
Mastering Eclipse Plug In Development

Mastering Gradle

Programming Java Applications

Eclipse Rich Client Platform

Eclipse Plug-In Development Beginner's Guide - Second Edition

Mastering SAP ABAP

From HTML5 Microdata to Linked Open Data

Android Wireless Application Development: Android essentials

Mastering Java EE Development with WildFly

Mastering Cloud Computing

Mastering Enterprise JavaBeans 3.0

This Week Mastering Junos Automation

6th International Symposium, ISoLA 2014, Imperial, Corfu, Greece, October 8-11, 2014, Proceedings, Part I

Mastering Unit Testing Using Mockito and JUnit

Mastering jBPM6

Mastering Elasticsearch 5.x

Mastering OpenStack

Mastering IPython 4.0

Mastering JIRA 7

Mastering Application Development with Force.com

Mastering Cross-Platform Development with Xamarin

Android Essentials

Aspect-Oriented Programming in Java

Mastering Android Studio

Eclipse

Mastering Behavior-Driven Development Using Cucumber

Mastering Business Intelligence with MicroStrategy

Mastering QGIS

Mastering Enterprise JavaBeans

Mastering Eclipse Plug-in Development

Mastering Apache Storm

Android Essentials

Mastering Fedora Core 5

Android Apps with Eclipse

Mastering Elasticsearch - Second Edition

A complete guide to developing fast, durable, and maintainable ABAP programs in SAP

Mastering Ext JS - Second Edition

Mastering Structured Data on the Semantic Web

Mastering Jenkins

Mastering Embedded Linux Programming A Beginner's Guide

*Mastering Eclipse Plug
In Development*

Downloaded from
archive.imba.com by
guest

HURLEY ZION

Mastering Gradle Juniper Networks Books

With Gradle, you can efficiently build automation framework along with some flexible alternatives to customized build logic. This book starts with sound basics about build automation and how Gradle fits into this automation. It then moves on to give you a good exposure on Groovy—a scripting language used to write Gradle—and helps you understand a key elements of Groovy programming language. In the following chapters, you will deal with task management and learn how to integrate Ant tasks into build scripts. Furthermore, you will learn dependency management, plugin management, and its configuration techniques in Gradle. You will also get hands-on with building and testing projects using Gradle. You will then begin to cover diverse topics, such as Continuous Integration with Jenkins and TeamCity, Migration strategies, and Deployment, which enables you to learn concepts useful for Agile software development. Finally, you will also learn how to create a simple mobile application using Android and explore how Gradle can help you to build and test the application.

Programming Java Applications

Mastering Eclipse Plug-in Development
Covering all the essentials of modern Android development, an updated, real-world guide to creating robust, commercial-grade Android apps offers expert insights for the entire app

development lifecycle, from concept to market. Original.

Eclipse Rich Client Platform Packt Publishing Ltd

The two-volume set LNCS 8802 and LNCS 8803 constitutes the refereed proceedings of the 6th International Symposium on Leveraging Applications of Formal Methods, Verification and Validation, ISoLA 2014, held in Imperial, Corfu, Greece, in October 2014. The total of 67 full papers was carefully reviewed and selected for inclusion in the proceedings. Featuring a track introduction to each section, the papers are organized in topical sections named: evolving critical systems; rigorous engineering of autonomic ensembles; automata learning; formal methods and analysis in software product line engineering; model-based code generators and compilers; engineering virtualized systems; statistical model checking; risk-based testing; medical cyber-physical systems; scientific workflows; evaluation and reproducibility of program analysis; processes and data integration in the networked healthcare; semantic heterogeneity in the formal development of complex systems. In addition, part I contains a tutorial on automata learning in practice; as well as the preliminary manifesto to the LNCS Transactions on the Foundations for Mastering Change with several position papers. Part II contains information on the industrial track and the doctoral symposium and poster session.

*Eclipse Plug-In Development Beginner's
Guide - Second Edition* John Wiley &
Sons

Become an expert at using JIRA 7
through this one-stop guide! About This

Book This comprehensive guide will help you implement, customize and administer JIRA 7 application to meet the needs of your organization You will get to know the strategies needed to develop and deploy JIRA 7, along with best practices when working with Jira It covers the latest integrations of JIRA 7 with third-party platforms to help you professionally manage your software development projects Who This Book Is For If you are a JIRA administrator who is managing small-to-medium JIRA instances and you want to learn how to manage enterprise-scale instances, then this book will help you expand your knowledge and equip you with advanced skills. Prior understanding of the JIRA core concepts is required. What You Will Learn Plan the installation and upgrade of your JIRA instance to the newest version Configure issue type schemes, create customized workflows, modify permission schemes, and change notification schemes Implement JIRA Service Desk to manage your support tickets Customize JIRA for test management, helpdesk, and requirement management Deploy JIRA for Agile tracking using the Scrum and Kanban techniques Develop JIRA add-ons to extend JIRA's functionality Migrate data from external systems using CSV import Generate reports directly from the JIRA database and use custom JavaScript and CSS Integrate your JIRA application with third-party tools such as Confluence, SVN, and Git In Detail Atlassian JIRA 7 is an enterprise issue tracker system. One of its key strengths is its ability to adapt to the needs of an organization, ranging from building software products to managing your support issues. This book provides a comprehensive explanation covering all three components of JIRA 7, such as JIRA

Software, JIRA Core, and Jira Service Desk. It shows you how to master the key functionalities of JIRA and its customizations and useful add-ons, and is packed with real-world examples and use cases. You will first learn how to plan for a JIRA 7 installation and fetch data. We cover JIRA reports in detail, which will help you analyze your data effectively. You can add additional features to your JIRA application by choosing one of the already built-in add-ons or building a new one to suit your needs. Then you'll find out about implementing Agile methodologies in JIRA by creating Scrum and Kanban boards. We'll teach you how to integrate your JIRA Application with other tools such as Confluence, SVN, Git, and more, which will help you extend your application. Finally, we'll explore best practices and troubleshooting techniques to help you find out what went wrong and understand how to fix it. Style and approach This comprehensive book covers the advanced and new features of JIRA 7 with the help of rich code-based, real-world examples and use cases.

Mastering SAP ABAP Springer Master the intricacies of Apache Storm and develop real-time stream processing applications with ease About This Book Exploit the various real-time processing functionalities offered by Apache Storm such as parallelism, data partitioning, and more Integrate Storm with other Big Data technologies like Hadoop, HBase, and Apache Kafka An easy-to-understand guide to effortlessly create distributed applications with Storm Who This Book Is For If you are a Java developer who wants to enter into the world of real-time stream processing applications using Apache Storm, then this book is for you. No previous

experience in Storm is required as this book starts from the basics. After finishing this book, you will be able to develop not-so-complex Storm applications. What You Will Learn

Understand the core concepts of Apache Storm and real-time processing Follow the steps to deploy multiple nodes of Storm Cluster Create Trident topologies to support various message-processing semantics Make your cluster sharing effective using Storm scheduling Integrate Apache Storm with other Big Data technologies such as Hadoop, HBase, Kafka, and more Monitor the health of your Storm cluster In Detail Apache Storm is a real-time Big Data processing framework that processes large amounts of data reliably, guaranteeing that every message will be processed. Storm allows you to scale your data as it grows, making it an excellent platform to solve your big data problems. This extensive guide will help you understand right from the basics to the advanced topics of Storm. The book begins with a detailed introduction to real-time processing and where Storm fits in to solve these problems. You'll get an understanding of deploying Storm on clusters by writing a basic Storm Hello World example. Next we'll introduce you to Trident and you'll get a clear understanding of how you can develop and deploy a trident topology. We cover topics such as monitoring, Storm Parallelism, scheduler and log processing, in a very easy to understand manner. You will also learn how to integrate Storm with other well-known Big Data technologies such as HBase, Redis, Kafka, and Hadoop to realize the full potential of Storm. With real-world examples and clear explanations, this book will ensure you will have a thorough mastery of Apache Storm. You

will be able to use this knowledge to develop efficient, distributed real-time applications to cater to your business needs. Style and approach This easy-to-follow guide is full of examples and real-world applications to help you get an in-depth understanding of Apache Storm. This book covers the basics thoroughly and also delves into the intermediate and slightly advanced concepts of application development with Apache Storm.

From HTML5 Microdata to Linked Open Data Packt Publishing Ltd

Take your SAP ABAP skills to the next level by mastering ABAP programming techniques with the help of real-world examples Key Features Become adept at building interfaces and explore ABAP tools and techniques Discover the modern functionalities available in the latest version of ABAP Learn the process of creating stunning HTML5 applications using SAPUI5 Book Description Advanced Business Application Programming (ABAP) is an established and complex programming language in the IT industry. This book is designed to help you use the latest ABAP techniques and apply legacy constructions using practical examples. You'll start with a quick refresher on language and database concepts, followed by agile techniques for adding custom code to a modern ABAP system. After this, you will get up to speed with the complete ABAP toolset for importing data to and from different environments. Next, you'll learn how to print forms and work with the different ABAP tools for Extensible Markup Language (XML) manipulation. While covering further chapters, you'll gain insights into building stunning UI5 interfaces, in addition to learning how to develop simple apps using the Business Object Processing Framework (BOPF).

You will also pick up the technique of handling exceptions and performing testing in ABAP. In the concluding chapters, you can look forward to grasping various techniques for optimizing the performance of programs using a variety of performance analysis tools. By the end of this book, you will have the expertise you need to confidently build maintainable programs in Systems, Applications, and Products (SAP). What you will learn Create stable and error-free ABAP programs Leverage new ABAP concepts including object-oriented programming(OOP) and Model-View-Controller (MVC) Learn to add custom code to your existing SAP program Speed up your ABAP programs by spotting bottlenecks Understand techniques such as performance tuning and optimization Develop modern and beautiful user interfaces (UIs) in an ABAP environment Build multiple classes with any nesting level Who this book is for This book is for developers who want to learn and use ABAP skills to become an industry expert. Familiarity with object-oriented programming concepts is expected.

Android Wireless Application Development: Android essentials

BPB Publications

Develop skills to build powerful plug-ins with Eclipse IDE through examples About This Book Create useful plug-ins to make Eclipse work for you Learn how to migrate Eclipse 3.x plug-ins to Eclipse 4.x From automation to testing, find out how to get your IDE performing at an impressive standard Who This Book Is For This book is for Java developers familiar with Eclipse who need more from the IDE. This book will sharpen your confidence and make you a more productive developer with a tool that supports rather than limits you. What

You Will Learn Create plug-ins for Eclipse 4.x Test plug-ins automatically with JUnit Display tree and table information in views Upgrade Eclipse 3.x plug-ins to Eclipse 4.x Find out how to build user interfaces from SWT and JFace Run tasks in the background and update the user interface asynchronously Automate builds of plug-ins and features Automate user interface tests with SWTBot In Detail Eclipse is used by everyone from indie devs to NASA engineers. Its popularity is underpinned by its impressive plug-in ecosystem, which allows it to be extended to meet the needs of whoever is using it. This book shows you how to take full advantage of the Eclipse IDE by building your own useful plug-ins from start to finish. Taking you through the complete process of plug-in development, from packaging to automated testing and deployment, this book is a direct route to quicker, cleaner Java development. It may be for beginners, but we're confident that you'll develop new skills quickly. Pretty soon you'll feel like an expert, in complete control of your IDE. Don't let Eclipse define you - extend it with the plug-ins you need today for smarter, happier, and more effective development. Style and approach Packed with plenty of examples so you're never stuck, or never left simply reading instructions, this book encourages you to get started immediately. This book is for developers who want to develop, not just learn. *Mastering Java EE Development with WildFly* Addison-Wesley Go beyond the basics and unleash the full power of QGIS with practical, step-by-step examples About This Book This book is your one-stop solution to all of your GIS needs using the open source QGIS Master QGIS by learning about

database integration, geoprocessing tools, Python scripts, advanced cartography, and custom plugins This example-rich, practical guide will help you create sophisticated analyses and maps Who This Book Is For If you are a GIS professional, a consultant, a student, or perhaps a fast learner who wants to go beyond the basics of QGIS, then this book is for you. It will prepare you to realize the full potential of QGIS. What You Will Learn Create and manage a spatial database Get to know advanced techniques to style GIS data Prepare both vector and raster data for processing Add heat maps, live layer effects, and labels to your maps Master LStools and GRASS integration with the Processing Toolbox Edit and repair topological data errors Automate workflows with batch processing and the QGIS Graphical Modeler Integrate Python scripting into your data processing workflows Develop your own QGIS plugin In Detail QGIS is an open source solution to GIS. It is widely used by GIS professionals all over the world. It is the leading alternative to the proprietary GIS software. Although QGIS is described as intuitive, it is also by default complex. Knowing which tools to use and how to apply them is essential to producing valuable deliverables on time. Starting with a refresher on the QGIS basics, this book will take you all the way through to creating your first custom QGIS plugin. From the refresher, we will recap how to create, populate, and manage a spatial database. You'll also walk through styling GIS data, from creating custom symbols and color ramps to using blending modes. In the next section, you will discover how to prepare vector, heat maps, and create live layer effects, labeling, and raster data for processing. You'll also discover advanced data

creation and editing techniques. The last third of the book covers the more technical aspects of QGIS such as using LStools and GRASS GIS's integration with the Processing Toolbox, how to automate workflows with batch processing, and how to create graphical models. Finally, you will see how to create and run Python data processing scripts and write your own QGIS plugin with pyqgis. By the end of the book, you will understand how to work with all the aspects of QGIS, and will be ready to use it for any type of GIS work. Style and approach This step-by-step comprehensive guide will let you dig your teeth into working with spatial databases, creating your own QGIS plugins, and creating your own custom graphical models.

Mastering Cloud Computing Packt Publishing

This book provides a complete understanding of the jBPM technology stack. It starts with an introduction to the world of business process management systems, the problem domain addressed by jBPM, explores the main use cases that can be addressed by business process management systems, and illustrates the main design patterns. It takes you through the details of the architecture and available out-of-the-box provisions for customizing, extending, and integrating the features of jBPM to meet the requirements of your application. Moreover, this book will empower you with the knowledge to integrate jBPM with enterprise architecture, debug through the source code of jBPM, and utilize the flexibility provided by a heavily modular system. Finally, it introduces you to the provisions available for a jBPM-based application to put the non-functional characteristics of the system, which are

of great importance when we deploy our application in production. The book helps you in putting the knowledge at work by providing you with a lot of ready to use examples, both basic and advanced ones.

Mastering Enterprise JavaBeans 3.0

Addison-Wesley Professional

Get to grips with the advanced concepts of interactive computing to make the most out of IPython About This Book Most updated book on Interactive computing with IPython 4.0; Detailed, example-rich guide that lets you use the most advanced level interactive programming with IPython; Get flexible interactive programming with IPython using this comprehensive guide Who This Book Is For This book is for IPython developers who want to make the most of IPython and perform advanced scientific computing with IPython utilizing the ease of interactive computing. It is ideal for users who wish to learn about the interactive and parallel computing properties of IPython 4.0, along with its integration with third-party tools and concepts such as testing and documenting results. What You Will Learn Develop skills to use IPython for high performance computing (HPC) Understand the IPython interactive shell Use XeroMQ and MPI to pass messages Integrate third-party tools like R, Julia, and JavaScript with IPython Visualize the data Acquire knowledge to test and document the data Get to grips with the recent developments in the Jupyter notebook system In Detail IPython is an interactive computational environment in which you can combine code execution, rich text, mathematics, plots, and rich media. This book will get IPython developers up to date with the latest advancements in IPython and dive deep into interactive computing with

IPython. This an advanced guide on interactive and parallel computing with IPython will explore advanced visualizations and high-performance computing with IPython in detail. You will quickly brush up your knowledge of IPython kernels and wrapper kernels, then we'll move to advanced concepts such as testing, Sphinx, JS events, interactive work, and the ZMQ cluster. The book will cover topics such as IPython Console Lexer, advanced configuration, and third-party tools. By the end of this book, you will be able to use IPython for interactive and parallel computing in a high-performance computing environment. Style and approach This is a comprehensive guide to IPython for interactive, exploratory and parallel computing. It will let the IPython get up to date with the latest advancements in IPython and dive deeper into interactive computing with IPython

This Week Mastering Junos Automation

John Wiley & Sons

Mastering Eclipse Plug-in

DevelopmentPackt Publishing Ltd

6th International Symposium, ISoLA

2014, Imperial, Corfu, Greece, October

8-11, 2014, Proceedings, Part I Packt

Publishing Ltd

An invaluable tutorial on the dramatic changes to Enterprise JavaBeans (EJB) 3.0 Featuring myriad changes from its previous versions, EJB 3.0 boasts a very different programming and deployment model, with nearly every aspect of development affected. Even the most experienced EJB and J2EE developers will need to relearn how to best use EJB to develop mission-critical applications. This author team of experts has taken their combined skills in architecture, development, consulting, and knowledge transfer to explain the various changes

to EJB 3.0 as well as the rationale behind these changes. You'll learn the concepts and techniques for authoring distributed, enterprise components in Java from the ground up. Covering basic through advanced subjects, *Mastering Enterprise JavaBeans 3.0* is more than 50 percent new and revised. Four new chapters and one new appendix cover the latest features of this new release, and in-depth coverage of the Java Persistence API and the entities defined therein is provided. The authors' main goal is to get you programming with EJB immediately. To that end, you'll learn:

- * How to implement EJB 3.0 beans, with emphasis on session beans (stateful and stateless) and message-driven beans
- * Both basic and advanced concepts (such as inheritance, relationships, and so on) of Java Persistence API defined entities
- * How to develop and deploy EJB 3.0 Web services
- * How to secure EJB applications
- * How to integrate EJB applications with the outside world via the Java EE Connector technology
- * Tips and techniques for designing and deploying EJB for better performance
- * How clustering in large-scale EJB systems works
- * Best practices for EJB application design, development, and testing

The companion Web site provides all the source code, updates to the source code examples, and a PDF version of the book. Wiley Technology Publishing
Timely. Practical. Reliable. Visit the companion Web site at www.wiley.com/go/sriganesh

Mastering Unit Testing Using Mockito and JUnit Packt Publishing Ltd

If you are a developer who is familiar with Ext JS and want to augment your skills to create even better web applications, this is the book for you. Basic knowledge of JavaScript/HTML/CSS and any server-side language (PHP, Java,

C#, Ruby, or Python) is required.

Mastering jBPM6 Tata McGraw-Hill Education

The official guide to Resin, authorized by the company that invented the product, Caucho Technology Offers a comprehensive tutorial and reference on how to use all flavors of Resin, including the basic Resin server, Resin-CMP, and Resin-Enterprise Demonstrates how to build enterprise Java applications, optimize performance, and use other tools with Resin Illustrates how to configure Resin for various commercial and open source hardware platforms, maintain high availability of the server, and use all of the advanced features Companion Web site includes updates on the technology and links to useful resources and tools

Mastering Elasticsearch 5.x John Wiley & Sons

The Definitive Guide to Eclipse Rich Client Development In Eclipse Rich Client Platform, Second Edition, three Eclipse Rich Client Platform (RCP) project leaders show how to use Eclipse 3.5 ("Galileo") to rapidly deliver cross-platform applications with rich, native-feel GUIs. The authors fully reveal the power of Eclipse as a desktop application development platform; introduce important new improvements in Eclipse 3.5; and walk through developing a full-featured, branded RCP application for Windows, Linux, Mac, and other platforms—including handheld devices and kiosks. Drawing on their extensive experience, the authors cover building, refining, and refactoring prototypes; customizing user interfaces; adding help and software management features; and building, branding, testing, and shipping finished software. They demonstrate current best practices for developing modular and dynamically extensible

systems, using third-party code libraries, packaging applications for diverse environments, and much more. For Java programmers at all levels of experience, this book introduces important new RCP features such as p2, Commands, and Databinding. Thoroughly covers key RCP-related technologies such as Equinox, SWT, JFace, and OSGi. Shows how to effectively brand and customize RCP application look-and-feel. Walks through user interface testing for RCP applications with SWTBot. Illuminates key similarities and differences between RCP and conventional plug-in development. Hands-on, pragmatic, and comprehensive, this book offers all the real-world, nontrivial code examples working developers need—as well as “deep dives” into key technical areas that are essential to your success.

Mastering OpenStack Packt Publishing Ltd

Harness the power of Linux to create versatile and robust embedded solutions. About This Book Create efficient and secure embedded devices using Linux. Minimize project costs by using open source tools and programs. Explore each component technology in depth, using sample implementations as a guide. Who This Book Is For This book is ideal for Linux developers and system programmers who are already familiar with embedded systems and who want to know how to create best-in-class devices. A basic understanding of C programming and experience with systems programming is needed. What You Will Learn Understand the role of the Linux kernel and select an appropriate role for your application. Use Buildroot and Yocto to create embedded Linux systems quickly and efficiently. Create customized bootloaders using U-Boot. Employ perf and ftrace to identify

performance bottlenecks. Understand device trees and make changes to accommodate new hardware on your device. Write applications that interact with Linux device drivers. Design and write multi-threaded applications using POSIX threads. Measure real-time latencies and tune the Linux kernel to minimize them. In Detail Mastering Embedded Linux Programming takes you through the product cycle and gives you an in-depth description of the components and options that are available at each stage. You will begin by learning about toolchains, bootloaders, the Linux kernel, and how to configure a root filesystem to create a basic working device. You will then learn how to use the two most commonly used build systems, Buildroot and Yocto, to speed up and simplify the development process. Building on this solid base, the next section considers how to make best use of raw NAND/NOR flash memory and managed flash eMMC chips, including mechanisms for increasing the lifetime of the devices and to perform reliable in-field updates. Next, you need to consider what techniques are best suited to writing applications for your device. We will then see how functions are split between processes and the usage of POSIX threads, which have a big impact on the responsiveness and performance of the final device. The closing sections look at the techniques available to developers for profiling and tracing applications and kernel code using perf and ftrace. Style and approach This book is an easy-to-follow and pragmatic guide consisting of an in-depth analysis of the implementation of embedded devices. Each topic has a logical approach to it; this coupled with hints and best practices helps you understand embedded Linux better.

Mastering IPython 4.0 Packt Publishing Ltd

Master the intricacies of Elasticsearch 5 and use it to create flexible and scalable search solutions About This Book Master the searching, indexing, and aggregation features in Elasticsearch Improve users' search experience with Elasticsearch's functionalities and develop your own Elasticsearch plugins A comprehensive, step-by-step guide to master the intricacies of Elasticsearch with ease Who This Book Is For If you have some prior working experience with Elasticsearch and want to take your knowledge to the next level, this book will be the perfect resource for you.If you are a developer who wants to implement scalable search solutions with Elasticsearch, this book will also help you. Some basic knowledge of the query DSL and data indexing is required to make the best use of this book. What You Will Learn Understand Apache Lucene and Elasticsearch 5's design and architecture Use and configure the new and improved default text scoring mechanism in Apache Lucene 6 Know how to overcome the pitfalls while handling relational data in Elasticsearch Learn about choosing the right queries according to the use cases and master the scripting module including new default scripting language, painlessly Explore the right way of scaling production clusters to improve the performance of Elasticsearch Master the searching, indexing, and aggregation features in Elasticsearch Develop your own Elasticsearch plugins to extend the functionalities of Elasticsearch In Detail Elasticsearch is a modern, fast, distributed, scalable, fault tolerant, and open source search and analytics engine. Elasticsearch leverages the capabilities of Apache Lucene, and

provides a new level of control over how you can index and search even huge sets of data. This book will give you a brief recap of the basics and also introduce you to the new features of Elasticsearch 5. We will guide you through the intermediate and advanced functionalities of Elasticsearch, such as querying, indexing, searching, and modifying data. We'll also explore advanced concepts, including aggregation, index control, sharding, replication, and clustering. We'll show you the modules of monitoring and administration available in Elasticsearch, and will also cover backup and recovery. You will get an understanding of how you can scale your Elasticsearch cluster to contextualize it and improve its performance. We'll also show you how you can create your own analysis plugin in Elasticsearch. By the end of the book, you will have all the knowledge necessary to master Elasticsearch and put it to efficient use. Style and approach This comprehensive guide covers intermediate and advanced concepts in Elasticsearch as well as their implementation. An easy-to-follow approach means you'll be able to master even advanced querying, searching, and administration tasks with ease. *Mastering JIRA 7* Packt Publishing Ltd Design and develop state-of-the-art applications using Force.com's powerful development platform About This Book Flaunt your skillsets by developing complex applications that include demanding concepts such as triggers, Visualforce controllers, batch jobs, and Lightning components Earn the gratitude of your colleagues by structuring a project so that multiple developers can work independently of each other Kevin Poorman, the author of the book and a Force.com MVP, shares his years of

Force.com knowledge and experience with you through the medium of telling examples Who This Book Is For If you're a Force.com developer with a fundamental understanding of Apex and JavaScript but now want to enhance your skills with tips, tricks, and guidance on the best architectural and engineering practices, then this book is for you. What You Will Learn Creating triggers, and the best practices for writing them Developing a number of Visualforce controllers and extensions Integrating third-party web APIs into your Apex code Writing unit tests that cover testing bulk safety, user and profile settings, and negative tests Creating a Lightning component for use in Salesforce1 Getting acquainted with various methods for deploying metadata between orgs Using the Rest sObject API for access to Salesforce objects and data using the REST methodology Learning about overarching architectural considerations such as naming conventions, testing practices, and data modeling practices In Detail Force.com is an extremely powerful, scalable, and secure cloud platform, delivering a complete technology stack, ranging from databases and security to workflow and the user interface. With salesforce.com's Force.com cloud platform, you can build any business application and run it on your servers. The book will help you enhance your skillset and develop complex applications using Force.com. It gets you started with a quick refresher of Force.com's development tools and methodologies, and moves to an in-depth discussion of triggers, bulkification, DML order of operations, and trigger frameworks. Next, you will learn to use batchable and schedulable interfaces to process massive amounts of information asynchronously. You will

also be introduced to Salesforce Lightning and cover components—including backend (apex) controllers, frontend (JavaScript) controllers, events, and attributes—in detail. Moving on, the book will focus on testing various apex components: what to test, when to write the tests, and—most importantly—how to test. Next, you will develop a changeset and use it to migrate your code from one org to another, and learn what other tools are out there for deploying metadata. You will also use command-line tools to authenticate and access the Force.com Rest sObject API and the Bulk sObject API; additionally, you will write a custom Rest endpoint, and learn how to structure a project so that multiple developers can work independently of each other without causing metadata conflicts. Finally, you will take an in-depth look at the overarching best practices for architecture (structure) and engineering (code) applications on the Force.com platform. Style and approach A step-by-step tutorial, with plenty of tips and tricks that will help you develop complex Force.com applications. *Mastering Application Development with Force.com* Packt Publishing Ltd Configure and extend Jenkins to architect, build, and automate efficient software delivery pipelines About This Book Configure and horizontally scale a Jenkins installation to support a development organization of any size Implement Continuous Integration, Continuous Delivery, and Continuous Deployment solutions in Jenkins A step-by-step guide to help you get the most out of the powerful automation orchestration platform that is Jenkins Who This Book Is For If you are a novice or intermediate-level Jenkins user who has used Jenkins before but are not

familiar with architecting solutions and implementing it in your organization, then this is the book for you. A basic understanding of the core elements of Jenkins is required to make the best use of this book. What You Will Learn Create and manage various types of build jobs, and implement automation tasks to support a software project of any kind Get to grips with the automated testing architecture, and scalable automated testing techniques Facilitate the delivery of software across the SDLC by creating scalable automated deployment solutions Manage scalable automation pipelines in Jenkins using the latest build, test, and deployment strategies Implement a scalable master / slave build automation platform, which can support Windows, Mac OSX, and Linux software solutions Cover troubleshooting and advanced configuration techniques for Jenkins slave nodes Support a robust build and delivery system by implementing basic infrastructure as code solutions in configuration management tools such as Ansible In Detail With the software industry becoming more and more competitive, organizations are now integrating delivery automation and automated quality assurance practices into their business model. Jenkins represents a complete automation orchestration system, and can help converge once segregated groups into a cohesive product development and delivery team. By mastering the Jenkins platform and learning to architect and implement Continuous Integration, Continuous Delivery, and Continuous Deployment solutions, your organization can learn to outmanoeuvre and outpace the competition. This book will equip you with the best practices to implement advanced continuous delivery and

deployment systems in Jenkins. The book begins with giving you high-level architectural fundamentals surrounding Jenkins and Continuous Integration. You will cover the different installation scenarios for Jenkins, and see how to install it as a service, as well as the advanced XML configurations. Then, you will proceed to learn more about the architecture and implementation of the Jenkins Master/Slave node system, followed by creating and managing Jenkins build jobs effectively. Furthermore, you'll explore Jenkins as an automation orchestration system, followed by implementing advanced automated testing techniques. The final chapters describe in depth the common integrations to Jenkins from third-party tools such as Jira, Artifactory, Amazon EC2, and getting the most out of the Jenkins REST-based API. By the end of this book, you will have all the knowledge necessary to be the definitive resource for managing and implementing advanced Jenkins automation solutions for your organization. Style and approach This book is a step-by-step guide to architecting and implementing automated build solutions, automated testing practices, and automated delivery methodologies. The topics covered are based on industry-proven techniques, and are explained in a simple and easy to understand manner.

Mastering Cross-Platform Development with Xamarin Packt Publishing Ltd

Master the skills required to steer cross-platform applications from drawing board to app store(s) using Xamarin About This Book Develop your Xamarin development skills with this comprehensive guide on various patterns and features so you can create

elegant and high-quality applications
Create adaptive user interfaces on separate platforms without compromising the user experience and platform identity
Implement application lifecycle management concepts to manage and finalize cross-platform projects and efficiently collaborate with others
Who This Book Is For This book is ideal for those who want to take their entry-level Xamarin mobile development skills to the next level to become the go-to person within their organization. To fully understand the patterns and concepts described, you should possess a reasonable level of knowledge about the core elements of Xamarin and cross-platform application development with it.
What You Will Learn
Configure your environment for cross-platform projects with Xamarin
Gain memory management skills to avoid memory leaks and premature code cycles while decreasing the memory print of your applications
Employ asynchronous and parallel patterns to execute non-interactive and non-blocking processes
Create and use SQLite databases for offline scenarios
Integrate network resources with cross-platform applications
Design and implement eye-catching and reusable UI components without compromising nativity in mobile applications
Manage the application lifecycle of cross-platform development projects
Distribute Xamarin applications

through public or private channels
In Detail
The main goal of this book is to equip you with the required know-how to successfully analyze, develop, and manage Xamarin cross-platform projects using the most efficient, robust, and scalable implementation patterns. This book starts with general topics such as memory management, asynchronous programming, local storage, and networking, and later moves onto platform-specific features. During this transition, you will learn about key tools to leverage the patterns described, as well as advanced implementation strategies and features. The book also presents User Interface design and implementation concepts on Android and iOS platforms from a Xamarin and cross-platform perspective, with the goal to create a consistent but native UI experience. Finally, we show you the toolset for application lifecycle management to help you prepare the development pipeline to manage and see cross-platform projects through to public or private release.
Style and approach
This is a comprehensive guide on various Xamarin features and patterns. Each topic is explained and demonstrated with code samples, which are revised in each section in an iterative manner and analyzed with available diagnostic tools to demonstrate the benefits of different patterns.

Related with Mastering Eclipse Plug In Development:

- Marcelino Pan Y Vino Historia Real : [click here](#)