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Lambdas, streams, functional and reactive programming Manning Publications

Summary The Spark distributed data processing platform provides an easy-to-implement tool for ingesting, streaming, and processing data from any source. In *Spark in Action, Second Edition*, you'll learn to take advantage of Spark's core features and incredible processing speed, with applications including real-time computation, delayed evaluation, and machine learning. Spark skills are a hot commodity in enterprises worldwide, and with Spark's powerful and flexible Java APIs,

you can reap all the benefits without first learning Scala or Hadoop. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Analyzing enterprise data starts by reading, filtering, and merging files and streams from many sources. The Spark data processing engine handles this varied volume like a champ, delivering speeds 100 times faster than Hadoop systems. Thanks to SQL support, an intuitive interface, and a straightforward multilanguage API, you can use Spark without learning a complex new ecosystem. About the book

Spark in Action, Second Edition, teaches you to create end-to-end analytics applications. In this entirely new book, you ' ll learn from interesting Java-based examples, including a complete data pipeline for processing NASA satellite data. And you ' ll discover Java, Python, and Scala code samples hosted on GitHub that you can explore and adapt, plus appendixes that give you a cheat sheet for installing tools and understanding Spark-specific terms. What's inside Writing Spark applications in Java Spark application architecture Ingestion through files, databases, streaming, and Elasticsearch Querying

distributed datasets with Spark SQL About the reader This book does not assume previous experience with Spark, Scala, or Hadoop. About the author Jean-Georges Perrin is an experienced data and software architect. He is France ' s first IBM Champion and has been honored for 12 consecutive years. Table of Contents PART 1 - THE THEORY CRIPPLED BY AWESOME EXAMPLES 1 So, what is Spark, anyway? 2 Architecture and flow 3 The majestic role of the dataframe 4 Fundamentally lazy 5 Building a simple app for deployment 6 Deploying your simple app PART 2 - INGESTION 7 Ingestion from files

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Summary Serious developers know that code

can always be improved. With each iteration, you make optimizations—small and large—that can have a huge impact on your application's speed, size, resilience, and maintainability. In *Seriously Good Software: Code that Works, Survives, and Wins*, author, teacher, and Java expert Marco Faella teaches you techniques for writing better code. You'll start with a simple application and follow it through seven careful refactorings, each designed to explore another dimension of quality. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Great code blends the skill of a programmer with the time-tested techniques and best practices embraced by the entire development community. Although each application has its own context and character, some dimensions of quality are always

important. This book concentrates on seven pillars of seriously good software: speed, memory usage, reliability, readability, thread safety, generality, and elegance. The Java-based examples demonstrate techniques that apply to any OO language. About the book *Seriously Good Software* is a handbook for any professional developer serious about improving application quality. It explores fundamental dimensions of code quality by enhancing a simple implementation into a robust, professional-quality application. Questions, exercises, and Java-based examples ensure you'll get a firm grasp of the concepts as you go. When you finish the last version of the book's central project, you'll be able to confidently choose the right optimizations for your code. What's inside

Evaluating software qualities
Assessing trade-offs and interactions

Fulfilling different objectives in a single task
Java-based exercises you can apply in any OO language
About the reader For developers with basic object-oriented programming skills and intermediate Java skills. About the author Marco Faella teaches advanced programming at a major Italian university. His published work includes peer-reviewed research articles, a Java certification manual, and a video course.

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[With Python, Keras and TensorFlow](#)

Probability Simon and Schuster

Summary Manning's bestselling Java 8 book has been revised for Java 9! In *Modern Java in Action*, you'll build on your existing Java language skills with the newest features and techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern applications take advantage of innovative designs, including microservices, reactive architectures, and streaming data. Modern Java features like lambdas, streams, and the long-awaited Java Module System make implementing these designs significantly easier. It's time to upgrade your skills and meet these challenges head on! About the Book *Modern Java in Action* connects new

features of the Java language with their practical applications. Using crystal-clear examples and careful attention to detail, this book respects your time. It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System, explore new approaches to concurrency, and learn how functional concepts can help you write code that's easier to read and maintain. What's inside Thoroughly revised edition of Manning's bestselling *Java 8 in Action* New features in Java 8, Java 9, and beyond Streaming data and reactive programming The Java Module System About the Reader Written for developers familiar with core Java features. About the Author Raoul-Gabriel Urma is CEO of

Cambridge Spark. Mario Fusco is a senior software engineer at Red Hat. Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation. Table of Contents

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Testing Microservices with Mountebank Simon and Schuster To keep programming productive and

enjoyable, state-of-the-art practices and principles are essential. Object-oriented programming and design help manage complexity by keeping components cleanly separated. Unit testing helps prevent endless, exhausting debugging sessions. Refactoring keeps code simple and readable. PHP offers all this—and more. PHP in Action shows you how to apply PHP techniques and principles to all the most common challenges of web programming, including: Web presentation and templates User interaction including the Model-View-Controller architecture Input validation and form handling Database connection and querying and abstraction Object persistence 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.

Seriously Good Software Simon and Schuster
In Self-Sovereign Identity: Decentralized digital identity and verifiable credentials, you'll learn how SSI empowers us to receive digitally-signed credentials, store them in private wallets, and securely prove our online identities. Summary In a world of changing privacy regulations, identity theft, and online anonymity, identity is a precious and complex concept. Self-Sovereign Identity (SSI) is a set of technologies that move control of digital identity from third party “identity providers” directly to individuals, and it promises to be one of the most important trends for the coming decades. Personal data experts Drummond Reed and Alex Preukschat lay out a roadmap for a future of personal sovereignty

powered by the Blockchain and cryptography. Cutting through technical jargon with dozens of practical cases, it presents a clear and compelling argument for why SSI is a paradigm shift, and how you can be ready to be prepared for it. About the technology Trust on the internet is at an all-time low. Large corporations and institutions control our personal data because we ' ve never had a simple, safe, strong way to prove who we are online. Self-sovereign identity (SSI) changes all that. About the book In Self-Sovereign Identity: Decentralized digital identity and verifiable credentials, you ' ll learn how SSI empowers us to receive digitally-signed credentials, store them in private wallets, and securely prove our online identities. It combines a clear, jargon-free introduction to this blockchain-inspired paradigm shift with interesting essays written by its leading practitioners. Whether for property

transfer, ebanking, frictionless travel, or personalized services, the SSI model for digital trust will reshape our collective future. What's inside The architecture of SSI software and services The technical, legal, and governance concepts behind SSI How SSI affects global business industry-by-industry Emerging standards for SSI About the reader For technology and business readers. No prior SSI, cryptography, or blockchain experience required. About the authors Drummond Reed is the Chief Trust Officer at Evernym, a technology leader in SSI. Alex Preukschat is the co-founder of SSIMeetup.org and AlianzaBlockchain.org. Table of Contents PART 1: AN INTRODUCTION TO SSI 1 Why the internet is missing an identity layer—and why SSI can finally provide one 2 The basic building blocks of SSI 3 Example scenarios showing how SSI works 4 SSI Scorecard: Major

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What Every Programmer Needs to Know about
Cognition 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 LISPer*) 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 LISPer 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. Functional Programming in C++ Springer 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 Deep Learning with Python Simon and Schuster 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.

Modern Java in Action 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

Domain Specific Languages in .NET University of Regina Press

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 Java 8 in Action Simon and Schuster Introduces the programming language's syntax, control flow, and basic data structures and covers its interaction with applications and mangement of large collections of code. [The Battle of the Atlantic and Ultra](#) Manning Publications Summary Functional Programming in C++ teaches developers the practical side of functional

programming and the tools that C++ 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

Graph Databases in Action Simon and Schuster
Type-related failures are common and can be very costly. Famously, in 1999, NASA's Mars Climate Orbiter burned up in the atmosphere because of an error that could have easily been prevented with typing. By taking advantage of the strong type systems available in most modern programming languages, you can eliminate whole classes of errors. Programming with Types teaches you type system techniques for writing software that's safe, correct, easy to test and maintain, and that practically documents itself. Master these techniques, and you may even help prevent an interstellar catastrophe! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Microservices in .NET, Second Edition
Simon and Schuster

Adobe AIR is one of the hottest topics in rich application development. This exciting new technology is still in beta, but it's already being adopted by such web giants as eBay. With AIR, Web developers use their existing skills to build rich applications that flow seamlessly between the internet and the desktop. Adobe AIR in Action introduces AIR to developers familiar with Flex and JavaScript, showing them how to build solid AIR-driven desktop and hybrid applications. Using small examples, the expert authors walk web developers through the new topics they will need to develop AIR applications for the desktop. Readers will learn the essential features of the AIR API with examples and code samples that web professionals can use to get up and running in AIR quickly. The book

describes how to create and customize native windows, read and write files and folders on the local file system. Web developers who read this book will be able to take instant advantage of the increased resources available to desktop applications. Sometimes-connected, web-enabled applications are gaining in popularity, and web developers of all stripes will want to add these skills to their toolbox. 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.

Self-Sovereign Identity Manning Publications 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 R ú nar
Bjarnason are recognized experts in functional
programming with Scala and are core contributors to
the Scalaz library. Table of Contents PART 1
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PART 3 COMMON STRUCTURES IN
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Examples in Gremlin Simon and Schuster
Summary OCA Java SE 8 Programmer I Certification
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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 Elm in Action Simon and Schuster This is a collection of biographical essays on the

twelve premiers who led the province of Alberta during the twentieth century. Running Applications on Container Linux Simon and Schuster Probabilistic Deep Learning is a hands-on guide to the principles that support neural networks. Learn to improve network performance with the right distribution for different data types, and discover Bayesian variants that can state their own uncertainty to increase accuracy. This book provides easy-to-apply code and uses popular frameworks to keep you focused on practical applications. Summary Probabilistic Deep Learning: With Python, Keras and TensorFlow Probability teaches the increasingly popular probabilistic approach to deep learning that allows you to refine your results more quickly and accurately without much trial-and-error testing. Emphasizing practical techniques that use

the Python-based Tensorflow Probability Framework, you ' ll learn to build highly-performant deep learning applications that can reliably handle the noise and uncertainty of real-world data. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology The world is a noisy and uncertain place. Probabilistic deep learning models capture that noise and uncertainty, pulling it into real-world scenarios. Crucial for self-driving cars and scientific testing, these techniques help deep learning engineers assess the accuracy of their results, spot errors, and improve their understanding of how algorithms work. About the book Probabilistic Deep Learning is a hands-on guide to the principles that support neural networks. Learn to improve network performance with the right distribution for different data types,

and discover Bayesian variants that can state their own uncertainty to increase accuracy. This book provides easy-to-apply code and uses popular frameworks to keep you focused on practical applications. What's inside Explore maximum likelihood and the statistical basis of deep learning Discover probabilistic models that can indicate possible outcomes Learn to use normalizing flows for modeling and generating complex distributions Use Bayesian neural networks to access the uncertainty in the model About the reader For experienced machine learning developers. About the author Oliver Dürr is a professor at the University of Applied Sciences in Konstanz, Germany. Beate Sick holds a chair for applied statistics at ZHAW and works as a researcher and lecturer at the University of Zurich. Elvis Murina is a data scientist. Table of Contents PART 1 - BASICS OF DEEP

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A project-based guide 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
Simon and Schuster

Summary Streaming Data introduces the concepts and requirements of streaming and real-time data systems. The book is an idea-rich tutorial that teaches you to think about how to efficiently interact with fast-flowing data. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology As humans, we're constantly filtering and deciphering the information streaming toward us. In the same way, streaming data applications can accomplish amazing tasks like reading live location data to recommend nearby services, tracking faults with machinery in real time, and sending digital receipts before your customers leave the shop. Recent advances in streaming data technology and techniques make it possible

for any developer to build these applications if they have the right mindset. This book will let you join them. About the Book Streaming Data is an idea-rich tutorial that teaches you to think about efficiently interacting with fast-flowing data. Through relevant examples and illustrated use cases, you'll explore designs for applications that read, analyze, share, and store streaming data. Along the way, you'll discover the roles of key technologies like Spark, Storm, Kafka, Flink, RabbitMQ, and more. This book offers the perfect balance between big-picture thinking and implementation details. What's Inside The right way to collect real-time data Architecting a streaming pipeline Analyzing the data Which technologies to use and when About the Reader Written for developers familiar with relational database concepts. No experience with streaming or real-time applications required. About the Author Andrew Psaltis is a software engineer focused on massively scalable real-time analytics. Table of Contents PART 1 - A NEW HOLISTIC APPROACH Introducing streaming data Getting data from clients: data ingestion Transporting the data from collection tier: decoupling the data pipeline Analyzing streaming data Algorithms for data analysis Storing the analyzed or collected data Making the data available Consumer device capabilities and limitations accessing the data PART 2 - TAKING IT REAL WORLD Analyzing Meetup RSVPs in real time