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for
Programmers

3D graphics, machine learning,
and simulations with Python

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ASP.NET Core in Action, Third Edition Andrew Lock,2023-11-14 Build professional grade full stack web applications using C and ASP NET Core In ASP NET Core in Action Third Edition you ll learn how to Build minimal APIs for serving JSON to client side applications Create dynamic server side rendered applications using Razor Pages User authentication and authorization Store data using Entity Framework Core Unit and integration tests for ASP NET Core applications Write custom middleware and components Fully updated to ASP NET Core 7 0 In ASP NET Core in Action Third Edition Microsoft MVP Andrew Lock teaches you how you can use your C and NET skills to build amazing cross platform web applications This

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null safety Domain specific languages Kotlin coroutines and flows Mastering the kotlinx coroutines library Kotlin in Action Second Edition is a complete guide to the Kotlin language written especially for readers familiar with Java or another OO language Its authors all core Kotlin language developers and Kotlin team members share their unique insights along with practical techniques and hands on examples This new second edition is fully updated to include the latest innovations and it adds new chapters dedicated to coroutines flows and concurrency About the technology Kotlin is a low hassle high productivity programming language flexible enough to handle any web mobile cloud and enterprise application Java developers will appreciate the simple syntax intuitive type system excellent tooling and support for functional style programming Plus since Kotlin runs on the JVM it integrates seamlessly with existing Java code libraries and frameworks including Spring and Android About the book Kotlin in Action Second Edition teaches you Kotlin techniques you can use for almost any type of application from enterprise services to Android apps The authors are all members of the Kotlin team so you can trust that even the gnarly details are dead accurate You ll start with Kotlin fundamentals learning how the language handles everything from statements and functions to classes and types and about its unique features that make Kotlin programming so seamless As you progress through this masterful book you ll get hands on with the Kotlin standard library functional programming in Kotlin and advanced features such as generics and reflection And this updated second edition now covers coroutines and structured concurrency to help you create efficient high performance applications What s inside Guidance from members of the Kotlin team Domain specific languages Kotlin coroutines and flows About the reader For readers familiar with Java or another OO language About the author Sebastian Aigner is a Developer Advocate at JetBrains and host of the Talking Kotlin podcast Roman Elizarov was the lead designer of the Kotlin language JetBrains Developer Advocate Svetlana Isakova was a member of the Kotlin compiler team Dmitry Jemerov is one of Kotlin s initial developers

Machine Learning with TensorFlow, Second Edition Mattmann A. Chris,2021-02-02 Updated with new code new projects and new chapters Machine Learning with TensorFlow Second Edition gives readers a solid foundation in machine learning concepts and the TensorFlow library Summary Updated with new code new projects and new chapters Machine Learning with TensorFlow Second Edition gives readers a solid foundation in machine learning concepts and the TensorFlow library Written by NASA JPL Deputy CTO and Principal Data Scientist Chris Mattmann all examples are accompanied by downloadable Jupyter Notebooks for a hands on experience coding TensorFlow with Python New and revised content expands coverage of core machine learning algorithms and advancements in neural networks such as VGG Face facial identification classifiers and deep speech classifiers Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the technology Supercharge your data analysis with machine learning ML algorithms automatically improve as they process data so results get better over time You don t have to be a mathematician to use ML Tools like Google s TensorFlow library help with complex calculations so you can focus on getting the answers you

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practices Configuration with Spring Cloud Config and Hashicorp Vault Client side resiliency with Resilience4j and Spring Cloud Load Balancer Metrics monitoring with Prometheus and Grafana Distributed tracing with Spring Cloud Sleuth Zipkin and ELK Stack About the reader For experienced Java and Spring developers About the author John Carnell is a senior cloud engineer with 20 years of Java experience Illary Huaylupo S nchez is a software engineer with over 13 years of experience Table of Contents 1 Welcome to the cloud Spring 2 Exploring the microservices world with Spring Cloud 3 Building microservices with Spring Boot 4 Welcome to Docker 5 Controlling your configuration with the Spring Cloud Configuration Server 6 On service discovery 7 When bad things happen Resiliency patterns with Spring Cloud and Resilience4j 8 Service routing with Spring Cloud Gateway 9 Securing your microservices 10 Event driven architecture with Spring Cloud Stream 11 Distributed tracing with Spring Cloud Sleuth and Zipkin 12 Deploying your microservices *Modern C, Third Edition* Jens Gustedt,2025-10-07 Discover the full power of modern C programming with an inside look at the new C23 standard For programs that need to be small fast and reliable C is the gold standard Whether you re writing embedded code low level system routines or high performance applications C is up to the challenge This unique book by Jens Gustedt a member of the ISO C standards committee gets you up to speed with C23 In Modern C Third Edition you ll Learn C basics core features and advanced concepts Leverage major C23 improvements for security reliability and performance Write portable code that runs anywhere Build multi threaded applications with atomics and synchronization Create robust and resilient software with error handling Use type generic programming for reusable code In Modern C Third Edition you ll learn to harness C s full potential using the latest tools and techniques After a quick review of the fundamentals suited for coders who haven t used C in a while this book guides you to mastery of C23 the latest ISO standard About the Technology From code running on the smallest embedded devices to the low level libraries behind popular programming languages like Python and Ruby the software world depends on C And even after 50 years it s still getting better The new C23 standard adds improvements for security reliability and performance In this thoroughly revised new edition author Jens Gustedt gives you an authoritative inside view About the Book Modern C Third Edition is a fast paced introduction to the C language with special attention on its most modern features It starts with a quick review of structure grammar and execution and then progresses quickly to control structures data types operators and other core language features Fully revised for C23 this expanded Third Edition covers compound expressions and lambdas new insights into approaching program failure and how to transition smoothly to C23 What s Inside All major C23 features Portable code that runs anywhere Multi threaded applications with atomics and synchronization Use type generic programming for reusable code About the Readers For readers with intermediate skills in any programming language About the Author Jens Gustedt is a senior scientist at the French National Institute for Computer Science and Control INRIA deputy director of the ICube lab in Strasbourg France and an active member of the ISO C standards committee Table of Contents Level 0 Encounter 1 Getting started 2 The principal structure of a program Level 1

Acquaintance 3 Everything is about control 4 Expressing computations 5 Basic values and data 6 Derived data types 7 Functions 8 C library functions Level 2 Cognition 9 Style 10 Organization and documentation 11 Pointers 12 The C memory model 13 Storage 14 More involved processing and I O 15 Program failure Level 3 Experience 16 Performance 17 Function like macros 18 Type generic programming 19 Variations in control flow 20 Threads 21 Atomic access and memory consistency A Transitional code B C compilers C C libraries Takeaways Get a free eBook PDF or ePub from Manning as well as access to the online liveBook format and its AI assistant that will answer your questions in any language when you purchase the print book **EJB 3 in Action** Reza Rahman,Michael Remijan,Debu Panda,Ryan Cuprak,2014-04-06 Summary Building on the bestselling first edition EJB 3 in Action Second Edition tackles EJB 3 2 head on through numerous code samples real life scenarios and illustrations This book is a fast paced tutorial for Java EE 6 business component development using EJB 3 2 JPA 2 and CDI Besides covering the basics of EJB 3 2 this book includes in depth EJB 3 2 internal implementation details best practices design patterns and performance tuning tips Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Book The EJB 3 framework provides a standard way to capture business logic in manageable server side modules making it easier to write maintain and extend Java EE applications EJB 3 2 provides more enhancements and intelligent defaults and integrates more fully with other Java technologies such as CDI to make development even easier EJB 3 in Action Second Edition is a fast paced tutorial for Java EE business component developers using EJB 3 2 JPA and CDI It tackles EJB head on through numerous code samples real life scenarios and illustrations Beyond the basics this book includes internal implementation details best practices design patterns performance tuning tips and various means of access including Web Services REST Services and WebSockets Readers need to know Java No prior experience with EJB or Java EE is assumed What s Inside Fully revised for EJB 3 2 POJO persistence with JPA 2 1 Dependency injection and bean management with CDI 1 1 Interactive application with WebSocket 1 0 About the Authors Debu Panda Reza Rahman Ryan Cuprak and Michael Remijan are seasoned Java architects developers authors and community leaders Debu and Reza coauthored the first edition of EJB 3 in Action Table of Contents PART 1 OVERVIEW OF THE EJB LANDSCAPE What s what in EJB 3 A first taste of EJB PART 2 WORKING WITH EJB COMPONENTS Building business logic with session beans Messaging and developing MDBs EJB runtime context dependency injection and crosscutting logic Transactions and security Scheduling and timers Exposing EJBs as web services PART 3 USING EJB WITH JPA AND CDI JPA entities Managing entities JPQL Using CDI with EJB 3 PART 4 PUTTING EJB INTO ACTION Packaging EJB 3 applications Using WebSockets with EJB 3 Testing and EJB **Getting MEAN with Mongo, Express, Angular, and Node** Simon Holmes,clive harber,2019-04-22 Summary Getting MEAN Second Edition teaches you how to develop full stack web applications using the MEAN stack This edition was completely revised and updated to cover MongoDB 4 Express 4 Angular 7 Node 11 and the latest mainstream release of JavaScript ES2015 Purchase of the print book includes a free eBook in PDF

Kindle and ePub formats from Manning Publications About the Technology Juggling languages mid application can radically slow down a full stack web project The MEAN stack MongoDB Express Angular and Node uses JavaScript end to end maximizing developer productivity and minimizing context switching And you ll love the results MEAN apps are fast powerful and beautiful About the Book Getting MEAN Second Edition teaches you how to develop full stack web applications using the MEAN stack Practical from the very beginning the book helps you create a static site in Express and Node Expanding on that solid foundation you ll integrate a MongoDB database build an API and add an authentication system Along the way you ll get countless pro tips for building dynamic and responsive data driven web applications What s inside MongoDB 4 Express 4 Angular 7 and Node js 11 MEAN stack architecture Mobile ready web apps Best practices for efficiency and reusability About the Reader Readers should be comfortable with standard web application designs and ES2015 style JavaScript About the Author Simon Holmes and Clive Harber are full stack developers with decades of experience in JavaScript and other leading edge web technologies Table of Contents PART 1 SETTING THE BASELINE Introducing full stack development Designing a MEAN stack architecture PART 2 BUILDING A NODE WEB APPLICATION Creating and setting up a MEAN project Building a static site with Node and Express Building a data model with MongoDB and Mongoose Writing a REST API Exposing the MongoDB database to the application Consuming a REST API Using an API from inside Express PART 3 ADDING A DYNAMIC FRONT END WITH ANGULAR Creating an Angular application with TypeScript Building a single page application with Angular Foundations Building a single page application with Angular The next level PART 4 MANAGING AUTHENTICATION AND USER SESSIONS Authenticating users managing sessions and securing APIs Using an authentication API in Angular applications   Clojure in Action Amit Rathore,2015-12-16 Summary A fully revised edition that covers the new features available in Clojure 1 6 Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Clojure is a modern Lisp for the JVM It has the strengths you expect first class functions macros and Lisp s clean programming style It supports functional programming making it ideal for concurrent programming and for creating domain specific languages Clojure lets you solve harder problems make faster changes and end up with a smaller code base It s no wonder that there are so many Clojure success stories About the Book Clojure in Action Second Edition is an expanded and improved version that s been updated to cover the new features of Clojure 1 6 The book gives you a rapid introduction to the Clojure language moving from abstract theory to practical examples You ll start by learning how to use Clojure as a general purpose language Next you ll explore Clojure s efficient concurrency model based on the database concept of Software Transactional Memory STM You ll gain a new level of productivity through Clojure DSLs that can run on the JVM Along the way you ll learn countless tips tricks and techniques for writing smaller safer and faster code What s Inside Functional programming basics Metaprogramming with Clojure s macros Interoperating with Java Covers Clojure 1 6 About the Reader Assumes readers are familiar with a programming language like C Java Ruby or Python Table of Contents

Introducing Clojure Clojure elements Data structures and functions Building blocks of Clojure Multimethod polymorphism Exploring Clojure and Java interop State and the concurrent world Evolving Clojure through macros More on functional programming Protocols records and types Test driven development and more More macros and DSL **Privacy-Preserving Machine Learning** J. Morris Chang,Di Zhuang,G. Dumindu Samaraweera,2023-05-02 Keep sensitive user data safe and secure without sacrificing theaccuracy of your machine learning models In Privacy Preserving Machine Learning you will learn Differential privacy techniques and their application insupervised learning Privacy for frequency or mean estimation Naive Bayes classifier and deep learning Designing and applying compressive privacy for machine learning Privacy preserving synthetic data generation approaches Privacy enhancing technologies for data mining and database applications Privacy Preserving Machine Learning is a comprehensive guide to avoiding data breaches in your machine learning projects You ll get to grips with modern privacy enhancing techniques such as differential privacy compressive privacy and synthetic data generation Based on years of DARPA funded cybersecurity research ML engineers of all skill levels and seniorities will benefit from incorporating these privacy preserving practices into their model development **Graph-Powered Machine Learning** Alessandro Nego,2021-09-28 1 Machine learning and graphs an introduction 2 Graph data engineering 3 Graphs in machine learning applications 4 Content based recommendations 5 Collaborative filtering 6 Session based recommendations 7 Context aware and hybrid recommendations 8 Basic approaches to graph powered fraud detection 9 Proximity based algorithms 10 Social metwork analysis against fraud 11 Graph based natural language processing 12 Knowledge graphs **Grokking Data Structures** Marcello La Rocca,2024-08-06 Don t be perplexed by data structures This fun friendly and fully illustrated guide makes it easy to learn useful data structures you ll put to work every day Grokking Data Structures makes it a breeze to learn the most useful day to day data structures You ll follow a steady learning path from absolute basics to advanced concepts all illustrated with fun examples engaging industry stories and hundreds of graphics and cartoons In Grokking Data Structures you ll learn how to Understand the most important and widely used data structures Identify use cases where data structures make the biggest difference Pick the best data structure solution for a coding challenge Understand the tradeoffs of data structures and avoid catastrophes Implement basic data collections like arrays linked lists stacks and priority queues Use trees and binary search trees BSTs to organize data Use graphs to model relationships and learn about complex data Efficiently search by key using hash tables and hashing functions Reason about time and memory requirements of operations on data structures Grokking Data Structures carefully guides you from the most basic data structures like arrays or linked lists all the way to powerful structures like graphs It s perfect for beginners and you won t need anything more than high school math to get started Each data structure you encounter comes with its own complete Python implementation so you can start experimenting with what you learn right away Foreword by Daniel Zingaro About the technology Data structures are vital for shaping and handling your data organization They re also an important part of most

IT job interviews Whether you re new to data structures or just dusting off what you learned in school this book will get you up to speed fast with no advanced math abstract theory or complicated proofs About the book Grokking Data Structures introduces common and useful data structures that every developer needs to know Real world examples show you how data structures are used in practice from making your searches faster to handling triage in an emergency room You ll love the fun cartoons insightful stories and useful Python code samples that make data structures come alive And unlike jargon laden academic texts this book is easy to read and practical What s inside Fast searches using hash tables Trees and binary search trees BSTs to organize data Use graphs to model complex data The best data structures for a coding challenge About the reader For readers who know the basics of Python A perfect companion to Grokking Algorithms About the author Marcello La Rocca is a research scientist and a full stack engineer He has contributed to large scale web applications and machine learning infrastructure at Twitter Microsoft and Apple The technical editor on this book was Beau Carnes   F# in Action Isaac Abraham,2024-05-21 F is designed to make functional programming practical and accessible especially for developers working on the NET platform This book will get you started In F in Action you will learn how to Write performant and robust systems with succinct F code Model domains quickly easily and accurately with F s type system Design solutions using functional programming patterns Ingest and process disparate data sources Develop data driven web applications Unit test F code Effectively model data using a variety of techniques Use scripts to rapidly explore domains About the technology F is a simple robust and highly performant programming language It lets you keep your code simple in even the most complex applications and its language core is perfect for learning the fundamentals of functional programming F runs on NET so you can work cross platform and take advantage of battle tested NET components It s succinct and flexible perfect for everything from command line tools to web apps to data analysis and machine learning   *The Jamstack Book* Raymond Camden,Brian Rinaldi,2022-07-05 Jamstack JavaScript APIs and Markup Use established standard technologies to build super fast static websites without sacrificing rich dynamic features Building websites with simple straightforward standards can feel like a breath of fresh air Jamstack sites use JavaScript APIs and Markup to create fast dynamic pages without the overhead of heavyweight frameworks The Jamstack Book is your essential guide to this exciting new web architecture Written by renowned Jamstack experts Raymond Camden and Brian Rinaldi it s filled with real world projects to develop and hone your skills   Data Engineering on Azure Vlad Riscutia,2021-08-17 Build a data platform to the industry leading standards set by Microsoft s own infrastructure Summary In Data Engineering on Azure you will learn how to Pick the right Azure services for different data scenarios Manage data inventory Implement production quality data modeling analytics and machine learning workloads Handle data governance Using DevOps to increase reliability Ingesting storing and distributing data Apply best practices for compliance and access control Data Engineering on Azure reveals the data management patterns and techniques that support Microsoft s own massive data infrastructure Author Vlad Riscutia a data engineer at Microsoft

teaches you to bring an engineering rigor to your data platform and ensure that your data prototypes function just as well under the pressures of production You ll implement common data modeling patterns stand up cloud native data platforms on Azure and get to grips with DevOps for both analytics and machine learning Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the technology Build secure stable data platforms that can scale to loads of any size When a project moves from the lab into production you need confidence that it can stand up to real world challenges This book teaches you to design and implement cloud based data infrastructure that you can easily monitor scale and modify About the book In Data Engineering on Azure you ll learn the skills you need to build and maintain big data platforms in massive enterprises This invaluable guide includes clear practical guidance for setting up infrastructure orchestration workloads and governance As you go you ll set up efficient machine learning pipelines and then master time saving automation and DevOps solutions The Azure based examples are easy to reproduce on other cloud platforms What s inside Data inventory and data governance Assure data quality compliance and distribution Build automated pipelines to increase reliability Ingest store and distribute data Production quality data modeling analytics and machine learning About the reader For data engineers familiar with cloud computing and DevOps About the author Vlad Riscutia is a software architect at Microsoft Table of Contents 1 Introduction PART 1 INFRASTRUCTURE 2 Storage 3 DevOps 4 Orchestration PART 2 WORKLOADS 5 Processing 6 Analytics 7 Machine learning PART 3 GOVERNANCE 8 Metadata 9 Data quality 10 Compliance 11 Distributing data   *Conversational AI* Andrew Freed,2021-10-12 Conversational AI is a guide to creating AI driven voice and text agents for customer support and other conversational tasks This practical and entertaining book combines design theory with techniques for building and training AI systems In it you ll learn how to find training data assess performance and write dialog that sounds human You ll go from building simple chatbots to designing the voice assistant for a complete call center   *Functional Design and Architecture* Alexander Granin,2024-11-05 Functional Design and Architecture is a comprehensive guide to software engineering using functional programming Inside you ll find cutting edge functional design principles and practices for every stage of application development There s no abstract theory you ll learn by building exciting sample applications including an application for controlling a spaceship and a full fledged backend framework You ll explore functional design by looking at object oriented principles you might already know and learn how they can be reapplied to a functional environment By the time you re done you ll be ready to apply the brilliant innovations of the functional world to serious software projects   **Shipping Go** Joel Holmes,2023-08-01 Build and upgrade an automated software delivery pipeline that supports containerization integration testing semantic versioning automated deployment and more In Shipping Go you will learn how to Develop better software based on feedback from customers Create a development pipeline that turns feedback into features Reduce bugs with pipeline automation that validates code before it is deployed Establish continuous testing for exceptional code quality Serverless container based and server based deployments Scale

your deployment in a cost effective way Deliver a culture of continuous improvement Shipping Go is a hands on guide to shipping Go based software Author Joel Holmes shows you the easy way to set up development pipelines fully illustrated with practical examples in the powerful Go language You ll put continuous delivery and continuous integration into action and discover instantly useful guidance on automating your team s build and reacting with agility to customer demands Your new pipelines will ferry your projects through production and deployment and also improve your testing code quality and production applications Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology An effective software delivery pipeline automates all stages from initial design through development deployment and ultimately the usage experience that feeds back into new features and releases Go embraces the best practices of Continuous Delivery and adds a few language specific tools and twists of its own About the Book Shipping Go shows you how to build Go specific software development pipelines You ll have a basic CI CD process up and running by the time you finish Chapter 3 along with an iterative process for designing releasing and revising your applications Then you ll systematically upgrade your pipeline to support containerization integration testing semantic versioning and automated deployment A set of handy appendices help you translate these valuable practices to Kotlin Python and JavaScript applications What s Inside Create a development pipeline that turns feedback into features Automatically validate code before it is deployed Serverless container based and server based deployments Scale your deployment in a cost effective way About the Reader For Go developers About the Author Joel Holmes builds cloud native applications helping to architect design and develop them A Golang tech lead Ali nor Latour was the technical editor for this book Table of Contents PART 1 STARTUP 1 Delivering value 2 Introducing continuous integration 3 Introducing continuous testing 4 Introducing continuous deployment PART 2 SCALING 5 Code quality enforcement 6 Testing frameworks mocking and dependencies 7 Containerized deployment PART 3 GOING PUBLIC 8 Configuration management and stable releases 9 Integration testing 10 Advanced deployment 11 The loop   **Hello App Inventor!** Paula Beer,Carl Simmons,2014-10-26 Summary Hello App Inventor introduces creative young readers to the world of mobile programming no experience required Featuring more than 30 fun invent it yourself projects this full color fun to read book starts with the building blocks you need to create a few practice apps Then you ll learn the skills you need to bring your own app ideas to life Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Book Have you ever wondered how apps are made Do you have a great idea for an app that you want to make reality This book can teach you how to create apps for any Android device even if you have never programmed before With App Inventor if you can imagine it you can create it Using this free friendly tool you can decide what you want your app to do and then click together colorful jigsaw puzzle blocks to make it happen App Inventor turns your project into an Android app that you can test on your computer run on your phone share with your friends and even sell in the Google Play store Hello App Inventor introduces young readers to the

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