About the Reader Readers need beginner programming skills and knowledge of basic statistics. About the Author Brian Godsey has worked in software, academia, finance, and defense and has launched several data-centric start-ups.

Table of Contents PART 1 - PREPARING AND GATHERING DATA AND KNOWLEDGE Philosophies of data science Setting goals by asking good questions Data all around us: the virtual wilderness Data wrangling: from capture to domestication Data assessment: poking and prodding PART 2 - BUILDING A PRODUCT WITH SOFTWARE AND STATISTICS Developing a plan Statistics and modeling: concepts and foundations Software: statistics in action Supplementary software: bigger, faster, more efficient Plan execution: putting it all together PART 3 - FINISHING OFF THE

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PRODUCT AND WRAPPING UP Delivering a product After product delivery: problems and revisions Wrapping up: putting the project away  
Windows Forms Programming with C#  
Routledge

Summary Solr in Action is a comprehensive guide to implementing scalable search using Apache Solr. This clearly written book walks you through well-documented examples ranging from basic keyword searching to scaling a system for billions of documents and queries. It will give you a deep understanding of how to implement core Solr capabilities. About the Book Whether you're handling big (or small) data, managing documents, or building a website, it is important to be able to quickly search through your content and discover meaning

in it. Apache Solr is your tool: a ready-to-deploy, Lucene-based, open source, full-text search engine. Solr can scale across many servers to enable real-time queries and data analytics across billions of documents. Solr in Action teaches you to implement scalable search using Apache Solr. This easy-to-read guide balances conceptual discussions with practical examples to show you how to implement all of Solr's core capabilities. You'll master topics like text analysis, faceted search, hit highlighting, result grouping, query suggestions, multilingual search, advanced geospatial and data operations, and relevancy tuning. This book assumes basic knowledge of Java and standard database technology. No prior knowledge of Solr or Lucene is required.



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Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside How to scale Solr for big data Rich real-world examples Solr as a NoSQL data store Advanced multilingual, data, and relevancy tricks Coverage of versions through Solr 4.7 About the Authors Trey Grainger is a director of engineering at CareerBuilder. Timothy Potter is a senior member of the engineering team at LucidWorks. The authors work on the scalability and reliability of Solr, as well as on recommendation engine and big data analytics technologies. Table of Contents

**PART 1 MEET SOLR** Introduction to Solr Getting to know Solr Key Solr concepts Configuring Solr Indexing Text analysis

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**PART 3 TAKING SOLR TO THE NEXT LEVEL** SolrCloud Multilingual search Complex query operations Mastering relevancy Deep Learning with PyTorch Simon and Schuster

"This book focuses on an in-depth assessment on strategies and instructional design practices appropriate for the flipped classroom model, highlighting the benefits, shortcoming, perceptions, and academic results of the flipped classroom model"--Provided by publisher.

[Human Resource Management in the Public Sector](#) MDPI

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If you're like most R users, you have deep knowledge and love for statistics. But as your organization continues to collect huge amounts of data, adding tools such as Apache Spark makes a lot of sense. With this practical book, data scientists and professionals working with large-scale data applications will learn how to use Spark from R to tackle big data and big compute problems. Authors Javier Luraschi, Kevin Kuo, and Edgar Ruiz show you how to use R with Spark to solve different data analysis problems. This book covers relevant data science topics, cluster computing, and issues that should interest even the most advanced users. Analyze, explore, transform, and visualize data in Apache Spark with R. Create statistical models to extract information and predict outcomes; automate the process in production-ready workflows. Perform analysis and modeling across many machines using distributed computing techniques. Use large-scale data from multiple sources and different formats with ease from within Spark. Learn about alternative modeling frameworks for graph processing, geospatial analysis, and genomics at scale. Dive into advanced topics including custom transformations, real-time data processing, and creating custom Spark extensions. Multiplatform game development in C# Springer. Summary Manning's bestselling and highly recommended Unity book has been fully revised! Unity in Action, Second Edition

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teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of *The Art of Game Design*. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book *Unity in Action*, Second

Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert

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specializing in interactive media development.

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Supporting Children's Learning in the Early Years  
Simon and Schuster  
"Atwood's Law" is driven by the idea that all applications will ultimately wind up on the web and therefore must be written in JavaScript.

WebAssembly may be your way out! With WebAssembly, you can write in nearly any modern language and run your code in the browser through a memory-safe, sandboxed execution environment that can be embedded in a web browser and other platforms. Getting set up and moving with WebAssembly requires you to modify your web dev process; *WebAssembly in Action* will get you started quickly and guide you through real-world examples and detailed diagrams that help you create, run, and debug WebAssembly modules. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.  
[Introduction to Information Retrieval](#) Manning Publications

Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all

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aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

Mining Magazine SAGE

Web frameworks are playing a major role in

the creation of today's most compelling web applications, because they automate many of the tedious tasks, allowing developers to instead focus on providing users with creative and powerful features. Java developers have been particularly fortunate in this area, having been able to take advantage of Grails, an open source framework that supercharges productivity when building Java – driven web sites. Grails is based on Groovy, which is a very popular and growing dynamic scripting language for Java developers and was inspired by Python, Ruby, and Smalltalk. *Beginning Groovy, Grails and Griffon* is the first introductory book on the Groovy language and its primary web framework, Grails. Griffon is also covered. While Grails is the Web framework for building Groovy Web applications, Griffon is the desktop framework for building desktop Groovy

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applications. Could Groovy be the new Java? It's light, fast and free (open source). This book gets you started with Groovy, Grails and Griffon, and culminates in the example and possible application of some real – world projects. You follow along with the development of each project, implementing and running each application while learning new features along the way.