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RUBY ON RAILS TUTORIAL

LEARN WEB DEVELOPMENT WITH RAILS

Addison-Wesley Professional **This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku**

LEARN ENOUGH DEVELOPER TOOLS TO BE DANGEROUS

GIT VERSION CONTROL, COMMAND LINE, AND TEXT EDITORS ESSENTIALS

Addison-Wesley Professional

BEYOND THE BASIC STUFF WITH PYTHON

BEST PRACTICES FOR WRITING CLEAN CODE

No Starch Press **BRIDGE THE GAP BETWEEN NOVICE AND PROFESSIONAL You've completed a basic Python programming tutorial or finished Al Sweigart's bestseller, Automate the Boring Stuff with Python. What's the next step toward becoming a capable, confident software developer? Welcome to Beyond the Basic Stuff with Python. More than a mere collection of advanced syntax and masterful tips for writing clean code, you'll learn how to advance your Python programming skills by using the command line and other professional tools like code formatters, type checkers, linters, and version control. Sweigart takes you through best practices for setting up your development environment, naming variables, and improving readability, then tackles documentation, organization and performance measurement, as well as object-oriented design and the Big-O algorithm analysis commonly used in coding interviews.**

The skills you learn will boost your ability to program--not just in Python but in any language. You'll learn: • Coding style, and how to use Python's Black auto-formatting tool for cleaner code • Common sources of bugs, and how to detect them with static analyzers • How to structure the files in your code projects with the Cookiecutter template tool • Functional programming techniques like lambda and higher-order functions • How to profile the speed of your code with Python's built-in timeit and cProfile modules • The computer science behind Big-O algorithm analysis • How to make your comments and docstrings informative, and how often to write them • How to create classes in object-oriented programming, and why they're used to organize code Toward the end of the book you'll read a detailed source-code breakdown of two classic command-line games, the Tower of Hanoi (a logic puzzle) and Four-in-a-Row (a two-player tile-dropping game), and a breakdown of how their code follows the book's best practices. You'll test your skills by implementing the program yourself. Of course, no single book can make you a professional software developer. But Beyond the Basic Stuff with Python will get you further down that path and make you a better programmer, as you learn to write readable code that's easy to debug and perfectly Pythonic Requirements: Covers Python 3.6 and higher

LEARNING SALESFORCE LIGHTNING APPLICATION DEVELOPMENT

BUILD AND TEST LIGHTNING COMPONENTS FOR SALESFORCE LIGHTNING EXPERIENCE USING SALESFORCE DX

Packt Publishing Ltd **Build, design, and style beautiful and informative applications on the Salesforce Lightning platform Key Features Build and Test Lightning Components that enhance application usability and adaptability Apply Security Best Practices to your Custom Lightning Components Design Lightning Components for Salesforce UIs such as Lightning Pages, Salesforce 1 Application, Communities, and more. Book Description Built on the Salesforce App Cloud, the new Salesforce Lightning Experience combines three major components: Lightning Design System, Lightning App Builder, and Lightning Components, to provide an enhanced user experience. This book will enable you to quickly create modern, enterprise apps with Lightning Component Framework. You will start by building simple Lightning Components and understanding the Lightning Components architecture. The chapters cover the basics of Lightning Component Framework semantics and syntax, the security features provided by Locker Service, and use of third-party libraries inside Lightning Components. The later chapters focus on debugging, performance tuning, testing using Lightning Testing Services, and how to publish Lightning Components on Salesforce AppExchange. What you will learn Understand Lightning Components architecture Learn Locker security best practices Debug and Improve performance of your Lightning Components Use third-party libraries along with Lightning Component Framework Learn how to publish Lightning Components on AppExchange Use Lightning Out to take your Lightning Components outside the Salesforce platform Who this book is for This book is for Salesforce developers or developers from other platforms who are familiar with HTML, CSS, and JavaScript and want to build and test Salesforce Lightning components. No knowledge of Salesforce Lightning is required.**

THE LINUX COMMAND LINE

A COMPLETE INTRODUCTION

No Starch Press **You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: * Create and delete files, directories, and symlinks * Administer your system, including networking, package installation, and process management * Use standard input and output, redirection, and pipelines * Edit files with Vi, the world's most popular text editor * Write shell scripts to automate common or boring tasks * Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"**

COMMAND LINE FUNDAMENTALS

LEARN TO USE THE UNIX COMMAND-LINE TOOLS AND BASH SHELL SCRIPTING

Packt Publishing Ltd **Master shell basics and Unix tools and discover easy commands to perform complex tasks with speed Key Features Learn why the Bash shell is widely used on Linux and iOS Explore advanced shell concepts, such as pipes and redirection Understand how to use Unix command-line tools as building blocks for different tasks Book Description The most basic interface to a computer—the command line—remains the most flexible and powerful way of processing data and performing and automating various day-to-day tasks. Command Line Fundamentals begins by exploring the basics, and then focuses on the most common tool, the Bash shell (which is standard on all Linux and iOS systems). As you make your way through the book, you'll explore the traditional Unix command-line programs as implemented by the GNU project. You'll also learn to use redirection and pipelines to assemble these programs to solve complex problems. By the end of this book, you'll have explored the basics of shell scripting, allowing you to easily and**

quickly automate tasks. What you will learn Use the Bash shell to run commands Utilize basic Unix utilities such as cat, tr, sort, and uniq Explore shell wildcards to manage groups of files Apply useful keyboard shortcuts in shell Employ redirection and pipes to process data Write both basic and advanced shell scripts to automate tasks Who this book is for Command Line Fundamentals is for programmers who use GUIs but want to understand how to use the command line to complete tasks faster.

PRACTICAL GO

BUILDING SCALABLE NETWORK AND NON-NETWORK APPLICATIONS

John Wiley & Sons **YOUR PRACTICAL, HANDS-ON GUIDE TO WRITING APPLICATIONS USING GO Google announced the Go programming language to the public in 2009, with the version 1.0 release announced in 2012. Since its announcement to the community, and the compatibility promise of the 1.0 release, the Go language has been used to write scalable and high-impact software programs ranging from command-line applications and critical infrastructure tools to large-scale distributed systems. It's speed, simplicity, and reliability make it a perfect choice for developers working in various domains. In Practical Go - Building Scalable Network + Non-Network Applications, you will learn to use the Go programming language to build robust, production-ready software applications. You will learn just enough to building command line tools and applications communicating over HTTP and gRPC. This practical guide will cover: Writing command line applications Writing a HTTP services and clients Writing RPC services and clients using gRPC Writing middleware for network clients and servers Storing data in cloud object stores and SQL databases Testing your applications using idiomatic techniques Adding observability to your applications Managing configuration data from your applications You will learn to implement best practices using hands-on examples written with modern practices in mind. With its focus on using the standard library packages as far as possible, Practical Go will give you a solid foundation for developing large applications using Go leveraging the best of the language's ecosystem.**

LEARNING UNIX FOR MAC OS X TIGER

"O'Reilly Media, Inc." **Introduces the UNIX environment for the Mac OS X Tiger and explains how to set up and configure the Terminal application; how to manage, create, and edit files; and how to navigate the Internet.**

ADVANCED TECHNIQUES IN COMPUTING SCIENCES AND SOFTWARE ENGINEERING

Springer Science & Business Media **Advanced Techniques in Computing Sciences and Software Engineering includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Software Engineering, Computer Engineering, and Systems Engineering and Sciences. Advanced Techniques in Computing Sciences and Software Engineering includes selected papers form the conference proceedings of the International Conference on Systems, Computing Sciences and Software Engineering (SCSS 2008) which was part of the International Joint Conferences on Computer, Information and Systems Sciences and Engineering (CISSE 2008).**

LINUX YOURSELF

CONCEPT AND PROGRAMMING

CRC Press **Numerous people still believe that learning and acquiring expertise in Linux is not easy, that only a professional can understand how a Linux system works. Nowadays, Linux has gained much popularity both at home and at the workplace. Linux Yourself: Concept and Programming aims to help and guide people of all ages by offering a deep insight into the concept of Linux, its usage, programming, administration, and several other connected topics in an easy approach. This book can also be used as a textbook for undergraduate/postgraduate engineering students and others who have a passion to gain expertise in the field of computer science/information technology as a Linux developer or administrator. The word "Yourself" in the title refers to the fact that the content of this book is designed to give a good foundation to understand the Linux concept and to guide yourself as a good Linux professional in various platforms. There are no prerequisites to understand the contents from this book, and a person with basic knowledge of C programming language will be able to grasp the concept with ease. With this mindset, all the topics are presented in such a way that it should be simple, clear, and straightforward with many examples and figures. Linux is distinguished by its own power and flexibility, along with open-source accessibility and community as compared to other operating systems, such as Windows and macOS. It is the author's sincere view that readers of all levels will find this book worthwhile and will be able to learn or sharpen their skills. KEY FEATURES Provides a deep conceptual learning and expertise in programming skill for any user about Linux, UNIX, and their features. Elaborates GUI and CUI including Linux commands, various shells, and the vi editor Details file management and file systems to understand Linux system architecture easily Promotes hands-on practices of regular expressions and advanced filters, such as sed and awk through many helpful examples Describes an insight view of shell scripting, process, thread, system calls, signal, inter-process communication, X Window System, and many more aspects to understand the system programming in the Linux environment Gives a detailed description of Linux administration by elaborating LILO, GRUB, RPM-based package, and program installation and compilation that can be very helpful in managing the Linux system in a very efficient way Reports some famous Linux distributions to understand the similarity among all popular available Linux and other features as case studies**

OCFA JAVA FOUNDATIONS EXAM FUNDAMENTALS 1Z0-811

STUDY GUIDE FOR ORACLE CERTIFIED FOUNDATIONS ASSOCIATE, JAVA CERTIFICATION

Enthuware Java Certification Mock Exams **Last Updated: 1st Jan 2021 - Build 1.1 IMPORTANT: 1. We enhance the content and publish it on Amazon regularly. We update the build number upon each release so that you can determine if a new build has been released since your purchase. If you have an older build of the eBook, please contact Amazon support to get the latest build on your device. You will then need to delete the book from your Kindle device and then redownload it. 2. This book DOES NOT include mock exams. It is meant to complement Enthuware Mock Exams and should be used as a study guide before or while attempting the mock Exams. If you are a high schooler or a Java beginner, the 1Z0-811 exam is the best way to prove that you have learnt the basics of Java programming. OCFA Java Foundations Exam Fundamentals is a comprehensive study guide for those taking the Oracle Certified Foundations Associate, Java Certification Exam (Exam Code 1Z0-811). With complete coverage of 100% of the exam objectives, this book provides everything you need to know to take the exam confidently. Written by an expert with more than 20 years of industry experience, the book also helps you ace technical interviews by making you aware of things that technical managers focus on. The Java Foundations exam requires you to learn basic features of the language including various Java platforms, OOP, arrays, loops, decision constructs, and exception handling. This book covers all such topics thoroughly. The book also includes coding exercises that will get you moving on "write a lot of code" front. The book makes it easy to get your doubts cleared by including links to existing discussion on a particular topic. If the existing discussion doesn't address your doubt, you can see more clarification from the Author.**

LEARNING WEB APP DEVELOPMENT

BUILD QUICKLY WITH PROVEN JAVASCRIPT TECHNIQUES

"O'Reilly Media, Inc." **Grasp the fundamentals of web application development by building a simple database-backed app from scratch, using HTML, JavaScript, and other open source tools. Through hands-on tutorials, this practical guide shows inexperienced web app developers how to create a user interface, write a server, build client-server communication, and use a cloud-based service to deploy the application. Each chapter includes practice problems, full examples, and mental models of the development workflow. Ideal for a college-level course, this book helps you get started with web app development by providing you with a solid grounding in the process. Set up a basic workflow with a text editor, version control system, and web browser Structure a user interface with HTML, and include styles with CSS Use JQuery and JavaScript to add interactivity to your application Link the client to the server with AJAX, JavaScript objects, and JSON Learn the basics of server-side programming with Node.js Store data outside your application with Redis and MongoDB Share your application by uploading it to the cloud with CloudFoundry Get basic tips for writing maintainable code on both client and server**

JAVA 2 BY EXAMPLE

Que Publishing **Java 2 by Example, Second Edition gives novice programmers in-depth coverage of both object-oriented programming and Java fundamentals. It starts with an overview of Java, including a survey of development tools beginners should use. The book explains the basics of the Java language, including operators, expressions, statements and more; and Object-Oriented Programming with classes and objects, inheritance, and dynamic methods. The author includes a chapter applying the concepts of OOP to object-oriented analysis and design methods. Later chapters demonstrate organizing data in collections and utilizing Java's built-in mathematical functions. Along the way, readers learn from hundreds of examples explaining every concept. Plus, each chapter ends with a series of review questions to ensure that readers are caught up - with answers provided in an appendix.**

LEARNING IOS DEVELOPMENT

A HANDS-ON GUIDE TO THE FUNDAMENTALS OF IOS PROGRAMMING

Addison-Wesley Professional **Features hands-on sample projects and exercises designed to help programmers create iOS applications.**

LEARN PYTHON 3 THE HARD WAY

A VERY SIMPLE INTRODUCTION TO THE TERRIFYINGLY BEAUTIFUL WORLD OF COMPUTERS AND CODE

Addison-Wesley Professional **You Will Learn Python 3! Zed Shaw has perfected the world's best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python 3 the Hard Way, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how a computer works; what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing**

Basic game development Basic web development It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For Total beginners with zero programming experience Junior developers who know one or two languages Returning professionals who haven't written code in years Seasoned professionals looking for a fast, simple, crash course in Python 3

LEAN PYTHON

LEARN JUST ENOUGH PYTHON TO BUILD USEFUL TOOLS

Apress **Learn only the essential aspects of Python without cluttering up your mind with features you may never use. This compact book is not a "best way to write code" type of book; rather, the author goes over his most-used functions, which are all you need to know as a beginner and some way beyond. Lean Python takes 58 Python methods and functions and whittles them down to 15: as author Paul Gerrard says, "I haven't found a need for the rest." What You'll Learn Discover lean Python and how to learn just enough to build useful tools Use Python objects, program structure, I/O, modules and more Handle errors and exceptions Test your code Access the Web; do searching; and persist data Who This Book Is For This book is aimed at three categories of reader: The experienced programmer – if you already know a programming language, this book gives you a shortcut to understanding the Python language and some of its design philosophy. You work in IT and need a programming primer – you might be a tester who needs to have more informed technical discussions with programmers. Working through the examples will help you to appreciate the challenge of good programming. First-timer – you want a first book on programming that you can assimilate quickly to help you decide whether programming is for you.**

RUBYMOTION IOS DEVELOMENT ESSENTIALS

Packt Publishing Ltd **This is a step-by-step book that builds on your knowledge by adding to an example app over the course of each chapter. Each topic uses example code that can be compiled and tested to show how things work practically instead of just telling you the theory. Complicated tasks are broken down into easy to follow steps with clear explanations of what each line of code is doing.Whether you are a novice to iOS development or looking for a simpler alternative to Objective-C; with RubyMotion iOS Development Essentials, you will become a pro at writing great iOS apps**

ODOO 12 DEVELOPMENT ESSENTIALS

FAST-TRACK YOUR ODOO DEVELOPMENT SKILLS TO BUILD POWERFUL BUSINESS APPLICATIONS, 4TH EDITION

Packt Publishing Ltd **Extend your skills with Odoo 12 to build resourceful and open source business applications Key FeaturesExplore Odoo 12 capabilities to develop business applicationsProgram business logic and manipulate data to implement specific business rules in your applicationsIntegrate Python APIs for building customizable and scalable business logicBook Description Odoo is one of the best platforms for open source ERP and CRM. Its latest version, Odoo 12, brings with it new features and updates in Python packages to develop more customizable applications with additional cloud capabilities. The book begins by covering the development essentials for building business applications. You will start your journey by learning how to install and configure Odoo, and then transition from having no specific knowledge of Odoo to being ready for application development. You will develop your first Odoo application and understand topics such as models and views. Odoo 12 Development Essentials will also guide you in using server APIs to add business logic, helping you lay a solid foundation for advanced topics. As you progress through the chapters, you will be equipped to build and customize your applications and explore the new features in Odoo 12, such as cloud integration, to scale your business applications. You will get insights into building business logic and integrating various APIs into your application. By the end of the book, you will be able to build a business application from scratch by using the latest version of Odoo. What you will learnManage Odoo server instancesCreate a new Odoo application from scratch using the most frequently used elementsDevelop new models and use inheritance to extend existing modelsUse ORM methods in the Odoo server and from external clientsCreate Kanban views using QWeb effectivelyBuild custom web and website CMS pagesUse external APIs to integrate Odoo with external applicationsAdd automated tests and techniques to debug module business logicWho this book is for If you are a developer familiar with Python and MVC design and want to build business applications using Odoo, this book is for you.**

PYTHON FOR UNIX AND LINUX SYSTEM ADMINISTRATION

"O'Reilly Media, Inc." **Python is an ideal language for solving problems, especially in Linux and Unix networks. With this pragmatic book, administrators can review various tasks that often occur in the management of these systems, and learn how Python can provide a more efficient and less painful way to handle them. Each chapter in Python for Unix and Linux System Administration presents a particular administrative issue, such as concurrency or data backup, and presents Python solutions through hands-on examples. Once you finish this book, you'll be able to develop your own set of command-line utilities with Python to tackle a wide range of problems. Discover how this language can help you: Read text files and extract information Run tasks concurrently using the threading and forking options Get information from one process to another using network facilities Create clickable GUIs to handle large and complex utilities Monitor large clusters of machines by interacting with SNMP programmatically Master the IPython Interactive Python shell to replace or augment Bash, Korn, or Z-Shell Integrate Cloud Computing into your infrastructure, and learn to write a**

Google App Engine Application Solve unique data backup challenges with customized scripts Interact with MySQL, SQLite, Oracle, Postgres, Django ORM, and SQLAlchemy With this book, you'll learn how to package and deploy your Python applications and libraries, and write code that runs equally well on multiple Unix platforms. You'll also learn about several Python-related technologies that will make your life much easier.

MOBILE APP DEVELOPMENT WITH IONIC 2

CROSS-PLATFORM APPS WITH IONIC, ANGULAR, AND CORDOVA

"O'Reilly Media, Inc." **Learn how to build app store-ready hybrid apps with the Ionic 2, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This practical guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Phone. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps**

MOBILE APP DEVELOPMENT WITH IONIC, REVISED EDITION

CROSS-PLATFORM APPS WITH IONIC, ANGULAR, AND CORDOVA

"O'Reilly Media, Inc." **Learn how to build app store-ready hybrid apps with Ionic, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This revised guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Universal. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps**

JAVA FOR TESTERS

LEARN JAVA FUNDAMENTALS FAST

This book is for people who want to learn Java. Particularly people on a team that want to learn Java, but who aren't going to be coding the main Java application i.e. Testers, Managers, Business Analysts, Front End Developers, Designers, etc. If you already know Java then this book may not be for you. This book is aimed at beginners. Designed to help the reader get started fast, the book is easy to follow, and has examples related to testing. You can find the companion web site for the book at http: //javafortesters.com The book covers 'just enough' to get people writing tests and abstraction layers. For example, the book cover the basics of Inheritance, but doesn't really cover Interfaces in detail. We explain the concept of Interfaces, because we need to know it to understand Collections, but not how to write them. Why? Because the book covers enough to get you started, and working. But not overload the reader. Once you are on your way, and have gained some experience. You should have the basic knowledge to understand the additional concepts. Why 'for testers'? Java Developers coding production applications in Java need to learn Java differently from other people on the team. Throughout the author's career, he has have written thousands of lines of Java code, but has rarely had to compile the code into an application. Yet, when we learn Java from most books, one of the first things we learn is 'javac' and the 'main' method and working from the command line. And this is confusing. Most of the code the author writes is wrapped up in a JUnit @Test method. The author has trained many people to write automation in Java, and everytime he has taught Java to testers or other people on the team, we start with a JUnit @Test method and run tests from the IDE. Testers, and other people on the team use java differently. This book provides a different order and approach to learning Java. You can find the source code for all examples and exercises used in the book over on github: https: //github.com/eviltester/javaForTestersCode

WINDOWS COMMAND LINE ADMINISTRATION INSTANT REFERENCE

John Wiley & Sons **The perfect companion to any book on Windows Server 2008 or Windows 7, and the quickest way to access critical information Focusing just on the essentials of command-line interface (CLI), Windows Command-Line Administration Instant Reference easily shows how to quickly perform day-to-day tasks of Windows administration without ever touching the graphical user interface (GUI). Specifically designed for busy administrators, Windows Command-Line Administration Instant Reference replaces many tedious GUI steps with just one command at the**

command-line, while concise, easy to access answers provide solutions on the spot. Provides practical examples, step-by-step instructions, and contextual information Quick-reference style delivers the commands needed for managing data and the network; working with Active Directory; performing diagnostics and maintenance; and, creating batch files and scripts Covers administration for Windows Server 2008 Server Core, Windows Server 2008 (including R2), and Windows 7 Administrators can get more done in less time with CLI than they can with the standard GUI. Compact enough to keep on hand at all times, Windows Command-Line Administration Instant Reference provides administrators with a convenient, fast and simple way to use CLI.

AUTOMATE THE BORING STUFF WITH PYTHON, 2ND EDITION

PRACTICAL PROGRAMMING FOR TOTAL BEGINNERS

No Starch Press **The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to: • Search for text in a file or across multiple files • Create, update, move, and rename files and folders • Search the Web and download online content • Update and format data in Excel spreadsheets of any size • Split, merge, watermark, and encrypt PDFs • Send email responses and text notifications • Fill out online forms Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.**

ASP.NET CORE IN 24 HOURS, SAMS TEACH YOURSELF

ASP. 5.0 24 HOUR SAMS TEAC YO

Sams Publishing **In just 24 sessions of one hour or less, Sams Teach Yourself ASP.NET Core in 24 Hours, will help you build professional-quality, cloud-based, web-connected solutions with ASP.NET Core. This book's straightforward, step-by-step approach guides you from the basics to advanced techniques, using practical examples to help you make the most of Microsoft's radically revamped ASP.NET Core framework. ASP.NET Program Manager Jeffrey T. Fritz guides you from jumpstarting development with templates to implementing cutting-edge security and containerization. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common ASP.NET Core tasks and techniques Practical, hands-on examples show you how to apply what you learn Notes and Tips point out shortcuts, solutions, and problems to avoid Learn how to… Set up your work environment on Windows or non-Windows operating systems Develop solutions more quickly by starting with project templates Configure ASP.NET Core, services, and applications Access data with Entity Framework Core Build modern architectures, controllers, and views with the new version of MVC Scaffold user interfaces and incorporate reusable UI components Read and write data using web API end-points Manage client-side packages with npm and bower Integrate Angular with ASP.NET Core Authenticate users, and protect your website with ASP.NET Core Authorization Deploy ASP.NET Core solutions into production Work with Docker containers in the ASP.NET Core environment**

INFOWORLD

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

LEARNING THE BASH SHELL

UNIX SHELL PROGRAMMING

"O'Reilly Media, Inc." **O'Reilly's bestselling book on Linux's bash shell is at it again. Now that Linux is an established player both as a server and on the desktop Learning the bash Shell has been updated and refreshed to account for all the latest changes. Indeed, this third edition serves as the most valuable guide yet to the bash shell.As any good programmer knows, the first thing users of the Linux operating system come face to face with is the shell the UNIX term for a user interface to the system. In other words, it's what lets you communicate with the computer via the keyboard and display. Mastering the bash shell might sound fairly simple but it isn't. In truth, there are many complexities that need careful explanation, which is just what Learning the bash Shell provides.If you are new to shell programming, the book provides an excellent introduction, covering everything from the most basic to the most advanced features. And if you've been writing shell scripts for years, it offers a great way to find out what the new**

shell offers. Learning the bash Shell is also full of practical examples of shell commands and programs that will make everyday use of Linux that much easier. With this book, programmers will learn: How to install bash as your login shell The basics of interactive shell use, including UNIX file and directory structures, standard I/O, and background jobs Command line editing, history substitution, and key bindings How to customize your shell environment without programming The nuts and bolts of basic shell programming, flow control structures, command-line options and typed variables Process handling, from job control to processes, coroutines and subshells Debugging techniques, such as trace and verbose modes Techniques for implementing system-wide shell customization and features related to system security

CODING FOR DUMMIES

John Wiley & Sons **Coding For Dummies, (9781119293323) was previously published as Coding For Dummies, (9781118951309). While this version features a new Dummies cover and design, the content is the same as the prior release and should not be considered a new or updated product. Hands-on exercises help you learn to code like a pro No coding experience is required for Coding For Dummies, your one-stop guide to building a foundation of knowledge in writing computer code for web, application, and software development. It doesn't matter if you've dabbled in coding or never written a line of code, this book guides you through the basics. Using foundational web development languages like HTML, CSS, and JavaScript, it explains in plain English how coding works and why it's needed. Online exercises developed by Codecademy, a leading online code training site, help hone coding skills and demonstrate results as you practice. The site provides an environment where you can try out tutorials built into the text and see the actual output from your coding. You'll also gain access to end-of-chapter challenges to apply newly acquired skills to a less-defined assignment. So what are you waiting for? The current demand for workers with coding and computer science skills far exceeds the supply Teaches the foundations of web development languages in an easy-to-understand format Offers unprecedented opportunities to practice basic coding languages Readers can access online hands-on exercises and end-of-chapter assessments that develop and test their new-found skills If you're a student looking for an introduction to the basic concepts of coding or a professional looking to add new skills, Coding For Dummies has you covered.**

FROM BASH TO Z SHELL

CONQUERING THE COMMAND LINE

Apress *** In-depth, unique coverage of ZSH, one of most modern and powerful of all shells. Also covers Bash, the preferred shell for most serious Linux and Unix users. * Very strong author and tech review team: Co-author Peter Stephenson has been involved in the development of Zsh since the 1990s when he started to write the FAQ. For the last few years, he has served as coordinator of the shell's development. Tech Reviewers: Ed Schaefer is the "Shell Corner" columnist for SysAdmin Magazine and Bart Schaefer is one of the lead developers of Zsh development. * Book is immediately useful, packed with short example and suggestions that the reader can put to use in their shell environment. * Extensive coverage of interactive and advanced shell features, including shell extensions, completion functions, and shortcuts. * Great book for users of all expertise; perennial seller.**

C# 3.0 UNLEASHED

WITH THE .NET FRAMEWORK 3.5

Pearson Education **Whether you need an approachable on-ramp to .NET or you want to enhance your skills, C# 3.0 Unleashed is a comprehensive, in-depth guide to the solutions you seek. You'll learn to do more with the new tools that are available, including Visual Studio 2008 and the .NET Framework Class Libraries. Throughout this book, you'll get a practical look at what can be the most useful tools for any given task. You'll also learn common traps to avoid and learn insightful tips that will save you time and help you be more productive. C# 3.0 Unleashed contains complete coverage of the C# programming language. The author covers all the essential syntax, but keeps the focus on practical application. The chapters are arranged to take you step-by-step from the core of the C# language to elements of the .NET Framework, and further into advanced concepts on distributed n-tier Internet applications. Additionally, C# 3.0 Unleashed shows you how to debug, monitor, and scale enterprise applications, enabling you to use the C# programming language to ship the right code at the right time. What's included in this book: A complete reference for C# syntax, object oriented programming, and component programming with C# Comprehensive data coverage through ADO.NET and LINQ An introduction to UI technologies, including Windows Forms, WPF, ASP.NET Ajax, and Silverlight Coverage of traditional ASMX and WCF Web Services Coverage of multiple .NET technologies, including networking, instrumentation, interop, and multi-threading In-depth discussion of platform concepts including CLR, Garbage Collection, Type System, Assemblies, and Code Access Security Guidance on design and architecture for a big-picture view and essential help in piecing together all you've learned**

BASIC CONTRAPUNTAL TECHNIQUES

AN INTRODUCTION TO LINEAR STYLE THROUGH CREATIVE WRITING

Alfred Music Publishing **A revision of the classic 1964 edition exploring counterpoint techniques beyond the stylistic base of the baroque tradition. This practical 194-page book contains a glossary of terms, a bibliography for further study, and a subject index. There is also an index of musical examples, and the included CDs contain recordings of musical**

examples from the text. Includes perforated exercise pages for students.

PRACTICAL PHP AND MYSQL WEBSITE DATABASES

A SIMPLIFIED APPROACH

Apress **Practical PHP and MySQL Website Databases is a project-oriented book that demystifies building interactive, database-driven websites. The focus is on getting you up and running as quickly as possible. In the first two chapters you will set up your development and testing environment, and then build your first PHP and MySQL database-driven website. You will then increase its sophistication, security, and functionality throughout the course of the book. The PHP required is taught in context within each project so you can quickly learn how PHP integrates with MySQL to create powerful database-driven websites. Each project is fully illustrated, so you will see clearly what you are building as you create your own database-driven website. You will build a form for registering users, and then build an interface so that an administrator can view and administer the user database. You will create a message board for users and a method for emailing them. You will also learn the best practices for ensuring that your website databases are secure. Later chapters describe how to create a blog, a product catalog, and a simple e-commerce site. You will also discover how to migrate a database to a remote host. Because you are building the interactive pages yourself, you will know exactly how the MySQL and PHP work, and you will be able to add database interactivity to your own websites with ease.**

STRUCTURED AND OBJECT ORIENTED PROBLEM SOLVING USING C++

Prentice Hall

THE WINDOWS COMMAND LINE BEGINNER'S GUIDE - SECOND EDITION

Jonathan Moeller **The Windows Command Line Beginner's Guide gives users new to the Windows command line an overview of the Command Prompt, from simple tasks to network configuration. In the Guide, you'll learn how to: - Manage the Command Prompt. -Copy & paste from the Windows Command Prompt. -Create batch files. -Remotely manage Windows machines from the command line. -Manage disks, partitions, and volumes. -Set an IP address and configure other network settings. -Set and manage NTFS and file sharing permissions. -Customize and modify the Command Prompt. -Create and manage file shares. -Copy, move, and delete files and directories from the command line. -Manage PDF files and office documents from the command line. -And many other topics.**

TEACH YOURSELF JAVA FOR MACINTOSH IN 21 DAYS

Hayden **Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).**

BASH COMMAND LINE AND SHELL SCRIPTS POCKET PRIMER

Mercury Learning and Information **As part of the best-selling Pocket Primer series, this book is designed to introduce readers to an assortment of useful command-line utilities that can be combined to create simple, yet powerful shell scripts. While all examples and scripts use the "bash" command set, many of the concepts translate into other command shells (such as sh, ksh, zsh, and csh), including the concept of piping data between commands and the highly versatile sed and awk commands. Aimed at a reader relatively new to working in a bash environment, the book is comprehensive enough to be a good reference and teach a few new techniques to those who already have some experience with creating shell scripts. It contains a variety of code fragments and shell scripts for data scientists, data analysts, and other people who want shell-based solutions to "clean" various types of text files. In addition, the concepts and code samples in this book are useful for people who want to simplify routine tasks. Includes companion files with all of the source code examples (download from the publisher by writing to info@merclearning.com). Features: Takes introductory concepts and commands in bash, and then demonstrates their uses in simple, yet powerful shell scripts Contains an assortment of shell scripts for data scientists, data analysts, and other people who want shell-based solutions to "clean" various types of text files Includes companion files with all of the source code examples (available for download from the publisher)**

LEARN LINUX SHELL SCRIPTING - FUNDAMENTALS OF SHELL 4.4

Create and maintain powerful BASH scripts for automation and administration. About This Book Get up and running with Linux Shell scripting using real-world examples. Leverage command-line techniques and methodologies to automate common yet complex administration tasks. A practical guide with exposure to scripting constructs and common scripting patterns. Who This Book Is For If you are a junior Linux system administrator, Windows system administrator or developer who is interested in automating tasks, then this book is for you. No prior shell scripting experience is needed but in case you do this book will make a pro quickly. Readers should have a basic understanding of the command line. What You Will Learn Understanding Linux basics Understanding Bash basics Understanding shell scripting fundamentals Learn to write simple shell scripts which interact with Linux processes How to build, maintain and deploy scripts in a Linux environment Learn best practices for writing shell scripts Avoiding common pitfalls associated with Bash scripting Having enough experience and the right toolset to write their own (complex) shell scripts In Detail Shell scripts allow us to program commands in chains and have the system execute them as a scripted event, just like batch files. They also allow for far more useful functions, such as command substitution. This book will

start with an overview of Linux and Bash shell scripting, and then quickly deep dive into helping you setup your local environment and you will be introduced to tools which are used to write shell scripts. The next set of chapters will focus on helping you understand Linux 'under-the-hood', what Bash provides the user, and you will have started your journey on the command-line. You will now begin writing actual scripts instead of commands, and will be introduced to practical applications for scripts. The last set of chapters will deep dive into the more advanced topics in shell scripting. These advanced topics will take you from simple scripts to reusable, valuable in the real world programs. The final chapter will leave you with some handy tips and tricks and for the most used commands, a cheat sheet with the most interesting flags and options will also be given. After completing the book, you should feel confident about starting your own shell scripting projects, no matter how simple or complex the task previously seemed.

UP AND RUNNING WITH AUTOCAD 2011

2D DRAWING AND MODELING

Academic Press **Up and Running with AutoCAD 2011 provides an introduction to the fundamental concepts of AutoCAD. The text strips away complexities, both real and perceived, and reduces AutoCAD to easy-to-understand basic concepts. It teaches only what is essential to operating AutoCAD first, thereby immediately building student confidence. All basic commands are documented step-by-step, meaning that what the student needs to type in and how AutoCAD responds is all spelled out in discrete and clear steps with screen shots added as needed. Using the author's extensive multi-industry knowledge of what is and is not important and widely used in practice, the material is presented by immediately immersing the student in practical, critically essential knowledge, with no padding of text or filler material. All concepts are explained first in theory, and only then is AutoCAD introduced and the actual button pushing discussed. This is one of the key concepts in having students understand exactly what it is they are doing and why, before they do it. Strips away complexities, both real and perceived and reduces AutoCAD to easy-to-understand basic concepts. Explains "why" something is done, not just "how": the theory behind each concept or command is discussed prior to engaging AutoCAD, so the student has a clear idea of what they are attempting to do. All basic commands are documented step-by-step: what the student types in and how AutoCAD responds is spelled out in discrete and clear steps with numerous screen shots. Extensive supporting graphics (screen shots) and a summary with a self-test section and topic specific drawing exercises are included at the end of each chapter. Additional practice is gained through projects that the students work on as they progress through the chapters. Also available in a comprehensive volume that includes coverage of 3D drawing and modeling in AutoCad. ISBN for comprehensive volume is 978-0-12-375717-3**

WINDOWS NT NETWORK MANAGEMENT

REDUCING TOTAL COST OF OWNERSHIP

New Riders Pub **Targeting the distinct needs of the working computer professional, this book fulfills the network and system administrators' need for expert advice on completing the fundamental tasks that ensure a trouble-free Windows NT environment.**

UP AND RUNNING WITH AUTOCAD 2013

2D AND 3D DRAWING AND MODELING

Academic Press **Up and Running with AutoCAD 2013 by Elliot Gindis is an easy-to-learn introduction to AutoCAD featuring step-by-step instructions that explain both the why and the how for using this industry standard software package. The book strips away complexities, both real and perceived, and reduces AutoCAD to easy-to-understand basic concepts. All concepts are explained first in theory, and then shown in practice, helping the reader understand what it is they are doing and why, before they do it. The book is divided into three parts, guiding students through the subject matter from the beginning stages of using the software through advanced AutoCAD, including 3D features. Chapters deal with topics such as: layers, colors, linetypes, and properties; text, Mtext, editing, and style; blocks, Wblocks, dynamic blocks, groups, and purge; importing and exporting data; Boolean operations; Dview, walk and fly, animation, and action recording; and lighting and rendering. Also included is an extensive Appendix for each part, detailing additional useful CAD-related information not often found in other text books. In addition, the book contains supporting graphics (screen shots); a summary with a self-test section at the end of each chapter; drawing examples and exercises; and two running "projects" that the student works on as he/she progresses through the chapters . This book will appeal to beginner through advanced users of AutoCAD; architectural engineers, drafting, civil/construction engineers, and mechanical engineers; and students taking drafting/engineering drawing courses in engineering and engineering technology programs. Strips away complexities, both real and perceived and reduces AutoCAD to easy-to-understand basic concepts Teaches only what is essential to operating AutoCAD first, thereby immediately building student confidence All basic commands are documented step-by-step, meaning that what the student needs to type in and how AutoCAD responds is all spelled out in discrete and clear steps with screen shots added as needed Using the author's extensive multi-industry knowledge of what is important and widely used in practice versus what is not, the material is presented by immediately immersing the student in practical, critically essential knowledge, with no padding of text or filler material All concepts are explained first in theory, and only then is AutoCAD introduced and the actual "button pushing" discussed. This is one of the key concepts in having students understand exactly what it is they are doing and why, before they do it**