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Introduction to Information Retrieval

Machine Learning in Action

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

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in Action gives you the skills to build strong, safe APIs you can confidently expose to the world. API Security in Action shows you how to create secure web APIs that you can confidently share with your business partners and expose for public usage. Security expert Neil Madden takes you under the hood of modern API security concepts, including token-based authentication for flexible multi-user security, bootstrapping a secure environment in a Kubernetes microservices architecture, and using lightweight cryptography to secure an IoT device. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Mining of Massive Datasets

When field mice Rachel, Jack and Uncle Olivier take shelter from a snow storm in a village theatre, very soon an exciting adventure unfolds. The story carries an underlying theme around repaying kindness shown by others. Designed to be read together or alone. 5+

Angular 2 Development with TypeScript

Summary Web Performance in Action is your companion guide to making websites faster. You'll learn techniques that speed the delivery of your site's assets to the

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user, increase rendering speed, decrease the overall footprint of your site, as well as how to build a workflow that automates common optimization techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Nifty features, hip design, and clever marketing are great, but your website will flop if visitors think it's slow. Network conditions can be unpredictable, and with today's sites being bigger than ever, you need to set yourself apart from the competition by focusing on speed. Achieving a high level of performance is a combination of front-end architecture choices, best practices, and some clever sleight-of-hand. This book will demystify all these topics for you. About the Book Web Performance in Action is your guide to making fast websites. Packed with "Aha!" moments and critical details, this book teaches you how to create performant websites the right way. You'll master optimal rendering techniques, tips for decreasing your site's footprint, and technologies like HTTP/2 that take your website's speed from merely adequate to seriously fast. Along the way, you'll learn how to create an automated workflow to accomplish common optimization tasks and speed up development in the process. What's Inside Foolproof performance-boosting techniques Optimizing images and fonts HTTP/2 and how it affects your optimization workflow About the Reader This book assumes that you're familiar with HTML, CSS, and JavaScript. Many examples make use of Git and Node.js. About the Author Jeremy Wagner is a professional front-end web developer with over ten years of experience. Foreword by Ethan Marcotte. Table of Contents Understanding web performance Using assessment

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tools Optimizing CSS Understanding critical CSS Making images responsive Going further with images Faster fonts Keeping JavaScript lean and fast Boosting performance with service workers Fine-tuning asset delivery Looking to the future with HTTP/2 Automating optimization with gulp

Machine Learning for Business

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

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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

OCA Java SE 8 Programmer I Certification Guide

Resources in education

Imagine predicting which customers are thinking about switching to a competitor or flagging potential process failures before they happen. Think about the benefits of forecasting tedious business processes and back-office tasks. Consider the competitive advantage of making decisions when you know the most likely future events. Machine Learning for Business teaches you how to make your company more automated, productive, and competitive by mastering practical, implementable machine learning techniques and tools. Thanks to the authors' down-to-earth style, you'll easily grok why process automation is so important and why machine learning is key to its success. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Grokking Deep Reinforcement Learning

A guide to the key topics of C# covers such topics as lambda expressions, LINQ, generics, nullable types, iterators, and extension methods.

Grokking Deep Learning

Tiny Python Projects takes you from amateur to Pythonista as you create 22

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bitesize programs. Each tiny project teaches you a new programming concept, from the basics of lists and strings right through to regular expressions and randomness. Summary A long journey is really a lot of little steps. The same is true when you're learning Python, so you may as well have some fun along the way! Written in a lighthearted style with entertaining exercises that build powerful skills, Tiny Python Projects takes you from amateur to Pythonista as you create 22 bitesize programs. Each tiny project teaches you a new programming concept, from the basics of lists and strings right through to regular expressions and randomness. Along the way you'll also discover how testing can make you a better programmer in any language. About the technology Who says learning to program has to be boring? The 21 activities in this book teach Python fundamentals through puzzles and games. Not only will you be entertained with every exercise, but you'll learn about text manipulation, basic algorithms, and lists and dictionaries as you go. It's the ideal way for any Python newbie to gain confidence and experience. About the book The projects are tiny, but the rewards are big: each chapter in Tiny Python Projects challenges you with a new Python program, including a password creator, a word rhymer, and a Shakespearean insult generator. As you complete these entertaining exercises, you'll graduate from a Python beginner to a confident programmer—and you'll have a good time doing it! What's inside Write command-line Python programs Manipulate Python data structures Use and control randomness Write and run tests for programs and functions Download testing suites for each project About the reader For readers with beginner programming

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skills. About the author Ken Youens-Clark is a Senior Scientific Programmer at the University of Arizona. He has an MS in Biosystems Engineering and has been programming for over 20 years. Table of Contents 1 How to write and test a Python program 2 The crow's nest: Working with strings 3 Going on a picnic: Working with lists 4 Jump the Five: Working with dictionaries 5 Howler: Working with files and STDOUT 6 Words count: Reading files and STDIN, iterating lists, formatting strings 7 Gashlycrumb: Looking items up in a dictionary 8 Apples and Bananas: Find and replace 9 Dial-a-Curse: Generating random insults from lists of words 10 Telephone: Randomly mutating strings 11 Bottles of Beer Song: Writing and testing functions 12 Ransom: Randomly capitalizing text 13 Twelve Days of Christmas: Algorithm design 14 Rhymer: Using regular expressions to create rhyming words 15 The Kentucky Friar: More regular expressions 16 The Scrambler: Randomly reordering the middles of words 17 Mad Libs: Using regular expressions 18 Gematria: Numeric encoding of text using ASCII values 19 Workout of the Day: Parsing CSV files, creating text table output 20 Password strength: Generating a secure and memorable password 21 Tic-Tac-Toe: Exploring state 22 Tic-Tac-Toe redux: An interactive version with type hints

MongoDB in Action

Summary AngularJS in Action covers everything you need to know to get started with the AngularJS framework. As you read, you'll explore all the individual

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components of the framework and learn how to customize and extend them. You'll discover the emerging patterns for web application architecture and tackle required tasks like communicating with a web server back-end. Along the way, you'll see AngularJS in action by building real world applications with thoroughly commented code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology AngularJS is a JavaScript-based framework that extends HTML, so you can create dynamic, interactive web applications in the same way you create standard static pages. Out of the box, Angular provides most of the functionality you'll need for basic apps, but you won't want to stop there. Intuitive, easy to customize, and test-friendly, Angular practically begs you to build more interesting apps. About the Book AngularJS in Action teaches you everything you need to get started with AngularJS. As you read, you'll learn to build interactive single-page web interfaces, apply emerging patterns like MVVM, and tackle key tasks like communicating with back-end servers. All examples are supported by clear explanations and illustrations along with fully annotated code listings. This book assumes you know at least some JavaScript. No prior exposure to AngularJS is required. What's Inside Get started with AngularJS Write your own components Best practices for application architecture Progressively build a full-featured application Covers Angular JS 1.3 Sample application updated to the latest version of Angular About the Author Lukas Ruebbelke is a full-time web developer and an active contributor to the AngularJS community. Table of Contents PART 1 GET ACQUAINTED WITH

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ANGULARJS Hello AngularJS Structuring your AngularJS applicationPART 2 MAKE SOMETHING WITH ANGULARJS Views and controllers Models and services Directives Animations Structuring your site with routes Forms and validations APPENDIXES Setting up Karma Setting up a Node.js server Setting up a Firebase server Running the app

C# in Depth

Grokking Deep Reinforcement Learning uses engaging exercises to teach you how to build deep learning systems. This book combines annotated Python code with intuitive explanations to explore DRL techniques. You'll see how algorithms function and learn to develop your own DRL agents using evaluative feedback. Summary We all learn through trial and error. We avoid the things that cause us to experience pain and failure. We embrace and build on the things that give us reward and success. This common pattern is the foundation of deep reinforcement learning: building machine learning systems that explore and learn based on the responses of the environment. Grokking Deep Reinforcement Learning introduces this powerful machine learning approach, using examples, illustrations, exercises, and crystal-clear teaching. You'll love the perfectly paced teaching and the clever, engaging writing style as you dig into this awesome exploration of reinforcement learning fundamentals, effective deep learning techniques, and practical applications in this emerging field. Purchase of the print book includes a free eBook

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in PDF, Kindle, and ePub formats from Manning Publications. About the technology We learn by interacting with our environment, and the rewards or punishments we experience guide our future behavior. Deep reinforcement learning brings that same natural process to artificial intelligence, analyzing results to uncover the most efficient ways forward. DRL agents can improve marketing campaigns, predict stock performance, and beat grand masters in Go and chess. About the book Grokking Deep Reinforcement Learning uses engaging exercises to teach you how to build deep learning systems. This book combines annotated Python code with intuitive explanations to explore DRL techniques. You'll see how algorithms function and learn to develop your own DRL agents using evaluative feedback. What's inside An introduction to reinforcement learning DRL agents with human-like behaviors Applying DRL to complex situations About the reader For developers with basic deep learning experience. About the author Miguel Morales works on reinforcement learning at Lockheed Martin and is an instructor for the Georgia Institute of Technology's Reinforcement Learning and Decision Making course. Table of Contents 1 Introduction to deep reinforcement learning 2 Mathematical foundations of reinforcement learning 3 Balancing immediate and long-term goals 4 Balancing the gathering and use of information 5 Evaluating agents' behaviors 6 Improving agents' behaviors 7 Achieving goals more effectively and efficiently 8 Introduction to value-based deep reinforcement learning 9 More stable value-based methods 10 Sample-efficient value-based methods 11 Policy-gradient and actor-critic methods 12 Advanced actor-critic methods 13 Toward artificial general

intelligence

API Security in Action

Summary Grokking Deep Learning teaches you to build deep learning neural networks from scratch! In his engaging style, seasoned deep learning expert Andrew Trask shows you the science under the hood, so you grok for yourself every detail of training neural networks. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Deep learning, a branch of artificial intelligence, teaches computers to learn by using neural networks, technology inspired by the human brain. Online text translation, self-driving cars, personalized product recommendations, and virtual voice assistants are just a few of the exciting modern advancements possible thanks to deep learning. About the Book Grokking Deep Learning teaches you to build deep learning neural networks from scratch! In his engaging style, seasoned deep learning expert Andrew Trask shows you the science under the hood, so you grok for yourself every detail of training neural networks. Using only Python and its math-supporting library, NumPy, you'll train your own neural networks to see and understand images, translate text into different languages, and even write like Shakespeare! When you're done, you'll be fully prepared to move on to mastering deep learning frameworks. What's inside The science behind deep learning Building and training your own neural networks Privacy concepts,

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including federated learning Tips for continuing your pursuit of deep learning About the Reader For readers with high school-level math and intermediate programming skills. About the Author Andrew Trask is a PhD student at Oxford University and a research scientist at DeepMind. Previously, Andrew was a researcher and analytics product manager at Digital Reasoning, where he trained the world's largest artificial neural network and helped guide the analytics roadmap for the Synthesys cognitive computing platform. Table of Contents Introducing deep learning: why you should learn it Fundamental concepts: how do machines learn? Introduction to neural prediction: forward propagation Introduction to neural learning: gradient descent Learning multiple weights at a time: generalizing gradient descent Building your first deep neural network: introduction to backpropagation How to picture neural networks: in your head and on paper Learning signal and ignoring noise: introduction to regularization and batching Modeling probabilities and nonlinearities: activation functions Neural learning about edges and corners: intro to convolutional neural networks Neural networks that understand language: king - man + woman == ? Neural networks that write like Shakespeare: recurrent layers for variable-length data Introducing automatic optimization: let's build a deep learning framework Learning to write like Shakespeare: long short-term memory Deep learning on unseen data: introducing federated learning Where to go from here: a brief guide

Political Science Research Methods

Testing Angular Applications

About The Book: ActiveMQ in Action is all you'll need to master ActiveMQ. It starts from the anatomy of a JMS message and moves quickly through connectors, message persistence, authentication, and authorization. By following a running example (a stock portfolio app), you'll pick up the best practices distilled by the authors from their long and deep involvement with this technology. This book requires a working knowledge of Java, but no previous experience with ActiveMQ or other message brokers is needed.

ACTIVEMQ IN ACTION

OAuth 2 is like the web version of a valet key. Instead of unsafe password-sharing, OAuth offers a much more secure delegation protocol. OAuth is used everywhere, from large providers like Facebook and Google, to small APIs at startups, and even cloud services, it's the worldwide standard. OAuth 2 is the must-know security protocol on the web today. "OAuth 2 in Action" teaches practical use and deployment of this protocol from the perspective of a client, authorization server, and resource server. It begins with an overview of OAuth and a look at its components and interactions. Using hands-on examples, it shows how to build a

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first OAuth client, followed by an authorization server, and then a protected resource. The second part of the book dives into crucial implementation vulnerability, and more advanced topics. By the end of this book, anyone will be able to build and deploy applications that use OAuth on both the client and server sides. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Microservices Security in Action

Aurelia is a web framework that makes it much easier to create single page web applications. Aurelia was written with ES6, so modern JavaScript design principles are baked in from the ground level. Aurelia in Action teaches readers how to build fantastic single page applications with the Aurelia framework. By the end of the book, readers will be able to tune, secure, and deploy their finished SPAs, giving them everything they need to create modern web apps for a modern world. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Microservices in Action

.NET Core is a subset of the .NET framework with libraries and runtimes that

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drastically reduce its footprint, so you can write and run .NET applications more efficiently. .NET Core in Action shows .NET developers how to build professional software applications with .NET Core. By the end of this book, readers will be able to convert existing .NET code to work on multiple platforms or start new projects with knowledge of the tools and capabilities of .NET Core. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

A Bibliography of Selected Rand Publications

Microservices Security in Action teaches you how to address microservices-specific security challenges throughout the system. This practical guide includes plentiful hands-on exercises using industry-leading open-source tools and examples using Java and Spring Boot. Summary Unlike traditional enterprise applications, Microservices applications are collections of independent components that function as a system. Securing the messages, queues, and API endpoints requires new approaches to security both in the infrastructure and the code. Microservices Security in Action teaches you how to address microservices-specific security challenges throughout the system. This practical guide includes plentiful hands-on exercises using industry-leading open-source tools and examples using Java and Spring Boot. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Integrating

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independent services into a single system presents special security challenges in a microservices deployment. With proper planning, however, you can build in security from the start. Learn to create secure services and protect application data throughout development and deployment. As microservices continue to change enterprise application systems, developers and architects must learn to integrate security into their design and implementation. Because microservices are created as a system of independent components, each a possible point of failure, they can multiply the security risk. With proper planning, design, and implementation, you can reap the benefits of microservices while keeping your application data—and your company’s reputation—safe! About the book *Microservices Security in Action* is filled with solutions, teaching best practices for throttling and monitoring, access control, and microservice-to-microservice communications. Detailed code samples, exercises, and real-world use cases help you put what you’ve learned into production. Along the way, authors and software security experts Prabath Siriwardena and Nuwan Dias shine a light on important concepts like throttling, analytics gathering, access control at the API gateway, and microservice-to-microservice communication. You’ll also discover how to securely deploy microservices using state-of-the-art technologies including Kubernetes, Docker, and the Istio service mesh. Lots of hands-on exercises secure your learning as you go, and this straightforward guide wraps up with a security process review and best practices. When you’re finished reading, you’ll be planning, designing, and implementing microservices applications with the priceless confidence that

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comes with knowing they're secure! What's inside Microservice security concepts Edge services with an API gateway Deployments with Docker, Kubernetes, and Istio Security testing at the code level Communications with HTTP, gRPC, and Kafka About the reader For experienced microservices developers with intermediate Java skills. About the author Prabath Siriwardena is the vice president of security architecture at WSO2. Nuwan Dias is the director of API architecture at WSO2. They have designed secure systems for many Fortune 500 companies. Table of Contents PART 1 OVERVIEW 1 Microservices security landscape 2 First steps in securing microservices PART 2 EDGE SECURITY 3 Securing north/south traffic with an API gateway 4 Accessing a secured microservice via a single-page application 5 Engaging throttling, monitoring, and access control PART 3 SERVICE-TO-SERVICE COMMUNICATIONS 6 Securing east/west traffic with certificates 7 Securing east/west traffic with JWT 8 Securing east/west traffic over gRPC 9 Securing reactive microservices PART 4 SECURE DEPLOYMENT 10 Conquering container security with Docker 11 Securing microservices on Kubernetes 12 Securing microservices with Istio service mesh PART 5 SECURE DEVELOPMENT 13 Secure coding practices and automation

Deep Learning with R

Now in its second edition, this book focuses on practical algorithms for mining data from even the largest datasets.

Securing DevOps

Many of the normal concerns faced by application developers are amplified by the challenges of web-scale concurrency, real-time performance expectations, multi-core support, and efficiently consuming services without constantly managing I/O blocks. Although it's possible to solve most of these issues with existing languages and frameworks, Go is designed to handle them right out of the box, making for a more natural and productive coding experience. Developed at Google for its own internal use, Go now powers dozens of nimble startups, along with name brands like Canonical, Heroku, SoundCloud, and Mozilla, who rely on highly performant services for their infrastructure. Go in Action introduces the unique features and concepts of the Go language, guiding readers from inquisitive developers to Go gurus. It provides hands-on experience with writing real-world applications including web sites and network servers, as well as techniques to manipulate and convert data at incredibly high speeds. It also goes in-depth with the language and explains the tricks and secrets that the Go masters are using to make their applications perform. For example, it looks at Go's powerful reflection libraries and uses real-world examples of integration with C code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

IText in Action

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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

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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

Gradle in Action

WINNER of Computing Reviews 20th Annual Best Review in the category
Management “Tyler’s book is concise, reasonable, and full of interesting practices,
including some curious ones you might consider adopting yourself if you become a
software engineering manager.” —Fernando Berzal, CR, 10/23/2015 “Josh Tyler
crafts a concise, no-nonsense, intensely focused guide for building the workhouse
of Silicon Valley—the high-functioning software team.” —Gordon Rios, Summer
Book Recommendations from the Smartest People We Know—Summer 2016
Building Great Software Engineering Teams provides engineering leaders, startup
founders, and CTOs concrete, industry-proven guidance and techniques for
recruiting, hiring, and managing software engineers in a fast-paced, competitive
environment. With so much at stake, the challenge of scaling up a team can be
intimidating. Engineering leaders in growing companies of all sizes need to know
how to find great candidates, create effective interviewing and hiring processes,
bring out the best in people and their work, provide meaningful career
development, learn to spot warning signs in their team, and manage their people
for long-term success. Author Josh Tyler has spent nearly a decade building teams

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in high-growth startups, experimenting with every aspect of the task to see what works best. He draws on this experience to outline specific, detailed solutions augmented by instructive stories from his own experience. In this book you'll learn how to build your team, starting with your first hire and continuing through the stages of development as you manage your team for growth and success. Organized to cover each step of the process in the order you'll likely face them, and highlighted by stories of success and failure, it provides an easy-to-understand recipe for creating your high-powered engineering team.

AngularJS in Action

Oauth 2 in Action

Summary This third revision of Manning's popular The Quick Python Book offers a clear, crisp updated introduction to the elegant Python programming language and its famously easy-to-read syntax. Written for programmers new to Python, this latest edition includes new exercises throughout. It covers features common to other languages concisely, while introducing Python's comprehensive standard functions library and unique features in detail. Foreword by Nicholas Tollervey, Python Software Foundation. Purchase of the print book includes a free eBook in

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PDF, Kindle, and ePub formats from Manning Publications. About the Technology Initially Guido van Rossum's 1989 holiday project, Python has grown into an amazing computer language. It's a joy to learn and read, and powerful enough to handle everything from low-level system resources to advanced applications like deep learning. Elegantly simple and complete, it also boasts a massive ecosystem of libraries and frameworks. Python programmers are in high demand; you can't afford not to be fluent! About the Book The Quick Python Book, Third Edition is a comprehensive guide to the Python language by a Python authority, Naomi Ceder. With the personal touch of a skilled teacher, she beautifully balances details of the language with the insights and advice you need to handle any task. Extensive, relevant examples and learn-by-doing exercises help you master each important concept the first time through. Whether you're scraping websites or playing around with nested tuples, you'll appreciate this book's clarity, focus, and attention to detail. What's Inside Clear coverage of Python 3 Core libraries, packages, and tools In-depth exercises Five new data science-related chapters About the Reader Written for readers familiar with programming concepts--no Python experience assumed. About the Author Naomi Ceder is chair of the Python Software Foundation. She has been learning, using, and teaching Python since 2001. Table of Contents PART 1 - STARTING OUT About Python Getting started The Quick Python overview PART 2 - THE ESSENTIALS The absolute basics Lists, tuples, and sets Strings Dictionaries Control flow Functions Modules and scoping rules Python programs Using the filesystem Reading and writing files Exceptions PART 3

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- ADVANCED LANGUAGE FEATURES Classes and object-oriented programming
Regular expressions Data types as objects Packages Using Python libraries PART 4
- WORKING WITH DATA Basic file wrangling Processing data files Data over the network Saving data Exploring data

Deep Learning with Python

Reading and storing data is a core part of any application, and .NET developers want database access to be easy and intuitive. Entity Framework Core is a .NET library designed to simplify data persistence, bridging the mismatch between the different structures of object-oriented code and relational databases. Entity Framework Core in Action teaches developers how to add database functionality to .NET applications with EF Core. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Lost in the Snow

Summary Microservices in Action is a practical book about building and deploying microservice-based applications. Written for developers and architects with a solid grasp of service-oriented development, it tackles the challenge of putting microservices into production. Purchase of the print book includes a free eBook in

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PDF, Kindle, and ePub formats from Manning Publications. About the Technology Invest your time in designing great applications, improving infrastructure, and making the most out of your dev teams. Microservices are easier to write, scale, and maintain than traditional enterprise applications because they're built as a system of independent components. Master a few important new patterns and processes, and you'll be ready to develop, deploy, and run production-quality microservices. About the Book Microservices in Action teaches you how to write and maintain microservice-based applications. Created with day-to-day development in mind, this informative guide immerses you in real-world use cases from design to deployment. You'll discover how microservices enable an efficient continuous delivery pipeline, and explore examples using Kubernetes, Docker, and Google Container Engine. What's inside An overview of microservice architecture Building a delivery pipeline Best practices for designing multi-service transactions and queries Deploying with containers Monitoring your microservices About the Reader Written for intermediate developers familiar with enterprise architecture and cloud platforms like AWS and GCP. About the Author Morgan Bruce and Paulo A. Pereira are experienced engineering leaders. They work daily with microservices in a production environment, using the techniques detailed in this book. Table of Contents PART 1 - The lay of the land Designing and running microservices Microservices at SimpleBank PART 2 - Design Architecture of a microservice application Designing new features Transactions and queries in microservices Designing reliable services Building a reusable microservice framework PART 3 -

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Deployment Deploying microservices Deployment with containers and schedulers
Building a delivery pipeline for microservices PART 4 - Observability and ownership
Building a monitoring system Using logs and traces to understand behavior
Building microservice teams

Go in Action

Provides information on the concepts of machine theory, covering such topics as statistical data processing, data visualization, and forecasting.

Dependency Injection In.Net

Developers looking to enhance Web and other applications with dynamic PDF document generation and/or manipulation will find this book unique in content and readability.

The Quick Python Book

Dependency Injection in .NET is a comprehensive guide that introduces DI and provides an in-depth look at applying DI practices to .NET apps. In it, you will also learn to integrate DI together with such technologies as Windows Communication

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Foundation, ASP.NET MVC, Windows Presentation Foundation and other core .NET components. Building on your existing knowledge of C# and the .NET platform, this book will be most beneficial for readers who have already built at least a few software solutions of intermediate complexity. Most examples are in plain C# without use of any particular DI framework. Later, the book introduces several well-known DI frameworks, such as StructureMap, Windsor and Spring.NET. For each framework, it presents examples of its particular usage, as well as examines how the framework relates to the common patterns presented earlier in the book.

Journal of the American Statistical Association

Introduces deep learning systems using the powerful Keras library and its R language interface. The book builds your understanding of deep learning through intuitive explanations and practical examples.

Real-Time Phoenix

Summary Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to build a full-fledged, real-world project. Along the way, it touches on advanced topics like testing, continuous integration, and monitoring code

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quality. You'll also explore tasks like setting up your target environment and deploying your software. About the Technology Gradle is a general-purpose build automation tool. It extends the usage patterns established by its forerunners, Ant and Maven, and allows builds that are expressive, maintainable, and easy to understand. Using a flexible Groovy-based DSL, Gradle provides declarative and extendable language elements that let you model your project's needs the way you want. About the Book Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to establish an effective build process for a full-fledged, real-world project. Along the way, it covers advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. The book assumes a basic background in Java, but no knowledge of Groovy. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Whats Inside A comprehensive guide to Gradle Practical, real-world examples Transitioning from Ant and Maven In-depth plugin development Continuous delivery with Gradle About the Author Benjamin Muschko is a member of the Gradleware engineering team and the author of several popular Gradle plugins. Table of Contents PART 1 INTRODUCING GRADLE Introduction to project automation Next-generation builds with Gradle Building a Gradle project by example PART 2 MASTERING THE FUNDAMENTALS Build script essentials Dependency management Multiproject builds Testing with Gradle Extending Gradle

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Integration and migration PART 3 FROM BUILD TO DEPLOYMENT IDE support and tooling Building polyglot projects Code quality management and monitoring Continuous integration Artifact assembly and publishing Infrastructure provisioning and deployment

Tiny Python Projects

Understand the “how” and the “why” behind research in political science. Political Science Research Methods by Janet Buttolph Johnson, H. T. Reynolds, and Jason D. Mycoff helps you to understand the logic behind research design by guiding you through a step-by-step process that explains when and why a researcher would pursue different kinds of methods. The highly anticipated Ninth Edition of this trusted resource provides more international examples, an increased focus on the role ethics play in the research process, increased attention to qualitative research methods, and expanded coverage on the role of the internet in research and analysis.

Web Performance in Action

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 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.

Foundations of Statistical Natural Language Processing

Angular 2 is a massively popular JavaScript framework built to take advantage of component development in web apps. In Angular 2, author Joseph D. Booth will guide you through setting up a development environment, interacting with the Angular CLI, building Hello World, and more. By the end, you'll know how to set up templates, compose components from those templates, and tie them all together with modules to deliver a cohesive web app. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A

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flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Building Great Software Engineering Teams

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 François 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, 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

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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 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

Spring Batch in Action

Statistical approaches to processing natural language text have become dominant in recent years. This foundational text is the first comprehensive introduction to statistical natural language processing (NLP) to appear. The book contains all the theory and algorithms needed for building NLP tools. It provides broad but rigorous coverage of mathematical and linguistic foundations, as well as detailed discussion of statistical methods, allowing students and researchers to construct their own implementations. The book covers collocation finding, word sense disambiguation, probabilistic parsing, information retrieval, and other applications.

C++ Concurrency in Action

Summary Testing Angular Applications is an example-rich, hands-on guide that gives you the real-world techniques you need to thoroughly test all parts of your Angular applications. By the end of this book, you'll be able to confidently write unit and end-to-end tests for Angular applications in TypeScript. Foreword by Brad Green, Google. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Don't leave the

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success of your mission-critical Angular apps to chance. Proper testing improves code quality, reduces maintenance costs, and rewards you with happy users. New tools and best practices can streamline and automate all aspects of testing web apps, both in development and in production. This book gets you started. About the Book Testing Angular Applications teaches you how to make testing an essential part of your development and production processes. You'll start by setting up a simple unit testing system as you learn the fundamental practices. Then, you'll fine-tune it as you discover the best tests for Angular components, directives, pipes, services, and routing. Finally, you'll explore end-to-end testing, mastering the Protractor framework, and inserting Angular apps into your continuous integration pipeline. What's inside Getting to know TypeScript Writing and debugging unit tests Writing and debugging end-to-end tests with Protractor Building continuous integration for your entire test suite About the Reader This book is for readers with intermediate JavaScript skills. About the Author Jesse Palmer is a senior engineering manager at Handshake. Corinna Cohn is a single-page web application specialist. Mike Giambalvo and Craig Nishina are engineers at Google. Table of Contents Introduction to testing Angular applications PART 1 - Unit testing Creating your first tests Testing components Testing directives Testing pipes Testing services Testing the router PART 2 - End-to-end testing Getting started with Protractor Understanding timeouts Advanced Protractor topics PART 3 - Continuous integration Continuous integration Appendix A - Setting up the sample project Appendix B - Additional resources

Entity Framework Core in Action

Summary Spring Batch in Action is an in-depth guide to writing batch applications using Spring Batch. Written for developers who have basic knowledge of Java and the Spring lightweight container, the book provides both a best-practices approach to writing batch jobs and comprehensive coverage of the Spring Batch framework. About the Technology Even though running batch jobs is a common task, there's no standard way to write them. Spring Batch is a framework for writing batch applications in Java. It includes reusable components and a solid runtime environment, so you don't have to start a new project from scratch. And it uses Spring's familiar programming model to simplify configuration and implementation, so it'll be comfortably familiar to most Java developers. About the Book Spring Batch in Action is a thorough, in-depth guide to writing efficient batch applications. Starting with the basics, it discusses the best practices of batch jobs along with details of the Spring Batch framework. You'll learn by working through dozens of practical, reusable examples in key areas like monitoring, tuning, enterprise integration, and automated testing. No prior batch programming experience is required. Basic knowledge of Java and Spring is assumed. 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. What's Inside Batch programming from the ground up Implementing data components Handling errors during batch processing Automating tedious tasks Table of Contents PART 1 BACKGROUND Introducing

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Spring Batch Spring Batch concepts PART 2 CORE SPRING BATCH Batch configuration Running batch jobs Reading data Writing data Processing data Implementing bulletproof jobs Transaction management PART 3 ADVANCED SPRING BATCH Controlling execution Enterprise integration Monitoring jobs Scaling and parallel processing Testing batch applications

Aurelia in Action

C++ Concurrency in Action, Second Edition is the definitive guide to writing elegant multithreaded applications in C++. Updated for C++ 17, it carefully addresses every aspect of concurrent development, from starting new threads to designing fully functional multithreaded algorithms and data structures. Concurrency master Anthony Williams presents examples and practical tasks in every chapter, including insights that will delight even the most experienced developer. -- Provided by publisher.

. NET Core in Action

This comprehensive guide book begins by explaining what makes MongoDB unique. A series of tutorials designed for MongoDB mastery then leads into detailed examples for leveraging MongoDB in e-commerce, social networking,

analytics, and other common applications.

Introduction to Information Retrieval

Give users the real-time experience they expect, by using Elixir and Phoenix Channels to build applications that instantly react to changes and reflect the application's true state. Learn how Elixir and Phoenix make it easy and enjoyable to create real-time applications that scale to a large number of users. Apply system design and development best practices to create applications that are easy to maintain. Gain confidence by learning how to break your applications before your users do. Deploy applications with minimized resource use and maximized performance. Real-time applications come with real challenges - persistent connections, multi-server deployment, and strict performance requirements are just a few. Don't try to solve these challenges by yourself - use a framework that handles them for you. Elixir and Phoenix Channels provide a solid foundation on which to build stable and scalable real-time applications. Build applications that thrive for years to come with the best-practices found in this book. Understand the magic of real-time communication by inspecting the WebSocket protocol in action. Avoid performance pitfalls early in the development lifecycle with a catalog of common problems and their solutions. Leverage GenStage to build a data pipeline that improves scalability. Break your application before your users do and confidently deploy them. Build a real-world project using solid application design

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and testing practices that help make future changes a breeze. Create distributed apps that can scale to many users with tools like Phoenix Tracker. Deploy and monitor your application with confidence and reduce outages. Deliver an exceptional real-time experience to your users, with easy maintenance, reduced operational costs, and maximized performance, using Elixir and Phoenix Channels. What You Need: You'll need Elixir 1.9+ and Erlang/OTP 22+ installed on a Mac OS X, Linux, or Windows machine.

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