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LEVY ALYSON

Python Testing with pytest Simon and Schuster

Hone your skills by learning classic data structures and algorithms in JavaScript About This Book Understand common data structures and the associated algorithms, as well as the context in which they are used. Master existing JavaScript data structures such as array, set and map and learn how to implement new ones such as stacks, linked lists, trees and graphs. All concepts are explained in an easy way, followed by examples. Who This Book Is For If you are a student of Computer Science or are at the start of your technology career and want to explore JavaScript's optimum ability, this book is for you. You need a basic knowledge of JavaScript and programming logic to start having fun with algorithms. What You Will Learn Declare, initialize, add, and remove items from arrays, stacks, and queues Get the knack of using algorithms such as DFS (Depth-first Search) and BFS (Breadth-First Search) for the most complex data structures Harness the power of creating linked lists, doubly linked lists, and circular linked lists Store unique elements with hash tables, dictionaries, and sets Use binary trees and binary search trees Sort data structures using a range of algorithms such as bubble sort, insertion sort, and quick sort In Detail This book begins by covering basics of the JavaScript language and introducing ECMAScript 7, before gradually moving on to the current implementations of ECMAScript 6. You will gain an in-depth knowledge of how hash tables and set data structure functions, as well as how trees and hash maps can be used to search files in a HD or represent a database. This book is an accessible route deeper into JavaScript. Graphs being one of the most complex data structures you'll encounter, we'll also give you a better understanding of why and how graphs are largely used in GPS navigation systems in social networks. Toward the end of the book, you'll discover how all the theories presented by this book can be applied in real-world solutions while working on your own computer networks and Facebook searches. Style and approach This book gets straight to the point, providing you with examples of how a data structure or algorithm can be used and giving you real-world applications of the algorithm in JavaScript. With real-world use cases associated with each data structure, the book explains which data structure should be used to achieve the desired results in the real world.

Learning JavaScript Data Structures and Algorithms Kt. Academy

For both beginning and experienced programmers! From the author of the multi-award-winning Thinking in C++ and Thinking in Java together with a member of the Kotlin language team comes a book that breaks the concepts into small, easy-to-digest "atoms," along with exercises supported by hints and solutions directly inside IntelliJ IDEA! No programming background necessary. Summaries for experienced programmers. Easy steps via very small chapters ("atoms"). Free accompanying exercises/solutions within IntelliJ Idea. Gives you a strong Kotlin foundation. Kotlin is cleaner, more consistent and far more powerful than Java. Increase programming productivity with Kotlin's clear, concise syntax. Produce safer, more reliable programs. Kotlin easily interacts with Java. Effortlessly migrate by adding pieces of Kotlin to an existing Java project. Support for Windows, Mac and Linux.

Free version of IntelliJ IDEA includes extensive Kotlin support. Book resources, live seminars, workshops and consulting available at AtomicKotlin.com.

Angular Router Pro MEAN Stack Development

A high-performance data access layer must resonate with the underlying database system. Knowing the inner workings of a relational database and the data access frameworks in use can make the difference between a high-performance enterprise application and one that barely crawls. This book is a journey into Java data access performance tuning. From connection management, to batch updates, fetch sizes and concurrency control mechanisms, it unravels the inner workings of the most common Java data access frameworks. The first part aims to reduce the gap between application developers and database administrators. For this reason, it covers both JDBC and the database fundamentals that are of paramount importance when reducing transaction response times. In this first part, you'll learn about connection management, batch updates, statement caching, result set fetching and database transactions. The second part demonstrates how you can take advantage of JPA and Hibernate without compromising application performance. In this second part, you'll learn about the most efficient Hibernate mappings (basic types, associations, inheritance), fetching best practices, caching and concurrency control mechanisms. The third part is dedicated to jOOQ and its powerful type-safe querying capabilities, like window functions, common table expressions, upsert, stored procedures and database functions.

Learning Splunk Web Framework Vlad Mihalcea

It's time for a current, definitive JavaScript book, and in this comprehensive beginner's guide, bestselling author Larry Ullman teaches the language as it is implemented today. Larry demonstrates how to build upon JavaScript's ease of use, while demystifying its often-cryptic syntax, especially for those who have not programmed before. This book enforces modern JavaScript's best practices and embraces key Web development approaches such as progressive enhancement and unobtrusive scripting. The author demonstrates loads of real-world code and makes it available for download. You'll learn about JavaScript itself and the relationship between JavaScript and HTML. Next you'll explore variables, common operators, and control structures. Then you'll create functions, handle events, and do more with HTML forms. You'll master Ajax, work with frameworks, and use JavaScript with PHP to create a complete example. The result is a book that helps you not just tinker with JavaScript but to thoroughly comprehend it. This book includes: Easy step-by-step instruction, ample illustrations, and clear examples Real-world techniques to build your skills Insight into best practices from a veteran Web expert Emphasis on strategies for creating reliable code that will work on all of today's browsers and devices, even those without JavaScript

Reactive Spring Packt Publishing Ltd

A quick and concise guide to Angular 2 Components About This Book First look to the Angular 2 Components architecture Creating your own Angular 2 Component Integrating your components with third party components Who This Book Is For If you are a front-end developer with some experience in Angular and want to understand Angular 2 Components, and easily put it to use to create powerful user interfaces and views, then this book is for you What You Will Learn Break your

application into reusable dynamic components Take advantage of TypeScript in Angular 2 Migrate your Angular 1 directive to an Angular 2 Component Understand the Angular 2 component structure and APIs Hook to component life cycle events Bind dynamic data to your component properties Communicate with other components using events Compose complicated UIs from simple components In Detail This book is a concise guide to Angular 2 Components and is based on the stable version of Angular 2. You will start with learning about the Angular 2 Components architecture and how components differ from Angular directives in Angular 1. You will then move on to quickly set up an Angular 2 development environment and grasp the basics of TypeScript. With this strong foundation in place, you will start building components. The book will teach you, with an example, how to define component behavior, create component templates, and use the controller of your component. You will also learn how to make your components communicate with each other. Once you have built a component, you will learn how to extend it by integrating third-party components with it. By the end of the book, you will be confident with building and using components for your applications. Style and approach A step-by-step guide covering features and working of Angular 2 Components along with the process for creating your own components.

Integrated Development Environment for Java Programming Apress

Learn how to build dynamic web applications with Express, a key component of the Node/JavaScript development stack. In this hands-on guide, author Ethan Brown teaches you the fundamentals through the development of a fictional application that exposes a public website and a RESTful API. You'll also learn web architecture best practices to help you build single-page, multi-page, and hybrid web apps with Express. Express strikes a balance between a robust framework and no framework at all, allowing you a free hand in your architecture choices. With this book, frontend and backend engineers familiar with JavaScript will discover new ways of looking at web development. Create webpage templating system for rendering dynamic data Dive into request and response objects, middleware, and URL routing Simulate a production environment for testing and development Focus on persistence with document databases, particularly MongoDB Make your resources available to other programs with RESTful APIs Build secure apps with authentication, authorization, and HTTPS Integrate with social media, geolocation, and other third-party services Implement a plan for launching and maintaining your app Learn critical debugging skills This book covers Express 4.0.

Modern JavaScript Apress

Become a Blockchain developer and design, build, publish, test, maintain and secure scalable decentralized Blockchain projects using Bitcoin, Ethereum, NEO, EOS and Hyperledger. This book helps you understand Blockchain beyond development and crypto to better harness its power and capability. You will learn tips to start your own project, and best practices for testing, security, and even compliance. Immerse yourself in this technology and review key topics such as cryptoeconomics, coding your own Blockchain P2P network, different consensus mechanisms, decentralized ledger, mining, wallets, blocks, and transactions. Additionally, this book provides you with hands-on practical tools and examples for creating smart contracts and dApps for different blockchains such as Ethereum, NEO, EOS, and Hyperledger. Aided by practical, real-world coding examples, you'll see how to build dApps with Angular utilizing typescript from start to finish, connect

to the blockchain network locally on a test network, and publish on the production mainnet environment. Don't be left out of the next technology revolution – become a Blockchain developer using The Blockchain Developer today. What You'll Learn Explore the Blockchain ecosystem is and the different consensus mechanisms Create miners, wallets, transactions, distributed networks and DApps Review the main features of Bitcoin: Ethereum, NEO and EOS, and Hyperledger are Interact with popular node clients as well as implementing your own Blockchain Publish and test your projects for security and scalability Who This Book Is For Developers, architects and engineers who are interested in learning about Blockchain or implementing Blockchain into a new greenfield project or integrating Blockchain into a brownfield project. Technical entrepreneurs, technical investors or even executives who want to better understand Blockchain technology and its potential.

30 Core Guidelines for Writing Clean, Safe, and Fast Code Addison-Wesley Professional Summary A hands-on guide that will teach how to design and implement scalable, flexible, and open IoT solutions using web technologies. This book focuses on providing the right balance of theory, code samples, and practical examples to enable you to successfully connect all sorts of devices to the web and to expose their services and data over REST APIs. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Because the Internet of Things is still new, there is no universal application protocol. Fortunately, the IoT can take advantage of the web, where IoT protocols connect applications thanks to universal and open APIs. About the Book Building the Web of Things is a guide to using cutting-edge web technologies to build the IoT. This step-by-step book teaches you how to use web protocols to connect real-world devices to the web, including the Semantic and Social Webs. Along the way you'll gain vital concepts as you follow instructions for making Web of Things devices. By the end, you'll have the practical skills you need to implement your own web-connected products and services. What's Inside Introduction to IoT protocols and devices Connect electronic actuators and sensors (GPIO) to a Raspberry Pi Implement standard REST and Pub/Sub APIs with Node.js on embedded systems Learn about IoT protocols like MQTT and CoAP and integrate them to the Web of Things Use the Semantic Web (JSON-LD, RDFa, etc.) to discover and find Web Things Share Things via Social Networks to create the Social Web of Things Build a web-based smart home with HTTP and WebSocket Compose physical mashups with EVERYTHING, Node-RED, and IFTTT About the Reader For both seasoned programmers and those with only basic programming skills. About the Authors Dominique Guinard and Vlad Trifa pioneered the Web of Things and cofounded EVERYTHING, a large-scale IoT cloud powering billions of Web Things. Table of Contents PART 1 BASICS OF THE IOT AND THE WOT From the Internet of Things to the Web of Things Hello, World Wide Web of Things Node.js for the Web of Things Getting started with embedded systems Building networks of Things PART 2 BUILDING THE WOT Access: Web APIs for Things Implementing Web Things Find: Describe and discover Web Things Share: Securing and sharing Web Things *Master the New Build System for Android* Packt Publishing Ltd

Google has officially announced Kotlin as a supported language to write Android Apps. These are amazing news for Android developers, which now have the ability to use a modern and powerful language to make their job easier and funnier. But this comes with other responsibilities. If you want to be a good candidate for new Android opportunities, Kotlin is becoming a new need most

companies will ask for. So it's your time to start learning about it! And "Kotlin for Android Developers" is the best tool. Recommended by both Google and JetBrains, this book will guide through the process of learning all the new features that Java was missing, in an easy and fun way. You'll be creating an Android app from ground using Kotlin as the main language. The idea is to learn the language by example, instead of following a typical structure. I'll be stopping to explain the most interesting concepts and ideas about Kotlin, comparing it with Java 7. This way, you can see what the differences are and which parts of the language will help you speed up your work. This book is not meant to be a language reference, but a tool for Android developers to learn Kotlin and be able to continue with their own projects by themselves. I'll be solving many of the typical problems we have to face in our daily lives by making use of the language expressiveness and some other really interesting tools and libraries. The book is very practical, so it is recommended to follow the examples and the code in front of a computer and try everything it's suggested. You could, however, take a first read to get a broad idea and then dive into practice.

[Learn Kotlin the Easy Way While Developing an Android App](#) Hachette UK

Go is rapidly becoming the preferred language for building web services. While there are plenty of tutorials available that teach Go's syntax to developers with experience in other programming languages, tutorials aren't enough. They don't teach Go's idioms, so developers end up recreating patterns that don't make sense in a Go context. This practical guide provides the essential background you need to write clear and idiomatic Go. No matter your level of experience, you'll learn how to think like a Go developer. Author Jon Bodner introduces the design patterns experienced Go developers have adopted and explores the rationale for using them. You'll also get a preview of Go's upcoming generics support and how it fits into the language. Learn how to write idiomatic code in Go and design a Go project Understand the reasons for the design decisions in Go Set up a Go development environment for a solo developer or team Learn how and when to use reflection, unsafe, and cgo Discover how Go's features allow the language to run efficiently Know which Go features you should use sparingly or not at all

The Definitive Guide to Programming Professionally Packt Publishing Ltd

Learn how to build a wide range of scalable real-world web applications using a professional development toolkit. If you already know the basics of Node.js, now is the time to discover how to bring it to production level by leveraging its vast ecosystem of packages. With this book, you'll work with a varied collection of standards and frameworks and see how all those pieces fit together. Practical Node.js takes you from installing all the necessary modules to writing full-stack web applications. You'll harness the power of the Express.js and Hapi frameworks, the MongoDB database with Mongoskin and Mongoose. You'll also work with Pug and Handlebars template engines, Stylus and LESS CSS languages, OAuth and Everyauth libraries, and the Socket.IO and Derby libraries, and everything in between. This exciting second edition is fully updated for ES6/ES2015 and also covers how to deploy to Heroku and AWS, daemonize apps, and write REST APIs. You'll build full-stack real-world Node.js apps from scratch, and also discover how to write your own Node.js modules and publish them on NPM. Fully supported by a continuously updated source code repository on GitHub and with full-color code examples, learn what you can do with Node.js and how far you can take it! What You'll Learn Manipulate data from the mongo console Use the

Mongoskin and Mongoose MongoDB libraries Build REST API servers with Express and Hapi Deploy apps to Heroku and AWS Test services with Mocha, Expect and TravisCI Implement a third-party OAuth strategy with Everyauth Web developers who have some familiarity with the basics of Node.js and want to learn how to use it to build apps in a professional environment.

Packt Publishing Ltd

Write free, open-source, cross-platform, dynamic JavaScript applications that can run anywhere using the MEAN stack - MongoDB, ExpressJS, AngularJS, and Node.js. With this book Mac developers will get the tools needed to set up, write code once, and be able to deploy code on any device. You will be able to cut development time by using one stack to serve all your development needs. Pro MEAN Stack Development enables you to quickly learn everything needed to work effectively with MEAN, from setting up your toolstack to rolling out your free servers, and deploying on any device. You will also learn to build scripts with Grunt and Gulp, Webpack, and Vagrant and how to deploy to the web and mobile using Phonegap. Harness JavaScript to create dynamic and easily-maintainable applications fast and 100% free. Master the MEAN stack with this book today. What You Will Learn Utilize JavaScript for the entire development cycle from front end to back end, database and deployment. Learn to write responsive code that can be deployed on any device. Become a well-rounded developer and be able to understand the entire development cycle. Learn to utilize free open source and cloud services to deploy production-grade code. Who This Book Is For Front or back end Mac developers familiar with JavaScript and interested in utilizing the MEAN stack to deploy successful apps on all devices.

Making Java Groovy Simon and Schuster

Dart for Absolute Beginners enables individuals with no background in programming to create their own web apps while learning the fundamentals of software development in a cutting edge language. Easily digested chapters, while comprehensive enough to explore the whole domain, are aimed at both hobbyists and professionals alike. The reader will not only gain an insight into Dart, but also the technologies behind the web. A firm foundation is laid for further programming studies. Dart is a new, innovative language developed by Google which is poised to take the web by storm. For client side web app development, Dart has many advantages over JavaScript. These include but are not limited to: improved speed, enforcement of programmatic structure, and improved facilities for software reuse. Best of all, Dart is automatically converted to JavaScript so that it works with all web browsers. Dart is a fresh start, without the baggage of the last two decades of the web. Why start learning to program with yesterday's technology? Teaches you the fundamentals of programming and the technologies behind the web. Utilizes the cutting edge, easy to learn, structured Dart programming language so that your first steps are pointed towards the future of web development. No prior knowledge is required to begin developing your own web apps.

Effective Kotlin Packt Publishing Ltd

Harness the power of Apex design patterns to build robust and scalable code architectures on the Force.com platform About This Book Apply Creational, Structural and behavioural patterns in Apex to fix governor limit issues. Have a grasp of the anti patterns to be taken care in Apex which could have adverse effect on the application. The authors, Jitendra Zaa is a salesforce MVP and Anshul Verma has 12+ years of experience in the area of application development. Who This Book Is For If

you are a competent developer with working knowledge of Apex, and now want to deep dive into the world of Apex design patterns to optimize the application performance, then this book is for you. Prior knowledge of Salesforce and Force.com platform is recommended. What You Will Learn Apply OOPs principal in Apex to design a robust and efficient solution to address various facets to a business problem Get to grips with the benefits and applicability of using different design patterns in Apex Solve problems while instantiating, structuring and giving dynamic behavior to Apex classes Understand the implementation of creational, structural, behavioral, concurrency and anti-patterns in your application Follow the Apex best practices to resolve governor limit issues Get clued up about the Inheritance, abstract classes, polymorphism in Apex to deal with the object mechanism Master various design patterns and determine the best out of them Explore the anti patterns that could not be applied to Apex and their appropriate solutions In Detail Apex is an on-demand programming language providing a complete set of features for building business applications - including data models and objects to manage data. Apex being a proprietor programming language from Salesforce to be worked with multi tenant environment is a lot different than traditional OOPs languages like Java and C#. It acts as a workflow engine for managing collaboration of the data between users, a user interface model to handle forms and other interactions, and a SOAP API for programmatic access and integration. Apex Design Patterns gives you an insight to several problematic situations that can arise while developing on Force.com platform and the usage of Design patterns to solve them. Packed with real life examples, it gives you a walkthrough from learning design patterns that Apex can offer us, to implementing the appropriate ones in your own application. Furthermore, we learn about the creational patterns that deal with object creation mechanism and structural patterns that helps to identify the relationship between entities. Also, the behavioural and concurrency patterns are put forward explaining the communication between objects and multi-threaded programming paradigm respectively. We later on, deal with the issues regarding structuring of classes, instantiating or how to give a dynamic behaviour at a runtime, with the help of anti-patterns. We learn the basic OOPs principal in polymorphic and modular way to enhance its capability. Also, best practices of writing Apex code are explained to differentiate between the implementation of appropriate patterns. This book will also explain some unique patterns that could be applied to get around governor limits. By the end of this book, you will be a maestro in developing your applications on Force.com for Salesforce Style and approach This book is a step-by-step guide, complete with well-tested programs and real world situations to solve your common occurring problems in Apex design by using the anti-patterns. It gets crackling from exploring every appropriate solution to comparing the best one as per OOps principal.

Kotlin for Android Developers Apress

Kotlin is a powerful and pragmatic language, but it's not enough to know about its features. We also need to know when they should be used and in what way. This book is a guide for Kotlin developers on how to become excellent Kotlin developers. It presents and explains in-depth the best practices for Kotlin development. Each item is presented as a clear rule of thumb, supported by detailed explanations and practical examples.

Leverage the power of WinUI, the future of native Windows application development

"O'Reilly Media, Inc."

Summary Kotlin in Action guides experienced Java developers from the language basics of Kotlin all the way through building applications to run on the JVM and Android devices. Foreword by Andrey Breslav, Lead Designer of Kotlin. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Developers want to get work done - and the less hassle, the better. Coding with Kotlin means less hassle. The Kotlin programming language offers an expressive syntax, a strong intuitive type system, and great tooling support along with seamless interoperability with existing Java code, libraries, and frameworks. Kotlin can be compiled to Java bytecode, so you can use it everywhere Java is used, including Android. And with an efficient compiler and a small standard library, Kotlin imposes virtually no runtime overhead. About the Book Kotlin in Action teaches you to use the Kotlin language for production-quality applications. Written for experienced Java developers, this example-rich book goes further than most language books, covering interesting topics like building DSLs with natural language syntax. The authors are core Kotlin developers, so you can trust that even the gnarly details are dead accurate. What's Inside Functional programming on the JVM Writing clean and idiomatic code Combining Kotlin and Java Domain-specific languages About the Reader This book is for experienced Java developers. About the Author Dmitry Jemerov and Svetlana Isakova are core Kotlin developers at JetBrains. Table of Contents PART 1 - INTRODUCING KOTLIN Kotlin: what and why Kotlin basics Defining and calling functions Classes, objects, and interfaces Programming with lambdas The Kotlin type system PART 2 - EMBRACING KOTLIN Operator overloading and other conventions Higher-order functions: lambdas as parameters and return values Generics Annotations and reflection DSL construction

Simple, Rapid, Effective, and Scalable "O'Reilly Media, Inc."

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.

Gradle Recipes for Android Simon and Schuster

Explore the Underscore.js library by example using a test-driven development approach About This Book Understand and learn to apply functional programming principles using the built-in functions of Underscore.js Leverage and reuse Underscore.js-based code to create code that targets client, server, or database contexts Take Underscore.js further by reusing code between client and server and by learning about other closely related libraries Who This Book Is For If you are a developer with fundamental JavaScript knowledge and want to use modern JavaScript libraries to extend your functional programming skills, then Underscore.js is an important library you should be familiar with. What You Will Learn Reference and call Underscore.js functions using a modern JavaScript development workflow Apply Underscore.js to JavaScript arrays, objects, and functions Take advantage of object-oriented or functional programming techniques with Underscore.js Leverage Underscore.js to create code that targets client, server, or database contexts Extend Underscore.js functionality with other closely related libraries Reuse Underscore.js-based code between client and server applications Prepare for the upcoming JavaScript standard ECMAScript 6 and support older browsers In Detail Underscore.js is one of the most popular modern JavaScript libraries used for functional programming. It can be used as a base for building complex JavaScript applications in a sustainable manner and for building other JavaScript libraries. It embraces functional programming principles but is not opinionated and can be used with imperative, object-oriented, functional, or other programming styles. This book explores how to use Underscore.js to power your code and understand modern JavaScript development concepts while applying a lightweight and efficient workflow to build applications. The book starts with an incremental Underscore.js introduction by exploring key JavaScript concepts. You will then explore the basic features of Underscore.js in action and establish a lightweight development workflow that allows the provided examples to be guided by tests. The book then covers the functionality of Underscore.js with in-depth examples and explanations for understanding and applying the Underscore.js API. You'll also learn how to use Underscore.js as a base for your own modules and libraries within an object-oriented or functional programming style, and will be able to explore Underscore.js use cases in different environments. Eventually, you'll learn about libraries that are closely related with Underscore.js, how to share code between client and server, and how to prepare for the upcoming JavaScript standard ECMAScript 6. Style and approach This book takes an example-driven approach to describing some of the essential JavaScript concepts and practices that are useful for building sustainable applications.

Painless web apps with React, JSX, Redux, and GraphQL Apress

Take your analytics online with the ease and power of the Splunk Web Framework About This Book Want to build rich applications on the Web using Splunk? This book will be your ultimate guide! Learn to use web framework components with the help of this highly practical, example-rich guide Perform excellent Splunk analytics on the Web and bring that knowledge to your own projects Who This Book Is For This book will cater to Splunk developers and administrators who now wish to further their knowledge with Splunk Web Framework and learn to improve the way they present and visualize data in Splunk. A basic knowledge of JavaScript will be beneficial but is not a prerequisite. What You Will Learn Master the fundamentals of Splunk Web Framework Start thinking of Splunk as a complete development platform to build user-friendly apps Extend the functionality of your apps using SimpleXML techniques Set up dashboard layouts, navigation, and menus in your apps Create simple dashboard elements including charts and tables Master the art of interacting with searches and dashboards Integrate SplunkJS to add visual appeal to your website In Detail Building rich applications on the Web using Splunk is now simpler than ever before with the Splunk Web Framework. It empowers developers to build their own web applications with custom dashboards, tables, charts, form searches, and other functionalities in the datasets at their disposal. The book will start with the fundamentals of the Splunk Web Framework, teaching you the secrets of building interesting and user-friendly applications. In the first application, you will learn to analyze and monitor traffic hitting the NASA website and learn to create dashboards for it. You will then learn additional, and more detailed, techniques to enhance the functionalities of the app such as dashboards and forms, editing simple XML, using simple XML extensions, tokens, post-process searches, dynamic drill-downs, the Splunk Web Framework and REST API, and much more. The second app will use historical stock market data and will create custom dashboards using Splunk Web Framework; the book will now cover important topics such as creating HTML dashboards, enhancing the visual appeal of the app using CSS, and moving your app with SplunkJS. The book will provide different and interesting examples instead of the usual "Log, Index, Search, and Graph" so that Splunk will be the first tool readers think of to resolve a problem. Style and approach This book will follow a step-by-step approach whereby every new concept is built on top of the previous chapter, and will be highly practical in nature; the reader will learn to build apps while reading about the Splunk Web framework.

Learn Backbone.js, Node.js and MongoDB Peachpit Press

'One of the best software design books of all time' - BookAuthority Cory Althoff is a self-taught programmer. After a year of self-study, he learned to program well enough to land a job as a software engineer II at eBay. But once he got there, he realised he was severely under-prepared. He was overwhelmed by the amount of things he needed to know but hadn't learned. His journey learning to program, and his experience in first software engineering job were the inspiration for this book. This book is not just about learning to program, although you will learn to code. If you want to program professionally, it is not enough to learn to code; that is why, in addition to helping you learn to program, Althoff also cover the rest of the things you need to know to program professionally that classes and books don't teach you. The Self-taught Programmer is a roadmap, a guide to take you from writing your first Python program to passing your first technical interview. The book is divided into five sections: 1. Learn to program in Python 3 and build your first program. 2. Learn object-

oriented programming and create a powerful Python program to get you hooked. 3. Learn to use tools like Git, Bash and regular expressions. Then use your new coding skills to build a web scraper. 4. Study computer science fundamentals like data structures and algorithms. 5. Finish with best coding practices, tips for working with a team and advice on landing a programming job. You can learn to program professionally. The path is there. Will you take it? From the author I spent one year writing The Self-Taught Programmer. It was an exciting and rewarding experience. I treated my book

like a software project. After I finished writing it, I created a program to pick out all of the code examples from the book and execute them in Python to make sure all 300+ examples worked properly. Then I wrote software to add line numbers and color to every code example. Finally, I had a group of 200 new programmers 'beta read' the book to identify poorly explained concepts and look for any errors my program missed. I hope you learn as much reading my book as I did writing it. Best of luck with your programming!

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