

# Sample Chapter 8 Manning Publications

Eventually, you will entirely discover a additional experience and carrying out by spending more cash. yet when? realize you say yes that you require to acquire those all needs in imitation of having significantly cash? Why dont you attempt to get something basic in the beginning? Thats something that will guide you to understand even more on the globe, experience, some places, bearing in mind history, amusement, and a lot more?

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*Groovy in Action* Springer

All films with a predominantly or entirely African American cast or that were about African Americans are detailed here. Each entry includes cast and credits, year of release, studio, distributor, type of film (feature, short or documentary) and other production details. In most cases, a brief synopsis of the film or contemporary reviews of it follow. In the appendices, film credits for over 1,850 actors and actresses are provided, along with a listing of film companies.

Taming Text Simon and Schuster

Graph Databases in Action introduces you to graph database concepts by comparing them with relational database constructs. You'll learn just enough theory to get started, then progress to hands-on development. Discover use cases involving social networking, recommendation engines, and personalization. Summary Relationships in data often look far more like a web than an orderly set of rows and columns. Graph databases shine when it comes to revealing valuable insights within complex, interconnected data such as demographics, financial records, or computer networks. In Graph Databases in Action, experts Dave Bechberger and Josh Perryman illuminate the design and implementation of graph databases in real-world applications. You'll learn how to choose the right database solutions for your tasks, and how to use your new knowledge to build agile, flexible, and high-performing graph-powered applications! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Isolated data is a thing of the past! Now, data is connected, and graph databases—like Amazon Neptune, Microsoft Cosmos DB, and Neo4j—are the essential tools of this new reality. Graph databases represent relationships naturally, speeding the discovery of insights and driving business value. About the book Graph Databases in Action introduces you to graph database concepts by comparing them with relational database constructs. You'll learn just enough theory to get started, then progress to hands-on development. Discover use cases involving social networking, recommendation engines, and personalization. What's inside Graph databases vs. relational databases Systematic graph data modeling Querying and navigating a graph Graph patterns Pitfalls and antipatterns About the reader For software developers. No experience with graph databases required. About the author Dave Bechberger and Josh Perryman have decades of experience building complex data-driven systems and have worked with graph databases since 2014. Table of Contents PART 1 - GETTING STARTED WITH GRAPH DATABASES 1 Introduction to graphs 2 Graph data modeling 3 Running basic and recursive traversals 4 Pathfinding traversals and mutating graphs 5 Formatting results 6 Developing an application PART 2 - BUILDING ON GRAPH DATABASES 7 Advanced data modeling techniques 8 Building traversals using known walks 9 Working with subgraphs PART 3 - MOVING BEYOND THE BASICS 10 Performance, pitfalls, and anti-patterns 11 What's next: Graph analytics, machine learning, and resources

Security in the Cloud Manning Publications

Summary Testing Microservices with Mountebank is your guide to the ins and outs of testing microservices with service virtualization. The book offers unique insights into microservices application design and state-of-the-art testing practices that will deepen your microservices skills and improve your applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning

Publications. About the Technology Even if you lab test each service in isolation, it's challenging—and potentially dangerous—to test a live microservices system that's changing and growing. Fortunately, you can use Mountebank to "imitate" the components of a distributed microservices application to give you a good approximation of the runtime conditions as you test individual services. About the Book Testing Microservices with Mountebank introduces the powerful practice of service virtualization. In it, author Brandon Byars, Mountebank's creator, offers unique insights into microservices application design and state-of-the-art testing practices. You'll expand your understanding of microservices as you work with Mountebank's imposters, responses, behaviors, and programmability. By mastering the powerful testing techniques in this unique book, your microservices skills will deepen and your applications will improve. For real. What's inside The core concepts of service virtualization Testing using canned responses Programming Mountebank Performance testing About the Reader Written for developers familiar with SOA or microservices systems. About the Author Brandon Byars is the author and chief maintainer of Mountebank and a principal consultant at ThoughtWorks. Table of Contents PART 1 - FIRST STEPS Testing microservices Taking mountebank for a test drive PART 2 - USING MOUNTEBANK Testing using canned responses Using predicates to send different responses Adding record/replay behavior Programming mountebank Adding behaviors Protocols PART 3 - CLOSING THE LOOP Mountebank and continuous delivery Performance testing with mountebank

What Every Programmer Needs to Know about Cognition Simon and Schuster

Microservices in .NET, Second Edition teaches you to build and deploy microservices using ASP.NET and Azure services. Summary In Microservices in .NET, Second Edition you will learn how to: Build scalable microservices that are reliable in production Optimize microservices for continuous delivery Design event-based collaboration between microservices Deploy microservices to Kubernetes Set up Kubernetes in Azure Microservices in .NET, Second Edition is a comprehensive guide to building microservice applications using the .NET stack. After a crystal-clear introduction to the microservices architectural style, it teaches you practical microservices development skills using ASP.NET. This second edition of the bestselling original has been revised with up-to-date tools for the .NET ecosystem, and more new coverage of scoping microservices and deploying to Kubernetes. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Microservice architectures connect independent components that must work together as a system. Integrating new technologies like Docker and Kubernetes with Microsoft ' s familiar ASP.NET framework and Azure cloud platform enables .NET developers to create and manage microservices

efficiently. About the book *Microservices in .NET, Second Edition* teaches you to build and deploy microservices using ASP.NET and Azure services. It lays out microservice architecture simply, and then guides you through several real-world projects, such as building an ecommerce shopping cart. In this fully revised edition, you'll learn about scoping microservices, deploying to Kubernetes, and operations concerns like monitoring, logging, and security. What's inside Optimize microservices for continuous delivery Design event-based collaboration between microservices Deploy microservices to Kubernetes Set up Kubernetes in Azure About the reader For C# developers. No experience with microservices required. About the author Christian Horsdal is an independent consultant with more than 20 years of experience building projects from large-scale microservice systems to tiny embedded systems. Table of Contents PART 1 GETTING STARTED WITH MICROSERVICES 1 Microservices at a glance 2 A basic shopping cart microservice 3 Deploying a microservice to Kubernetes PART 2 BUILDING MICROSERVICES 4 Identifying and scoping microservices 5 Microservice collaboration 6 Data ownership and data storage 7 Designing for robustness 8 Writing tests for microservices PART 3 HANDLING CROSS-CUTTING CONCERNS: BUILDING A REUSABLE MICROSERVICE PLATFORM 9 Cross-cutting concerns: Monitoring and logging 10 Securing microservice-to-microservice communication 11 Building a reusable microservice platform PART 4 BUILDING APPLICATIONS 12 Creating applications over microservices

OCA Java SE 8 Programmer I Certification Guide Simon and Schuster

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 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 König, 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 LANGUAGE Your way to Groovy Overture: Groovy basics Simple Groovy datatypes Collective Groovy datatypes Working with closures Groovy control structures Object orientation, Groovy style Dynamic programming with Groovy Compile-time metaprogramming and AST transformations Groovy as a static language PART 2 AROUND THE GROOVY LIBRARY Working with builders Working with the GDK Database programming with Groovy Working with XML and JSON Interacting with Web Services Integrating Groovy PART 3 APPLIED GROOVY Unit testing with Groovy Concurrent Groovy with GParser Domain-specific languages The Groovy ecosystem

*The Battle of the Atlantic and Ultra* Manning Publications

"This book takes an impossibly broad area of computer science and communicates what working developers need to understand in a clear and thorough way." - David Jacobs, Product Advance Local Key Features Master the core algorithms of deep learning and AI Build an intuitive understanding of AI problems and solutions Written in simple language, with lots of illustrations and hands-on examples Creative coding exercises, including building a maze puzzle game and exploring drone optimization About The Book "Artificial intelligence" requires teaching a computer how to approach different types of problems in a systematic way. The core of AI is the algorithms that the system uses to do things like identifying objects in an image, interpreting the meaning of text, or looking for patterns in data to spot fraud and other anomalies. Mastering the core algorithms for search, image recognition, and other common tasks is essential to building good AI applications Grokking Artificial Intelligence Algorithms uses illustrations, exercises, and jargon-free explanations to teach fundamental AI concepts. You'll explore coding challenges like detecting bank fraud,

creating artistic masterpieces, and setting a self-driving car in motion. All you need is the algebra you remember from high school math class and beginning programming skills. What You Will Learn Use cases for different AI algorithms Intelligent search for decision making Biologically inspired algorithms Machine learning and neural networks Reinforcement learning to build a better robot This Book Is Written For For software developers with high school-level math skills. About the Author Rishal Hurbans is a technologist, startup and AI group founder, and international speaker. Table of Contents 1 Intuition of artificial intelligence 2 Search fundamentals 3 Intelligent search 4 Evolutionary algorithms 5 Advanced evolutionary approaches 6 Swarm intelligence: Ants 7 Swarm intelligence: Particles 8 Machine learning 9 Artificial neural networks 10 Reinforcement learning with Q-learning *The Programmer's Brain* Simon and Schuster The notion that "thinking about computing is one of the most exciting things the human mind can do" sets both *The Little Schemer* (formerly known as *The Little LISP*) and its new companion volume, *The Seasoned Schemer*, apart from other books on LISP. The authors' enthusiasm for their subject is compelling as they present abstract concepts in a humorous and easy-to-grasp fashion. Together, these books will open new doors of thought to anyone who wants to find out what computing is really about. *The Little Schemer* introduces computing as an extension of arithmetic and algebra; things that everyone studies in grade school and high school. It introduces programs as recursive functions and briefly discusses the limits of what computers can do. The authors use the programming language Scheme, and interesting foods to illustrate these abstract ideas. *The Seasoned Schemer* informs the reader about additional dimensions of computing: functions as values, change of state, and exceptional cases. *The Little LISP* has been a popular introduction to LISP for many years. It had appeared in French and Japanese. *The Little Schemer* and *The Seasoned Schemer* are worthy successors and will prove equally popular as textbooks for Scheme courses as well as companion texts for any complete introductory course in Computer Science.

**Graph Databases in Action** Simon and Schuster Summary Programming for Musicians and Digital Artists: Creating Music with ChuckK offers a complete introduction to programming in the open source music language ChuckK. In it, you'll learn the basics of digital sound creation and manipulation while you discover the ChuckK language. As you move example-by-example through this easy-to-follow book, you'll

create meaningful and rewarding digital compositions and "instruments" that make sound and music in direct response to program logic, scores, gestures, and other systems connected via MIDI or the network. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About this Book A digital musician must manipulate sound precisely. ChuckK is an audio-centric programming language that provides precise control over time, audio computation, and user interface elements like track pads and joysticks. Because it uses the vocabulary of sound, ChuckK is easy to learn even for artists with little or no exposure to computer programming. Programming for Musicians and Digital Artists offers a complete introduction to music programming. In it, you'll learn the basics of digital sound manipulation while you learn to program using ChuckK. Example-by-example, you'll create meaningful digital compositions and "instruments" that respond to program logic, scores, gestures, and other systems connected via MIDI or the network. You'll also experience how ChuckK enables the on-the-fly musical improvisation practiced by communities of "live music coders" around the world. Written for readers familiar with the vocabulary of sound and music. No experience with computer programming is required. What's Inside Learn ChuckK and digital music creation side-by-side Invent new sounds, instruments, and modes of performance Written by the creators of the ChuckK language About the Authors Perry Cook, Ajay Kapur, Spencer Salazar, and Ge Wang are pioneers in the area of teaching and programming digital music. Ge is the creator and chief architect of the ChuckK language. Table of Contents Introduction: ChuckK programming for artistsPART 1 INTRODUCTION TO PROGRAMMING IN CHUCK Basics: sound, waves, and ChuckK programming Libraries: ChuckK's built-in tools Arrays: arranging and accessing your compositional data Sound files and sound manipulation Functions: making your own tools PART 2 NOW IT GETS REALLY INTERESTING! Unit generators: ChuckK objects for sound synthesis and processing Synthesis ToolKit instruments Multithreading and concurrency: running many programs at once Objects and classes: making your own ChuckK power tools Events: signaling between shreds and syncing to the outside world Integrating with other systems via MIDI, OSC, serial, and more

**Code that works, survives, and wins** OCA Java SE 8 Programmer I Certification Guide Summary Functional Programming in C++ teaches developers the practical side of

functional programming and the tools that C++ design and code reactive applications. Using provides to develop software in the functional style. This in-depth guide is full of useful diagrams that help you understand FP concepts and begin to think functionally. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology Well-written code is easier to test and reuse, simpler to parallelize, and less error prone. Mastering the functional style of programming can help you tackle the demands of modern apps and will lead to simpler expression of complex program logic, graceful error handling, and elegant concurrency. C++ supports FP with templates, lambdas, and other core language features, along with many parts of the STL.

About the Book Functional Programming in C++ helps you unleash the functional side of your brain, as you gain a powerful new perspective on C++ coding. You'll discover dozens of examples, diagrams, and illustrations that break down the functional concepts you can apply in C++, including lazy evaluation, function objects and invocables, algebraic data types, and more. As you read, you'll match FP techniques with practical scenarios where they offer the most benefit. What's inside Writing safer code with no performance penalties Explicitly handling errors through the type system Extending C++ with new control structures Composing tasks with DSLs About the Reader Written for developers with two or more years of experience coding in C++.

About the Author Ivan ?uki? is a core developer at KDE and has been coding in C++ since 1998. He teaches modern C++ and functional programming at the Faculty of Mathematics at the University of Belgrade.

Table of Contents Introduction to functional programming Getting started with functional programming Function objects Creating new functions from the old ones Purity: Avoiding mutable state Lazy evaluation Ranges Functional data structures Algebraic data types and pattern matching Monads Template metaprogramming Functional design for concurrent systems Testing and debugging

**How to Find, Organize, and Manipulate It**

Simon and Schuster

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

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.

Probabilistic Deep Learning Simon and Schuster

Summary Professional developers know the many benefits of writing application code that's clean, well-organized, and easy to maintain. By learning and following established patterns and best practices, you can take your code and your career to a new level. With Practices of the Python Pro, you'll learn to design professional-level, clean, easily maintainable software at scale using the incredibly popular programming language, Python. You'll find easy-to-grok examples that use pseudocode and Python to introduce software development best practices, along with dozens of instantly useful techniques that will help you code like a pro. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the technology Professional-quality code does more than just run without bugs. It's clean, readable, and easy to maintain. To step up from a capable Python coder to a professional developer, you need to learn industry standards for coding style, application design, and development process. That's where this book is indispensable.

About the book Practices of the Python Pro teaches you to design and write professional-quality software that's understandable, maintainable, and extensible. Dane Hillard is a Python pro who has helped many dozens of developers make this step, and he knows what it takes. With helpful examples and exercises, he teaches you when, why, and how to modularize your code, how to improve quality by reducing complexity, and much more. Embrace these core principles, and your code will become easier for you and others to read, maintain, and reuse. What's inside Organizing large Python projects Achieving the right levels of abstraction Writing clean, reusable code Inheritance and composition Considerations for testing and performance About the reader For readers familiar with the basics of Python, or another OO language. About the author Dane Hillard has spent the majority of his development career using Python to build web

applications. Table of Contents: PART 1 WHY IT ALL MATTERS 1 | The bigger picture PART 2 FOUNDATIONS OF DESIGN 2 | Separation of concerns 3 | Abstraction and encapsulation 4 | Designing for high performance 5 | Testing your software PART 3 NAILING DOWN LARGE SYSTEMS 6 | Separation of concerns in practice 7 | Extensibility and flexibility 8 | The rules (and exceptions) of inheritance 9 | Keeping things lightweight 10 | Achieving loose coupling PART 4 WHAT'S NEXT? 11 | Onward and upward

#### Self-Sovereign Identity McFarland

Introduces the programming language's syntax, control flow, and basic data structures and covers its interaction with applications and management of large collections of code.

#### **OCA Java SE 8 Programmer I Certification Guide** Simon and Schuster

Summary OCA Java SE 8 Programmer I Certification Guide prepares you for the 1Z0-808 with complete coverage of the exam. You'll explore important Java topics as you systematically learn what's required to successfully pass the test. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book To earn the OCA Java SE 8 Programmer I Certification, you have to know your Java inside and out, and to pass the exam you need to understand the test itself. This book cracks open the questions, exercises, and expectations you'll face on the OCA exam so you'll be ready and confident on test day. OCA Java SE 8 Programmer I Certification Guide prepares Java developers for the 1Z0-808 with thorough coverage of Java topics typically found on the exam. Each chapter starts with a list of exam objectives mapped to section numbers, followed by sample questions and exercises that reinforce key concepts. You'll learn techniques and concepts in multiple ways, including memorable analogies, diagrams, flowcharts, and lots of well-commented code. You'll also get the scoop on common exam mistakes and ways to avoid traps and pitfalls. What's Inside Covers all exam topics Hands-on coding exercises Flowcharts, UML diagrams, and other visual aids How to avoid built-in traps and pitfalls Complete coverage of the OCA Java SE 8 Programmer I exam (1Z0-808) About the Reader Written for developers with a working knowledge of Java who want to earn the OCA Java SE 8 Programmer I Certification. About the Author Mala Gupta is a Java coach and trainer who holds multiple Java certifications. Since 2006 she has been actively supporting Java certification as a path to career advancement. Table of Contents Introduction Java basics Working with Java data types Methods and encapsulation Selected classes from the Java API and arrays Flow control Working with inheritance Exception handling Full mock exam

*Examples in Gremlin* Manning Publications

Summary The best way to learn microservices

development is to build something! Bootstrapping Microservices with Docker, Kubernetes, and Terraform guides you from zero through to a complete microservices project, including fast prototyping, development, and deployment. You'll get your feet wet using industry-standard tools as you learn and practice the practical skills you'll use for every microservices application. Following a true bootstrapping approach, you'll begin with a simple, familiar application and build up your knowledge and skills as you create and deploy a real microservices project. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Taking microservices from proof of concept to production is a complex, multi-step operation relying on tools like Docker, Terraform, and Kubernetes for packaging and deployment. The best way to learn the process is to build a project from the ground up, and that's exactly what you'll do with this book! About the book In *Bootstrapping Microservices with Docker, Kubernetes, and Terraform*, author Ashley Davis lays out a comprehensive approach to building microservices. You'll start with a simple design and work layer-by-layer until you've created your own video streaming application. As you go, you'll learn to configure cloud infrastructure with Terraform, package microservices using Docker, and deploy your finished project to a Kubernetes cluster. What's inside Developing and testing microservices applications Working with cloud providers Applying automated testing Implementing infrastructure as code and setting up a continuous delivery pipeline Monitoring, managing, and troubleshooting About the reader Examples are in JavaScript. No experience with microservices, Kubernetes, Terraform, or Docker required. About the author Ashley Davis is a software developer, entrepreneur, stock trader, and the author of Manning's *Data Wrangling with JavaScript*. Table of Contents 1 Why microservices? 2 Creating your first microservice 3 Publishing your first microservice 4 Data management for microservices 5 Communication between microservices 6 Creating your production environment 7 Getting to continuous delivery 8 Automated testing for microservices 9 Exploring FlixTube 10 Healthy microservices 11 Pathways to scalability

#### **Elm in Action** Manning Publications

Summary *Securing DevOps* explores how the techniques of DevOps and security should be applied together to make cloud services safer. This introductory book reviews the latest practices used in securing web applications and their infrastructure and teaches you techniques to integrate security directly into your product. You'll also learn the core concepts of DevOps, such as continuous integration, continuous delivery, and infrastructure as a service. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An application running in the cloud can benefit from incredible efficiencies, but they come with unique security threats too. A DevOps team's highest priority is understanding those risks and hardening the system against them. About the Book *Securing DevOps* teaches you the essential techniques to secure your cloud services. Using compelling case studies, it shows you how to build security into automated testing, continuous delivery, and other core DevOps processes. This experience-rich book is filled with mission-critical strategies to protect web applications



against attacks, deter fraud attempts, and make your services safer when operating at scale. You'll also learn to identify, assess, and secure the unique vulnerabilities posed by cloud deployments and automation tools commonly used in modern infrastructures. What's inside An approach to continuous security Implementing test-driven security in DevOps Security techniques for cloud services Watching for fraud and responding to incidents Security testing and risk assessment About the Reader Readers should be comfortable with Linux and standard DevOps practices like CI, CD, and unit testing. About the Author Julien Vehent is a security architect and DevOps advocate. He leads the Firefox Operations Security team at Mozilla, and is responsible for the security of Firefox's high-traffic cloud services and public websites. Table of Contents Securing DevOps PART 1 - Case study: applying layers of security to a simple DevOps pipeline Building a barebones DevOps pipeline Security layer 1: protecting web applications Security layer 2: protecting cloud infrastructures Security layer 3: securing communications Security layer 4: securing the delivery pipeline PART 2 - Watching for anomalies and protecting services against attacks Collecting and storing logs Analyzing logs for fraud and attacks Detecting intrusions The Caribbean breach: a case study in incident response PART 3 - Maturing DevOps security Assessing risks Testing security Continuous security

**Running Applications on Container Linux** Simon and Schuster

Summary Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to the everyday business of coding. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Functional programming (FP) is a style of software development emphasizing functions that don't depend on program state. Functional code is easier to test and reuse, simpler to parallelize, and less prone to bugs than other code. Scala is an emerging JVM language that offers strong support for FP. Its familiar syntax and transparent interoperability with Java make Scala a great place to start learning FP. About the Book Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to their everyday work. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. This book assumes no prior experience with functional programming. Some prior exposure to Scala or Java is helpful. What's Inside Functional programming concepts The whys and hows of FP How to write multicore programs Exercises and checks for understanding About the Authors Paul Chiusano and Rúnar Bjarnason are recognized experts in functional programming with Scala and are core

contributors to the Scalaz library. Table of Contents PART 1 INTRODUCTION TO FUNCTIONAL PROGRAMMING What is functional programming? Getting started with functional programming in Scala Functional data structures Handling errors without exceptions Strictness and laziness Purely functional state PART 2 FUNCTIONAL DESIGN AND COMBINATOR LIBRARIES Purely functional parallelism Property-based testing Parser combinators PART 3 COMMON STRUCTURES IN FUNCTIONAL DESIGN Monoids Monads Applicative and traversable functors PART 4 EFFECTS AND I/O External effects and I/O Local effects and mutable state Stream processing and incremental I/O

**DSLs in Boo** Simon and Schuster

Knative in Action teaches you to build complex and efficient serverless applications. Summary Take the pain out of managing serverless applications. Knative, a collection of Kubernetes extensions curated by Google, simplifies building and running serverless systems. Knative in Action guides you through the Knative toolkit, showing you how to launch, modify, and monitor event-based apps built using cloud-hosted functions like AWS Lambda. You'll learn how to use Knative Serving to develop software that is easily deployed and autoscaled, how to use Knative Eventing to wire together disparate systems into a consistent whole, and how to integrate Knative into your shipping pipeline. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology With Knative, managing a serverless application's full lifecycle is a snap. Knative builds on Kubernetes orchestration features, making it easy to deploy and run serverless apps. It handles low-level chores—such as starting and stopping instances—so you can concentrate on features and behavior. About the book Knative in Action teaches you to build complex and efficient serverless applications. You'll dive into Knative's unique design principles and grasp cloud native concepts like handling latency-sensitive workloads. You'll deliver updates with Knative Serving and interlink apps, services, and systems with Knative Eventing. To keep you moving forward, every example includes deployment advice and tips for debugging. What's inside Deploy a service with Knative Serving Connect systems with Knative Eventing Autoscale responses for different traffic surges Develop, ship, and operate software About the reader For software developers comfortable with CLI tools and an OO language like Java or Go. About the author Jacques Chester has worked in Pivotal and VMware R&D since 2014, contributing to Knative and other projects. Table of Contents 1 Introduction 2 Introducing Knative Serving 3 Configurations and Revisions 4 Routes 5 Autoscaling 6 Introduction to Eventing 7 Sources and Sinks 8 Filtering and Flowing 9 From Conception to Production

**The Quick Python Book** Simon and Schuster

"Java 8 in Action is a clearly written guide to

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the new features of Java 8. It begins with a practical introduction to lambdas, using real-world Java code. Next, it covers the new Streams API and shows how you can use it to make collection-based code radically easier to understand and maintain. It also explains other major Java 8 features including default methods, Optional, CompletableFuture, and the new Date and Time API ... This book/course is written for programmers familiar with Java and basic OO programming."-- Resource description page.

Alberta Premiers of the Twentieth Century

Simon and Schuster

A general-purpose language like C# is designed to handle all programming tasks. By contrast, the structure and syntax of a Domain-Specific Language are designed to match a particular applications area. A DSL is designed for readability and easy programming of repeating problems. Using the innovative Boo language, it's a breeze to create a DSL for your application domain that works on .NET and does not sacrifice performance. DSLs in Boo shows you how to design, extend, and evolve DSLs for .NET by focusing on approaches and patterns. You learn to define an app in terms that match the domain, and to use Boo to build DSLs that generate efficient executables. And you won't deal with the awkward XML-laden syntax many DSLs require. The book concentrates on writing internal (textual) DSLs that allow easy extensibility of the application and framework. And if you don't know Boo, don't worry-you'll learn right here all the techniques you need. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

*A Comprehensive, Illustrated Filmography* MIT Press

The Programmer's Brain unlocks the way we think about code. It offers scientifically sound techniques that can radically improve the way you master new technology, comprehend code, and memorize syntax. You'll learn how to benefit from productive struggle and turn confusion into a learning tool. Along the way, you'll discover how to create study resources as you become an expert at teaching yourself and bringing new colleagues up to speed.