

Apache Cordova Api Cookbook Le Programming

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[JavaScript Cookbook](#) - Shelley Powers 2010-07-07

Why reinvent the wheel every time you run into a problem with JavaScript? This cookbook is chock-full of code recipes that address common programming tasks, as well as

techniques for building web apps that work in any browser.

Just copy and paste the code samples into your project—you'll get the job done faster and learn more about JavaScript in the process. You'll also learn how to take

advantage of the latest features in ECMAScript 5 and HTML5, including the new cross-domain widget communication technique, HTML5's video and audio elements, and the drawing canvas. You'll find recipes for using these features with JavaScript to build high-quality application interfaces. Create interactive web and desktop applications Work with JavaScript objects, such as String, Array, Number, and Math Use JavaScript with Scalable Vector Graphics (SVG) and the canvas element Store data in various ways, from the simple to the complex Program the new HTML5 audio and video elements Implement concurrent programming with Web Workers Use and create jQuery plug-ins Use ARIA and JavaScript to create fully accessible rich internet applications

IBM i 7.2 Technical Overview with Technology Refresh Updates - Ryan Cooper
2016-11-02

This IBM® Redbooks® publication provides a technical overview of the

features, functions, and enhancements that are available in IBM i 7.2, including all the available Technology Refresh (TR) levels, from TR1 to TR3. This publication provides a summary and brief explanation of the many capabilities and functions in the operating system. It also describes many of the licensed programs and application development tools that are associated with IBM i. The information that is provided in this book is useful for clients, IBM Business Partners, and IBM service professionals that are involved with planning, supporting, upgrading, and implementing IBM i 7.2 solutions.

Social Network-Based Recommender Systems -

Daniel Schall 2015-09-23
This book introduces novel techniques and algorithms necessary to support the formation of social networks. Concepts such as link prediction, graph patterns, recommendation systems based on user reputation, strategic partner selection,

collaborative systems and network formation based on 'social brokers' are presented. Chapters cover a wide range of models and algorithms, including graph models and a personalized PageRank model. Extensive experiments and scenarios using real world datasets from GitHub, Facebook, Twitter, Google Plus and the European Union ICT research collaborations serve to enhance reader understanding of the material with clear applications. Each chapter concludes with an analysis and detailed summary.

Social Network-Based Recommender Systems is designed as a reference for professionals and researchers working in social network analysis and companies working on recommender systems. Advanced-level students studying computer science, statistics or mathematics will also find this book useful as a secondary text.

Intelligent Computing -

Kohei Arai 2018-11-01

This book, gathering the

Proceedings of the 2018 Computing Conference, offers a remarkable collection of chapters covering a wide range of topics in intelligent systems, computing and their real-world applications. The Conference attracted a total of 568 submissions from pioneering researchers, scientists, industrial engineers, and students from all around the world. These submissions underwent a double-blind peer review process. Of those 568 submissions, 192 submissions (including 14 poster papers) were selected for inclusion in these proceedings. Despite computer science's comparatively brief history as a formal academic discipline, it has made a number of fundamental contributions to science and society—in fact, along with electronics, it is a founding science of the current epoch of human history ('the Information Age') and a main driver of the Information Revolution. The goal of this conference is to provide a platform for researchers to present fundamental

contributions, and to be a premier venue for academic and industry practitioners to share new ideas and development experiences. This book collects state of the art chapters on all aspects of Computer Science, from classical to intelligent. It covers both the theory and applications of the latest computer technologies and methodologies. Providing the state of the art in intelligent methods and techniques for solving real-world problems, along with a vision of future research, the book will be interesting and valuable for a broad readership.

Speaking JavaScript - Axel Rauschmayer 2014-02-25
Like it or not, JavaScript is everywhere these days—from browser to server to mobile—and now you, too, need to learn the language or dive deeper than you have. This concise book guides you into and through JavaScript, written by a veteran programmer who once found himself in the same position. Speaking JavaScript helps you

approach the language with four standalone sections. First, a quick-start guide teaches you just enough of the language to help you be productive right away. More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth. Complete contents include: JavaScript quick start: Familiar with object-oriented programming? This part helps you learn JavaScript quickly and properly. JavaScript in depth: Learn details of ECMAScript 5, from syntax, variables, functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in. Background: Understand JavaScript's history and its relationship with other programming languages. Tips, tools, and libraries: Survey existing style guides, best practices, advanced techniques, module systems, package managers, build tools, and learning resources.

Mobile App Development

with Ionic, Revised Edition -

Chris Griffith 2017-08-18

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 *Android Programming* - Bill Phillips 2015-08-01 Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step

of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at:

<https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>.

Android Development with

Kotlin - Marcin Moskala

2017-08-30

Learn how to make Android development much faster using a variety of Kotlin features, from basics to advanced, to write better quality code. About This Book Leverage specific features of Kotlin to ease Android application development Write code based on both object oriented and functional programming to build robust applications Filled with various practical examples so you can easily apply your knowledge to real world scenarios Identify the improved way of dealing with common Java patterns Who This Book Is For This book is for developers who have a basic understanding of Java language and have 6-12 months of experience with Android development and developers who feel comfortable with OOP concepts. What You Will Learn Run a Kotlin application and understand the integration with Android Studio Incorporate Kotlin into new/existing Android Java based project Learn about

Kotlin type system to deal with null safety and immutability Define various types of classes and deal with properties Define collections and transform them in functional way Define extensions, new behaviours to existing libraries and Android framework classes Use generic type variance modifiers to define subtyping relationship between generic types Build a sample application In Detail Nowadays, improved application development does not just mean building better performing applications. It has become crucial to find improved ways of writing code. Kotlin is a language that helps developers build amazing Android applications easily and effectively. This book discusses Kotlin features in context of Android development. It demonstrates how common examples that are typical for Android development, can be simplified using Kotlin. It also shows all the benefits, improvements and new possibilities provided by this language. The book is divided in three modules that show the

power of Kotlin and teach you how to use it properly. Each module present features in different levels of advancement. The first module covers Kotlin basics. This module will lay a firm foundation for the rest of the chapters so you are able to read and understand most of the Kotlin code. The next module dives deeper into the building blocks of Kotlin, such as functions, classes, and function types. You will learn how Kotlin brings many improvements to the table by improving common Java concepts and decreasing code verbosity. The last module presents features that are not present in Java. You will learn how certain tasks can be achieved in simpler ways thanks to Kotlin. Through the book, you will learn how to use Kotlin for Android development. You will get to know and understand most important Kotlin features, and how they can be used. You will be ready to start your own adventure with Android development with Kotlin.

Apache Cordova 4 Programming - John M. Wargo 2015

'Apache Cordova 4 Programming' is the complete introduction to Apache Cordova 4 and Adobe PhoneGap for experienced mobile developers. Leading Cordova expert John Wargo explains what makes Cordova so important, and shows how to install and use its newest tools, from the Cordova CLI to its native SDKs. If you're brand new to Cordova, this book will be just what you need to get started. If you're familiar with an older version, it will offer you detailed guidance and making the most of Cordova 4's powerful enhancements, as well as the core APIs you may already be using.

BlackBerry Development Fundamentals - John M. Wargo 2009-11-05

The BlackBerry smartphone is today's #1 mobile platform for the enterprise and also a huge hit with consumers. Until now, it's been difficult for programmers to find everything they need to begin

developing new applications for BlackBerry devices. BlackBerry Development Fundamentals is the solution: the first single-source guide to all aspects of development for the BlackBerry platform. This book thoroughly reviews the BlackBerry's unique capabilities and limitations, helps you optimize your upfront design choices, and covers native rich-client applications and Web-based mobile applications for both business and consumer environments. In addition, it is an excellent study guide for the BlackBerry Certified Application Developer exam (BCX-810). Coverage includes The "hows," "whys," and best practices of BlackBerry development Planning for and managing the BlackBerry platform's restrictions Selecting the correct development platform for your BlackBerry applications Describing the different paths any application can take to get to the data it needs Explaining the capabilities provided by the BlackBerry Mobile Data

System (MDS) Pushing application data to both enterprise and consumer BlackBerry devices using MDS, Web Signals, and the BlackBerry Push APIs Dealing with both the special capabilities and limitations of the BlackBerry browser Building, testing, and debugging BlackBerry browser applications Understanding the tools available to Java developers Using Research In Motion's Java development tools to build, test, and debug BlackBerry Java applications Deploying BlackBerry Java applications

[Ionic in Action](#) - Jeremy Wilken
2015-09-20

Summary Ionic in Action teaches web developers how to build cross-platform mobile apps for phones and tablets on iOS and Android. You'll learn how to extend your web development skills to build apps that are indistinguishable from native iOS or Android projects. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Book Wouldn't it be great if you could build mobile apps using just your web development skills? With Ionic, you can do just that: create hybrid mobile apps using web technologies that you already know, like HTML, CSS, and JavaScript, that will run on both iOS and Android. Ionic in Action teaches web developers how to build mobile apps using Ionic and AngularJS. Through carefully explained examples, the book shows you how to create apps that use UI components designed for mobile, leverage current location, integrate with native device features like the camera, use touch gestures, and integrate with external data sources. Learn to test your apps to improve stability and catch errors as you develop. Finally, you'll discover the command-line utility, and how to build and deploy to app stores. What's Inside Create mobile apps with HTML, JavaScript, and CSS Design complex interfaces with Ionic's UI controls Build once and deploy for both iOS and

Android Use native device hardware and device-specific features Covers the entire mobile development process About the Reader Readers should know HTML, CSS, and JavaScript. Familiarity with AngularJS is helpful but not required. About the Author Jeremy Wilken is a senior UX software developer who works with Ionic, AngularJS, and Node.js. He lives in Austin, Texas. Table of Contents Introducing Ionic and hybrid apps Setting up your computer to build apps What you need to know about AngularJS Ionic navigation and core components Tabs, advanced lists, and form components Weather app, using side menus, modals, action sheets, and ionScroll Advanced techniques for professional apps Using Cordova plugins Previewing, debugging, and automated testing Building and publishing apps

Big Data - Rajkumar Buyya
2016-06-07

Big Data: Principles and Paradigms captures the state-of-the-art research on the

architectural aspects, technologies, and applications of Big Data. The book identifies potential future directions and technologies that facilitate insight into numerous scientific, business, and consumer applications. To help realize Big Data's full potential, the book addresses numerous challenges, offering the conceptual and technological solutions for tackling them. These challenges include life-cycle data management, large-scale storage, flexible processing infrastructure, data modeling, scalable machine learning, data analysis algorithms, sampling techniques, and privacy and ethical issues. Covers computational platforms supporting Big Data applications Addresses key principles underlying Big Data computing Examines key developments supporting next generation Big Data platforms Explores the challenges in Big Data computing and ways to overcome them Contains expert contributors from both academia and industry

Apache Cordova in Action -

Raymond K. Camden

2015-10-26

Summary Apache Cordova in Action teaches you to create and launch hybrid mobile apps using Cordova or Phonegap. By following carefully selected examples, step-by-step tutorials, and crystal-clear explanations, you'll learn to build apps from the Cordova CLI, how to make use of device features like the camera and accelerometer, how to submit your apps to Google Play and the Apple App Store, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Developing a mobile app requires extensive knowledge of native programming techniques for multiple platforms. Apache Cordova lets you use your existing skills in web development (HTML, CSS, and JavaScript) to build powerful mobile apps. Your apps also get the power of integration with native device features like the camera and file system. Apache

Cordova in Action teaches you how to design, create, and launch hybrid mobile apps people will want to use. With the help of straightforward, real-world examples, you'll learn to build apps from the Cordova CLI and to make use of native device features like the camera and accelerometer. You'll learn testing techniques and discover the PhoneGap Build service and how to submit your apps to Google Play and the Apple App Store. Along the way, this helpful guide discusses mobile app design and shows you how to create effective, professional-quality UI and UX. What's Inside Build mobile apps UI, UX, and testing techniques Deploy to Google Play and the Apple App Store Employ libraries like Bootstrap, jQuery Mobile, and Ionic About the Reader Readers should be familiar with HTML, CSS, and JavaScript. No experience with mobile app development needed. About the Author Raymond Camden is a developer advocate for IBM. He is passionate about mobile

development and has spoken at conferences worldwide. The Table of Contents PART 1 GETTING STARTED WITH APACHE CORDOVA What is Cordova? Installing Cordova and the Android SDK PART 2 CORE CONCEPTS Creating Cordova projects Using plugins to access device features Mobile design and user experience Considerations when building mobile apps Tools for debugging Cordova and other hybrid apps Creating custom plugins Packing options for Cordova projects Using PhoneGap tools PART 3 APPLICATION RELEASE Submitting your app Building an RSS reader app with Ionic Government to Government - Susan Johnson 2000 State and tribal governments have common purposes: to use public resources effectively and efficiently, to provide comprehensive services to their respective citizens, and to protect the natural environment, all while sustaining healthy economies. Neighboring governments, as a practical matter, share many

aspects of their respective economic and social systems, and are connected through political and legal relationships. Although these mutual interests have created jurisdictional disputes that historically have been solved through litigation, there is an increasing need for cooperation. Public resources are an issue for all governments, and state and tribes can benefit by collaborating and pooling resources to the fullest extent possible.

React Design Patterns and Best Practices - Michele Bertoli 2017-01-13

Build modular applications that are easy to scale using the most powerful components and design patterns that React can offer you right now About This Book Dive into the core patterns and components of React.js in order to master your application's design Improve their debugging skills using the DevTools This book is packed with easy-to-follow examples that can be used to create reusable code and

extensible designs Who This Book Is For If you want to increase your understanding of React and apply it to real-life application development, then this book is for you. What You Will Learn Write clean and maintainable code Create reusable components applying consolidated techniques Use React effectively in the browser and node Choose the right styling approach according to the needs of the applications Use server-side rendering to make applications load faster Build high-performing applications by optimizing components In Detail Taking a complete journey through the most valuable design patterns in React, this book demonstrates how to apply design patterns and best practices in real-life situations, whether that's for new or already existing projects. It will help you to make your applications more flexible, perform better, and easier to maintain - giving your workflow a huge boost when it comes to speed without reducing quality. We'll begin by

understanding the internals of React before gradually moving on to writing clean and maintainable code. We'll build components that are reusable across the application, structure applications, and create forms that actually work. Then we'll style React components and optimize them to make applications faster and more responsive. Finally, we'll write tests effectively and you'll learn how to contribute to React and its ecosystem. By the end of the book, you'll be saved from a lot of trial and error and developmental headaches, and you will be on the road to becoming a React expert. Style and approach The design patterns in the book are explained using real-world, step-by-step examples. For each design pattern, there are hints about when to use it and when to look for something more suitable. This book can also be used as a practical guide, showing you how to leverage design patterns.

**Mobile JavaScript
Application Development -**
Adrian Kosmaczewski 2012

JavaScript has become a key language for mobile web development, with support from a number of competing frameworks. Developers will learn how to create mobile applications using jQuery Mobile and SenchaTouch, how to choose between these frameworks, how to compile applications for distribution in app stores, and best practices for making

IBM Software for SAP Solutions - Yaro Dunchych
2015-09-29

SAP is a market leader in enterprise business application software. SAP solutions provide a rich set of composable application modules, and configurable functional capabilities that are expected from a comprehensive enterprise business application software suite. In most cases, companies that adopt SAP software remain heterogeneous enterprises running both SAP and non-SAP systems to support their business processes. Regardless of the specific scenario, in heterogeneous enterprises

most SAP implementations must be integrated with a variety of non-SAP enterprise systems: Portals Messaging infrastructure Business process management (BPM) tools Enterprise Content Management (ECM) methods and tools Business analytics (BA) and business intelligence (BI) technologies Security Systems of record Systems of engagement The tooling included with SAP software addresses many needs for creating SAP-centric environments. However, the classic approach to implementing SAP functionality generally leaves the business with a rigid solution that is difficult and expensive to change and enhance. When SAP software is used in a large, heterogeneous enterprise environment, SAP clients face the dilemma of selecting the correct set of tools and platforms to implement SAP functionality, and to integrate the SAP solutions with non-SAP systems. This IBM® Redbooks® publication explains the value of

integrating IBM software with SAP solutions. It describes how to enhance and extend pre-built capabilities in SAP software with best-in-class IBM enterprise software, enabling clients to maximize return on investment (ROI) in their SAP investment and achieve a balanced enterprise architecture approach. This book describes IBM Reference Architecture for SAP, a prescriptive blueprint for using IBM software in SAP solutions. The reference architecture is focused on defining the use of IBM software with SAP, and is not intended to address the internal aspects of SAP components. The chapters of this book provide a specific reference architecture for many of the architectural domains that are each important for a large enterprise to establish common strategy, efficiency, and balance. The majority of the most important architectural domain topics, such as integration, process optimization, master data management, mobile access,

Enterprise Content Management, business intelligence, DevOps, security, systems monitoring, and so on, are covered in the book. However, there are several other architectural domains which are not included in the book. This is not to imply that these other architectural domains are not important or are less important, or that IBM does not offer a solution to address them. It is only reflective of time constraints, available resources, and the complexity of assembling a book on an extremely broad topic. Although more content could have been added, the authors feel confident that the scope of architectural material that has been included should provide organizations with a fantastic head start in defining their own enterprise reference architecture for many of the important architectural domains, and it is hoped that this book provides great value to those reading it. This IBM Redbooks publication is targeted to the following audiences: Client decision

makers and solution architects leading enterprise transformation projects and wanting to gain further insight so that they can benefit from the integration of IBM software in large-scale SAP projects. IT architects and consultants integrating IBM technology with SAP solutions.

Meteor in Action - Stephan Hochhaus 2015-09-17
Summary Meteor in Action teaches you full-stack web development using the Meteor platform. It starts with an overview of a Meteor application, revealing the unique nature of Meteor's end-to-end application model. Then you'll dive into the Blaze templating engine, discover Meteor's reactive data sources model, learn simple and advanced routing techniques, and practice managing users, permissions, and roles. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book You might call Meteor a reactive, isomorphic, full-stack web development

framework. Or, like most developers who have tried it, you might just call it awesome. Meteor is a JavaScript-based framework for both client and server web and mobile applications. Meteor applications react to changes in data instantly, so you get impossibly responsive user experiences, and the consistent build process, unified front-and back-end package system, and one-command deploys save you time at every step from design to release. Meteor in Action teaches you full-stack web development with Meteor. It starts by revealing the unique nature of Meteor's end-to-end application model. Through real-world scenarios, you'll dive into the Blaze templating engine, discover Meteor's reactive data sources model, learn routing techniques, and practice managing users, permissions, and roles. Finally, you'll learn how to deploy Meteor on your server and scale efficiently. What's Inside Building your first real-time application Using MongoDB and other

reactive data sources Creating applications with Iron Router Deploying and scaling your applications About the Reader Readers need to know the basics of JavaScript and understand general web application design. About the Authors Stephan Hochhaus and Manuel Schoebel are veteran web developers who have worked with Meteor since its infancy. Table of Contents PART 1 LOOK—A SHOOTING STAR! A better way to build apps My fridge! A reactive gamePART 2 3, 2, 1—IMPACT! Working with templates Working with data Fully reactive editing Users, authentications, and permissions Exchanging data Routing using Iron.Router The package system Advanced server methods PART 3 LEAVING THE CRATER Building and debugging Going into production *PhoneGap Essentials* - John M. Wargo 2012 Provides information on building native mobile applications using PhoneGap. [Apache Cordova API Cookbook](#)

- John M. Wargo 2014-06-24 Using Apache Cordova, mobile developers can write cross-platform mobile apps using standard HTML5, JavaScript, and CSS, and then deploy those apps to every leading mobile platform with little or no re-coding. Apache Cordova API Cookbook provides experienced mobile developers with details about how each Cordova API works and how to use the APIs in their own applications. Coverage is included for all Cordova/PhoneGap 3 APIs. Instead of just showing short snippets of code to explain a particular API, this guide is chock full of complete examples. You'll find more than thirty complete Cordova applications that work on Android, iOS, Windows, and more. The sample applications demonstrate exactly what each API does and how it works, while the chapter content describes the limitations on the leading target platforms (and even offers possible workarounds). Through realistic "cookbook" example

code, mobile developer John Wargo helps you master the Cordova APIs and understand how to use them in your Cordova applications. Topics include Accelerometers, compass, and geolocation Image, video, and audio-capture, playback, and management Determining connection and device information Interacting with the Contacts application Responding to application events Accessing the device file system Globalizing apps Using the InAppBrowser Notifications Custom splash screens Special care has been taken to make the code easily readable and digestible by the reader. This guide provides the most accessible coverage, anywhere, of Apache Cordova APIs.

Learning Progressive Web

Apps - John M. Wargo

2020-02-18

Use Service Workers to Turbocharge Your Web Apps
“You have made an excellent decision in picking up this book. If I was just starting on my learning path to mastery of Progressive Web Apps, there

are not many folks I would trust more to get me there than John.” —Simon MacDonald, Developer Advocate, Adobe
Software developers have two options for the apps they build: native apps targeting a specific device or web apps that run on any device. Building native apps is challenging, especially when your app targets multiple system types—i.e., desktop computers, smartphones, televisions—because user experience varies dramatically across devices. Service Workers—a relatively new technology—make it easier for web apps to bridge the gap between native and web capabilities. In Learning Progressive Web Apps, author John M. Wargo demonstrates how to use Service Workers to enhance the capabilities of a web app to create Progressive Web Apps (PWA). He focuses on the technologies that enable PWAs and how to use those technologies to enhance your web apps to deliver a more native-like experience. Build web apps a user can easily install on their local system

and that work offline or on low-quality networks Utilize caching strategies that give you control over which app resources are cached and when Deliver background processing in a web application Implement push notifications that enable an app to easily engage with users or trigger action from a remote server Throughout the book, Wargo introduces each core concept and illustrates the implementation of each capability through several complete, operational examples. You'll start with simple web apps, then incrementally expand and extend them with state-of-the-art features. All example source code is available on GitHub, and additional resources are available on the author's companion site, learningpwa.com. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Hadoop: The Definitive Guide - Tom White 2012-05-10
Ready to unlock the power of

your data? With this comprehensive guide, you'll learn how to build and maintain reliable, scalable, distributed systems with Apache Hadoop. This book is ideal for programmers looking to analyze datasets of any size, and for administrators who want to set up and run Hadoop clusters. You'll find illuminating case studies that demonstrate how Hadoop is used to solve specific problems. This third edition covers recent changes to Hadoop, including material on the new MapReduce API, as well as MapReduce 2 and its more flexible execution model (YARN). Store large datasets with the Hadoop Distributed File System (HDFS) Run distributed computations with MapReduce Use Hadoop's data and I/O building blocks for compression, data integrity, serialization (including Avro), and persistence Discover common pitfalls and advanced features for writing real-world MapReduce programs Design, build, and administer a dedicated Hadoop cluster—or

run Hadoop in the cloud Load data from relational databases into HDFS, using Sqoop Perform large-scale data processing with the Pig query language Analyze datasets with Hive, Hadoop's data warehousing system Take advantage of HBase for structured and semi-structured data, and ZooKeeper for building distributed systems

Programming the Mobile Web - Maximiliano Firtman
2010-07-23

Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and smartphones powered by Android, webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll also explore platform variations, finicky mobile browsers, Ajax design patterns for mobile, and

much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online retailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user interfaces in the mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android, and iOS for iPhone and iPad Bypass the browser to create offline apps and widgets using web technologies

Customizing and Extending IBM Content Navigator - Wei-Dong Zhu 2015-04-13
IBM® Content Navigator provides a unified user interface for your Enterprise Content Management (ECM) solutions. It also provides a

robust development platform so you can build customized user interface and applications to deliver value and an intelligent, business-centric experience. This IBM Redbooks® publication guides you through the Content Navigator platform, its architecture, and the available programming interfaces. It describes how you can configure and customize the user interface with the administration tools provided, and how you can customize and extend Content Navigator using available development options with sample code. Specifically, the book shows how to set up a development environment, and develop plugins that add an action, service, and feature to the user interface. Customization topics include implementing request and response filters, external data services (EDS), creating custom step processors, and using Content Navigator widgets in other applications. This book also covers mobile development, viewer customization, component

deployment, and debugging and troubleshooting. This book is intended for IT architects, application designers and developers working with IBM Content Navigator and IBM ECM products. It offers a high-level description of how to extend and customize IBM Content Navigator and also more technical details of how to do implementations with sample code.

Python Automation

Cookbook - Jaime Buelta

2020-05-29

Get a firm grip on the core processes including browser automation, web scraping, Word, Excel, and GUI automation with Python 3.8 and higher Key

FeaturesAutomate integral business processes such as report generation, email marketing, and lead generationExplore automated code testing and Python's growth in data science and AI automation in three new chaptersUnderstand techniques to extract information and generate appealing graphs, and reports

with MatplotlibBook

Description In this updated and extended version of Python Automation Cookbook, each chapter now comprises the newest recipes and is revised to align with Python 3.8 and higher. The book includes three new chapters that focus on using Python for test automation, machine learning projects, and for working with messy data. This edition will enable you to develop a sharp understanding of the fundamentals required to automate business processes through real-world tasks, such as developing your first web scraping application, analyzing information to generate spreadsheet reports with graphs, and communicating with automatically generated emails. Once you grasp the basics, you will acquire the practical knowledge to create stunning graphs and charts using Matplotlib, generate rich graphics with relevant information, automate marketing campaigns, build machine learning projects, and execute debugging techniques.

By the end of this book, you will be proficient in identifying monotonous tasks and resolving process inefficiencies to produce superior and reliable systems. What you will learnLearn data wrangling with Python and Pandas for your data science and AI projectsAutomate tasks such as text classification, email filtering, and web scraping with PythonUse Matplotlib to generate a variety of stunning graphs, charts, and mapsAutomate a range of report generation tasks, from sending SMS and email campaigns to creating templates, adding images in Word, and even encrypting PDFsMaster web scraping and web crawling of popular file formats and directories with tools like Beautiful SoupBuild cool projects such as a Telegram bot for your marketing campaign, a reader from a news RSS feed, and a machine learning model to classify emails to the correct department based on their contentCreate fire-and-forget automation tasks by writing

cron jobs, log files, and regexes with Python scripting. Who this book is for Python Automation Cookbook - Second Edition is for developers, data enthusiasts or anyone who wants to automate monotonous manual tasks related to business processes such as finance, sales, and HR, among others. Working knowledge of Python is all you need to get started with this book.

6 JavaScript Projects -

Michaela Lehr 2018-05-31

There's no doubt that the JavaScript ecosystem changes fast. Not only are new tools and frameworks introduced and developed at a rapid rate, the language itself has undergone big changes with the introduction of ES2015 (aka ES6). Understandably, many articles have been written complaining about how difficult it is to learn modern JavaScript development these days. We're aiming to minimize that confusion with this set of books on modern JavaScript.

This book presents six complete JavaScript projects; each taking advantage of

modern JavaScript and its ecosystem. You'll learn to build several different apps, and along the way you'll pick up a ton of useful advice, tips, and techniques. It contains: Build a Full-Sphere 3D Image Gallery with React VR by Michaela Lehr Build a WebRTC Video Chat Application with SimpleWebRTC by Michael Wanyoike Build a JavaScript Single Page App Without a Framework by Michael Wanyoike Build a To-do List with Hyperapp, the 1KB JS Micro-framework by Darren Jones Use Parcel to Bundle a Hyperapp App & Deploy to GitHub Pages by Darren Jones Interactive Data Visualization with Modern JavaScript and D3 by Adam Janes This book is for all front-end developers who wish to improve their JavaScript skills. You'll need to be familiar with HTML and CSS and have a reasonable level of understanding of JavaScript in order to follow the discussion.

Data-intensive Text Processing with MapReduce
- Jimmy Lin 2010

Our world is being revolutionized by data-driven methods: access to large amounts of data has generated new insights and opened exciting new opportunities in commerce, science, and computing applications. Processing the enormous quantities of data necessary for these advances requires large clusters, making distributed computing paradigms more crucial than ever. MapReduce is a programming model for expressing distributed computations on massive datasets and an execution framework for large-scale data processing on clusters of commodity servers. The programming model provides an easy-to-understand abstraction for designing scalable algorithms, while the execution framework transparently handles many system-level details, ranging from scheduling to synchronization to fault tolerance. This book focuses on MapReduce algorithm design, with an emphasis on text processing algorithms common

in natural language processing, information retrieval, and machine learning. We introduce the notion of MapReduce design patterns, which represent general reusable solutions to commonly occurring problems across a variety of problem domains. This book not only intends to help the reader "think in MapReduce", but also discusses limitations of the programming model as well. This volume is a printed version of a work that appears in the Synthesis Digital Library of Engineering and Computer Science. Synthesis Lectures provide concise, original presentations of important research and development topics, published quickly, in digital and print formats. For more information visit www.morganclaypool.com
Head First Mobile Web -
Lyza Danger Gardner
2011-12-22
Mobile web usage is exploding. Soon, more web browsing will take place on phones and tablets than PCs. Your business needs a mobile strategy, but

where do you start? Head First Mobile Web shows how to use the web technology you're already familiar with to make sites and apps that work on any device of any size. Put your JavaScript, CSS media query, and HTML5 skills to work, and then optimize your site to perform its best in the demanding mobile market. Along the way, you'll discover how to adapt your business strategy to target specific devices. Navigate the increasingly complex mobile landscape Take both technical and strategic approaches to mobile web design Use the latest development techniques—including Responsive Web Design and server-side device detection with WURFL Learn quickly through images, puzzles, stories, and quizzes We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First Mobile Web uses a visually rich format

designed for the way your brain works, not a text-heavy approach that puts you to sleep.

Electron in Action - Steve Kinney 2018-10-02
Summary Electron in Action guides you, step-by-step, as you learn to build cross-platform desktop applications that run on Windows, OSX, and Linux. By the end of the book, you'll be ready to build simple, snappy applications using JavaScript, Node, and the Electron framework. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Wouldn't it be great to build desktop applications using just your web dev skills? Electron is a framework designed for exactly that! Fully cross-platform, Electron lets you use JavaScript and Node to create simple, snappy desktop apps. Spinning up tools, games, and utilities with Electron is fast, practical, and fun! About the Book Electron in Action teaches you to build cross-

platform applications using JavaScript, Node, and the Electron framework. You'll learn how to think like a desktop developer as you build a text tool that reads and renders Markdown. You'll add OS-specific features like the file system, menus, and clipboards, and use Chromium's tools to distribute the finished product. You'll even round off your learning with data storage, performance optimization, and testing. What's inside Building for macOS, Windows, and Linux Native operating system APIs Using third-party frameworks like React Deploying to the Mac App Store About the Reader Requires intermediate JavaScript and Node skills. No experience building desktop apps required. About the Author Steven Kinney is a principal engineer at SendGrid, an instructor with Frontend Masters, and the organizer of the DinosaurJS conference in Denver, Colorado. Table of Contents PART 1 - GETTING STARTED WITH ELECTRON Introducing Electron Your first

Electron application PART 2 - BUILDING CROSS-PLATFORM APPLICATIONS WITH ELECTRON Building a notes application Using native file dialog boxes and facilitating interprocess communication Working with multiple windows Working with files Building application and context menus Further operating system integration and dynamically enabling menu items Introducing the tray module Building applications with the menubar library Using transpilers and frameworks Persisting use data and using native Node.js modules Testing applications with Spectron PART 3 - DEPLOYING ELECTRON APPLICATIONS Building applications for deployment Releasing and updating applications Distributing your application through the Mac App Store React Native Cookbook - Crysfel Villa 2016-12-30 Take your React Native application development to the next level with this large collection of recipes About This Book* Build rich and engaging

user experiences in React Native while maintaining peak application performance*
Leverage the best of iOS and Android for React Native development while maximizing code reuse and cohesion*
Implement architecture patterns in your React Native application that support efficient data access, routing, and testing
Who This Book Is For
This book is for web developers who are familiar with React.js and know basics of UI development. You may or may not have used React Native before, but it's ideal for you if you want to develop native applications for iOS and Android using React Native.
Existing knowledge of JavaScript ES2015 is highly recommended.
What You Will Learn*
Build simple and complex user interfaces using React Native*
Create advanced animations for UI components*
Build universal apps that run on phones and tablets*
Leverage Redux to manage application flow and data*
Expose both custom native UI components and application

logic to React Native*
Integrate with existing native applications on iOS and Android*
Deploy our React Native application to the Google Play and Apple App Store*
Add automated testing to our React Native application
In Detail
React has taken the web development world by storm. It is only natural that the unique architecture and its ecosystem of third-party support be applied to native application development. This book will take you through the basics of React Native development all the way through some more advanced components.
In this book, we will cover topics in React Native ranging from adding basic UI components to successfully deploying for multiple target platforms. The book follows a top-down approach beginning with building rich user interfaces. These UIs will be created with both built-in and custom components that you will create, style and animate. You will then learn about different strategies for working with

data, including leveraging the popular Redux library and optimizing the performance of the application. Then you will step further into exposing native device functionality. Finally, we will discuss how to put our application into production and maintain its reliability.

Ng-Book - Nathan Murray

2018-02-06

ng-book. The in-depth, complete, and up-to-date book on Angular. Become an Angular expert today. Updated for Angular, Angular CLI, and Community Style Guide Ready to master Angular? What if you could master the entire framework - with solid foundations - in less time without beating your head against a wall? Imagine how quickly you could work if you knew the best practices and the best tools? Stop wasting your time searching and have everything you need to be productive in one, well-organized place, with complete examples to get your project up without needing to resort to endless hours of research. You

will learn what you need to know to work professionally with ng-book: The Complete Book on Angular. Get up and running quickly The first chapter opens with building your first Angular app. Within the first few minutes, you'll know enough to have an app running Lots of Sample Apps and Code When you buy ng-book, you're not buying just a book, but dozens of code examples. Every chapter in the book comes with a complete project that uses the concepts in the chapter. The code is available for download, free from our website. Table of Contents Writing your first Angular web application How Angular Works Built-in Directives Forms in Angular 2 HTTP and APIs Routing Dependency Injection Data Architecture in Angular 2 Data Architecture with Observables and RxJS Data Architecture with Redux Redux and TypeScript Data Architecture with Redux Advanced Components Testing Converting an Angular 1 app to Angular Comprehensive You'll

learn core Angular concepts - from how Angular works under the hood, to rich interactive components, from in-depth testing to real-world applications Best Practices Learn Angular best practices, such as: testing, code organization, and how to structure your app for performance. We'll walk through practical, common examples of how to implement complete components of your applications Example Apps included in the book The book comes with sample apps that show you how to create: A component-based Reddit clone A real-time chat app using RxJS Observables A YouTube search-as-you-type app A Spotify search for tracks with playable song preview Plus lots more mini-examples that show you how to write Components, how to use Forms, and how to use APIs The code examples currently have over 5,500+ lines of runnable code (TypeScript, non-comment lines) What our Customers Say "Fantastic work guys! I have no idea where I'd be with Angular

without ng-book. You guys have made this SOOOO much easier to learn and keep up with. Thanks again..you guys are awesome!" -- Jacob Cheriathundam "Just finished ng-book2. I think it is the best learning material one can find about Angular today." -- Jegor Uglov FAQ What version does the book cover? This revision of the book covers up to angular-4.1.0. An updated version of the code is available for free at our website. Do I have to know Angular 1? Nope! We don't assume that you've used Angular 1. This book teaches Angular from the ground up. Of course, if you've used Angular 1, we'll point out common ideas (because there are many), but ng-book stands on its own Is ng-book an upgrade to ng-book 1? No. This is a completely new book and shares no content or code with ng-book 1. Angular 1 and Angular 2+ are two different frameworks and ng-book 1 and ng-book are two different books.

Building Hybrid Android Apps with Java and

JavaScript - Nizamettin Gok
2013-07-23

Build HTML5-based hybrid applications for Android with a mix of native Java and JavaScript components, without using third-party libraries and wrappers such as PhoneGap or Titanium. This concise, hands-on book takes you through the entire process, from setting up your development environment to deploying your product to an app store. Learn how to create apps that have access to native APIs, such as location, vibrator, sensors, and the camera, using a JavaScript/Java bridge—and choose the language that gives you better performance for each task. If you have experience with HTML5 and JavaScript, you'll quickly discover why hybrid app development is the wave of the future. Set up a development environment with HTML, CSS, and JavaScript tools Create your first hybrid Android project, using Eclipse IDE Use the WebView control to host your hybrid application Explore hybrid application architecture,

including JavaScript/Java communication Build single-page applications, using JavaScript libraries such as Backbone and Underscore Get optimization tips and useful snippets for CSS, DOM, and JavaScript Distribute your application to Google Play and the Amazon Appstore

Microsoft Visual Studio 2015 Unleashed - Lars Powers
2015-08-07

Microsoft Visual Studio 2015 empowers you to write next-generation applications for any modern environment: mobile, web, cloud, universal Windows 10/8.x, database, and beyond. This end-to-end deep dive will help working developers squeeze maximum productivity out of Microsoft's powerful new toolset. The authors combine authoritative and detailed information about Microsoft's latest IDE, with extensive insights and best practices drawn from decades of development experience. Developers will quickly get comfortable with Visual Studio 2015's updated interface, master its new capabilities,

leverage its extensive new support for open standards, and discover multiple opportunities to leverage its .NET 4.6 platform and language improvements. By focusing entirely on Visual Studio 2015 Professional, the authors go deeper into Microsoft's core product than ever before. You'll find expert coverage of everything from debugging through deploying to Azure, IDE extension and automation through cross-platform mobile development. Throughout, this book's focus is relentlessly practical: how to apply Microsoft's tools to build better software, faster. Detailed information on how to... Master Visual Studio 2015's updated interface and key tools: Solutions, Projects, Browsers, Explorers, Editors, and Designers to improve productivity Develop robust cross-platform mobile apps for Windows, iOS, and Android using Apache Cordova templates for Visual Studio Use the new ASP.NET 5 to build modern web solutions that run on Windows, Mac, or Linux

Develop Single Page Applications (SPAs) based on HTML5 and rich client-side JavaScript frameworks such as Knockout, AngularJS, Bootstrap, and more Accelerate cloud development with the Azure SDK, QuickStart templates, and Azure management portal Create mobile service solutions using ASP.NET Web API and WCF Streamline data development across multiple platforms with Entity Framework 7 Develop modern Microsoft Office business applications Perform robust, automated unit testing as you code, increasing your confidence in changes and refactoring Extend the VS 2015 IDE and Code Editor by creating custom, productivity-enhancing solutions Download all examples and source code presented in this book from informit.com/title/9780672337369 as they become available. *Building Real-time Mobile Solutions with MQTT and IBM MessageSight* - Bryan Boyd 2014-12-05 MQTT is a messaging protocol designed for the Internet of

Things (IoT). It is lightweight enough to be supported by the smallest devices, yet robust enough to ensure that important messages get to their destinations every time. With MQTT devices, such as energy meters, cars, trains, mobile phones and tablets, and personal health care devices, devices can communicate with each other and with other systems or applications. IBM® MessageSight is a messaging appliance designed to handle the scale and security of a robust IoT solution. MessageSight allows you to easily secure connections, configure policies for messaging, and scale to up to a million concurrently connected devices. This IBM Redbooks® publication introduces MQTT and MessageSight through a simple key fob remote MQTT application. It then dives into the architecture and development of a robust, cross-platform Ride Share and Taxi solution (PickMeUp) with real-time voice, GPS location sharing, and chat among a variety of mobile platforms.

The publication also includes an addendum describing use cases in a variety of other domains, with sample messaging topology and suggestions for design. [ReactJS Blueprints](#) - Sven Anders Robbestad 2016-05-31 Create powerful applications with ReactJS, the most popular platform for web developers today About This Book- Create web apps with the most popular JavaScript library in the world- Learn how to speed up your development process and save valuable time- Work through step-by-step tutorials that provide easy-to-understand solutions to real-world problems Who This Book Is For This book is for those who want to develop applications with ReactJS. With its wide variety of topics, it caters both to the inexperienced developer as well as to the advanced, and it doesn't require any prior experience with ReactJS. What You Will Learn- Create a development environment that speeds up your development process- Find out about

responsive web development and create apps that can be used on any device- Effortlessly connect to public and private APIs- Create efficient components that are easily testable and small enough to completely understand- Understand what data flow means in ReactJS and why you never need to worry about where data changes originate- Create universal apps that run on the browser as well as on the server- Work with modern front-end tooling and level up your skills- Train yourself to think in terms of ReactJS

In Detail

The JavaScript revolution has landed! ReactJS is one of those rare technologies that comes out of nowhere and turns established practices on their head. It provides a different way of thinking about how you should develop your apps, and has already gained a massive adoption among web developers. Join the revolution, build web apps faster, and have more fun developing!

Packed with real-world code, this book starts by covering the idea behind ReactJS and the key

concepts you must familiarize yourself with. You will learn how to bootstrap your ReactJS projects and you'll also be provided with a handy scaffolding that you can use and reuse over and over. We then go on to cover a wide variety of apps, and will help you to structure and build your own components. Next, you will build a web shop, create a fully responsive and routable app, and also develop a real-time search app. Further on, you will be taught to work with public APIs to create a map-based application. You will also be taken through some advanced concepts such as Redux that are making a huge splash currently in the world of ReactJS. You'll learn how to efficiently seal off your app for guest access, interact with hardware APIs, and create a photo app. You will then master the art of making your apps universal, and find out how to deploy them to the cloud. Finally, we wrap up the book as you are shown how to make a game. What better way to kick off your ReactJS

development journey? Style and approach This is an easy-to-follow guide full of real-world ReactJS applications. Each chapter is self-contained, and every code example is explained in detail.

Google Earth Engine Applications - Lalit Kumar
2019-04-23

In a rapidly changing world, there is an ever-increasing need to monitor the Earth's resources and manage it sustainably for future generations. Earth observation from satellites is critical to provide information required for informed and timely decision making in this regard. Satellite-based earth observation has advanced rapidly over the last 50 years, and there is a plethora of satellite sensors imaging the Earth at finer spatial and spectral resolutions as well as high temporal resolutions. The amount of data available for any single location on the Earth is now at the petabyte-scale. An ever-increasing capacity and computing power is needed to handle such large

datasets. The Google Earth Engine (GEE) is a cloud-based computing platform that was established by Google to support such data processing. This facility allows for the storage, processing and analysis of spatial data using centralized high-power computing resources, allowing scientists, researchers, hobbyists and anyone else interested in such fields to mine this data and understand the changes occurring on the Earth's surface. This book presents research that applies the Google Earth Engine in mining, storing, retrieving and processing spatial data for a variety of applications that include vegetation monitoring, cropland mapping, ecosystem assessment, and gross primary productivity, among others. Datasets used range from coarse spatial resolution data, such as MODIS, to medium resolution datasets (Worldview-2), and the studies cover the entire globe at varying spatial and temporal scales.

Learning AngularJS - Ken Williamson
2015-03-18

With AngularJS, you can quickly build client-side applications that run well on any desktop or mobile platform, using REST web services for backend processes. You may have heard that the learning curve for this JavaScript MVC framework is too steep, but that's not the case. This practical guide provides a hands-on approach to learning AngularJS that will have you building high-quality applications and websites in no time. Along with a conceptual understanding of the framework, you'll also gain direct experience with AngularJS by building a sample application throughout the book. If you're familiar with JavaScript, web development, and software design concepts and patterns, this book is the perfect way to get started. Understand how AngularJS differs from other MVC frameworks Learn about AngularJS controllers, views, and models by diving into the book's sample project Connect your working application to public REST services Build the

application's security layer with non-REST AngularJS services Explore the basics of building and testing AngularJS directives Use AngularJS as part of the MEAN stack (MongoDB, ExpressJS, AngularJS, and Node.js) Discover how search engine optimization relates to AngularJS applications and sites

Apache Cordova 3

programming - John M. Wargo 2013

Covers PhoneGap 3.X Written for experienced mobile developers, Apache Cordova 3 Programming is a complete introduction to Apache Cordova 3 and Adobe PhoneGap 3. It describes what makes Cordova important and shows how to install and use the tools, the new Cordova CLI, the native SDKs, and more. If you're brand new to Cordova, this book will be just what you need to get started. If you're familiar with an older version of Cordova, this book will show you in detail how to use all of the new stuff that's in Cordova 3 plus stuff that has been

around for a while (like the Cordova core APIs). After walking you through the process of downloading and setting up the framework, mobile expert John M. Wargo shows you how to install and use the command line tools to manage the Cordova application lifecycle and how to set up and use development environments for several of the more popular Cordova supported mobile device platforms. Of special interest to new developers are the chapters on the anatomy of a Cordova application, as well as the mechanics of Cordova development. Wargo also covers the development process and the tools you can use to test and debug your Cordova applications, and provides a complete chapter that introduces the Cordova APIs, in addition to a chapter that shows you how to create your own plugins. Filled with lots of examples and code, the book includes complete coverage of Android, iOS, BlackBerry 1.0 and Windows Phone development

for Cordova. Topics covered include How to install and use the Cordova CLI and associated tools How to configure the Android developer tools (ADT) to run, test, and debug your Cordova applications for Android How to use Xcode—Apple's development tool for iOS development—to run, test, and debug Cordova applications for iOS devices How to use the Safari browser to debug Cordova applications on iOS devices How to use the Microsoft development tools to run, test, and debug Cordova applications for Windows Phone 8 How to set up and use the PhoneGap Build service to package Cordova applications and share those applications with others How to create Cordova plugins for both Android and iOS The author maintains a web site for the book at cordovaprogramming.com where updates, errata, and the source code for the book are available.

Getting MEAN with Mongo, Express, Angular, and Node -

Simon Holmes 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 Flutter for Beginners - Alessandro Biessek 2019-09-12 A step-by-step guide to learning Flutter and Dart 2 for creating Android and iOS mobile applications Key Features Get up to speed with the basics of Dart programming and delve into Flutter development Understand native

SDK and third-party libraries for building Android and iOS applications using FlutterPackage and deploy your Flutter apps to achieve native-like performanceBook Description Google Flutter is a cross-platform mobile framework that makes it easy to write high-performance apps for Android and iOS. This book will help you get to grips with the basics of the Flutter framework and the Dart programming language. Starting from setting up your development environment, you'll learn to design the UI and add user input functions. You'll explore the navigator widget to manage app routes and learn to add transitions between screens. The book will even guide you through developing your own plugin and later, you'll discover how to structure good plugin code. Using the Google Places API, you'll also understand how to display a map in the app and add markers and interactions to it. You'll then learn to improve the user experience with features such as map

integrations, platform-specific code with native languages, and personalized animation options for designing intuitive UIs. The book follows a practical approach and gives you access to all relevant code files hosted at github.com/PacktPublishing/Flutter-for-Beginners. This will help you access a variety of examples and prepare your own bug-free apps, ready to deploy on the App Store and Google Play Store. By the end of this book, you'll be well-versed with Dart programming and have the skills to develop your own mobile apps or build a career as a Dart and Flutter app developer. What you will learn: Understand the fundamentals of the Dart programming language; Explore

the core concepts of the Flutter UI and how it compiles for multiple platforms; Develop Flutter plugins and widgets and understand how to structure plugin code appropriately; Style your Android and iOS apps with widgets and learn the difference between stateful and stateless widgets; Add animation to your UI using Flutter's `AnimatedBuilder` component; Integrate your native code into your Flutter codebase for native app performance; Who this book is for: This book is for developers looking to learn Google's revolutionary framework Flutter from scratch. No prior knowledge of Flutter or Dart is required; however, basic knowledge of any programming language will be helpful.