

Codecraft Angular 5

Angular 5 updates for this book are now available. Follow the Download source code link for this book on the Apress website. Get the most from Angular 2, the leading framework for building dynamic JavaScript applications. Best-selling author Adam Freeman begins by describing the MVC pattern and the benefits it can offer and then shows you how to use Angular in your projects, starting from the nuts-and-bolts and building up to the most advanced and sophisticated features, going in-depth to give you the knowledge you need. Each topic is covered clearly and concisely and is packed with the details you need to learn to be truly effective. The most important features are given a no-nonsense in-depth treatment and chapters include common problems and details of how to avoid them. What you'll learn Gain a solid architectural understanding of the MVC Pattern Learn how to create rich and dynamic web app clients using Angular 2 Learn how to extend and customize Angular 2 Learn how to test your Angular 2 projects Who this book is for Web developers with a foundation knowledge of HTML and JavaScript who want to create rich client-side applications.

This book explores how to work with MicroPython development for ESP8266 modules and boards such as NodeMCU, SparkFun ESP8266 Thing and Adafruit Feather HUZZAH with ESP8266 WiFi. The following is highlight topics in this book * Preparing Development Environment * Setting Up MicroPython * GPIO Programming * PWM and Analog Input * Working with I2C * Working with UART * Working with SPI * Working with DHT Module

There are different types of web development books available in the market today. Only a few books are focused on basics and targeted to absolute beginners who have no idea of coding. The core idea behind this book is to make sure everyone with or without basic knowledge on Angular should understand and expertise web application development using Angular. After going through all chapters in this book, one can quickly and confidently create a live web application using Angular in just a few hours. Simple language is used in this book to make sure everyone who reads this book can understand every concept without any complexity. All concepts in this book are presented with many examples, screenshots through a step-by-step approach. Live mini-projects at the end of this book adds extra confidence.

Revised and updated second edition of the bestselling hands-on guide to building enterprise-ready web apps using an evergreen Angular platform Key Features Updated examples, projects, and a new overview of tools – including NgRX and Ivy, automated testing, and Firebase authentication New chapter summarizing history of web frameworks and Angular version updates All-new RESTful API implementation leveraging the MEAN stack with MongoDB, Express.js, Angular and Node.js Book Description This second edition of Angular for Enterprise-Ready Web Applications is updated with in-depth coverage of the evergreen Angular platform. You'll start by mastering Angular programming fundamentals. Using the Kanban method and GitHub tools, you'll build great-looking apps with Angular Material and also leverage reactive programming patterns with RxJS, discover the flux pattern with NgRx, become familiar with automated testing, utilize continuous integration using CircleCI, and deploy your app to the cloud using Vercel Now and GCloud. You will then learn how to design and develop line-of-business apps using router-first architecture with observable data anchors, demonstrated through oft-used recipes like master/detail views, and data tables with pagination and forms. Next, you'll discover robust authentication and authorization design demonstrated via integration with Firebase, API documentation using Swagger, and API implementation using the MEAN stack. Finally, you will learn about DevOps using Docker, build a highly available cloud infrastructure on AWS, capture user behavior with Google Analytics, and perform load testing. By the end of the book, you'll be familiar with the entire gamut of modern web development and full-stack architecture, learning patterns and practices to be successful as an individual developer on the web or as a team in the enterprise. What you will learn Adopt a minimalist, value-first approach to delivering web apps Master Angular development fundamentals, RxJS, CLI tools, GitHub, and Docker Discover the flux pattern and NgRx Implement a RESTful APIs using Node.js, Express.js, and MongoDB Create secure and efficient web apps for any cloud provider or your own servers Deploy your app on highly available cloud infrastructure using DevOps, CircleCI, and AWS Who this book is for This book is for developers who want to confidently deliver high-quality and production-grade Angular apps from design to deployment. Developers that have prior experience in writing a RESTful APIs will also benefit, as well as developers who will gain greater awareness of how they fit into the larger picture of delivering a web application. Prior experience with RESTful APIs is desired.

Step by step guide to become an expert in Angular Key features Book provide all the important aspects required for angular developers Learn modern Web Frameworks like AngularJS 1.x, KnockoutJs, Ember, Backbone Book will give you an idea of the Angular framework (including version 2, 4, 5 and 6) and provide you an excellent understanding of the concepts. DescriptionThis book provide all the important aspects required for angular developers looking for brief and useful content for frequently asked Angular Interview questions. You have already worked with other Modern Web Frameworks like AngularJS 1.x, KnockoutJs, Ember, Backbone and now you are keen to become an expert in Angular including version 2, 4, 5 and 6. You have no framework experience at all but you have a profound understanding of Angular and now you are keen to know how to bring your web apps as well as mobile apps to the next level. This book will give you an idea of the Angular framework (including version 2, 4, 5 and 6 and provide you an excellent understanding of the concepts. Changing job is one of the biggest challenges for any IT professional. When IT professional starts searching job, they realise that they need much more than experience. Working on a project is one thing and cracking an interview is another. This book will give you a bird's eye view of what is needed in an interview. It will help you in doing a quick revision so that you can be ready for the discussion faster. What will you learn The Basic Concepts of Angular, its Components, Directives and Modules Angular Form, Elements, Templates, and Validations Dependency Injection (DI), HttpClient Angular Services, Routing and Navigation Angular Compiler, Pipes, Service Workers Server Side Rendering (Angular Universal) Angular Security, Cookies Basic Understanding of Angular Testing and TypeScript Who this book is forYou are new or have some experience in Angular and now want to take the step to become an expert in Angular and want to learn more about how you can apply the new concepts specifically for an Interview or developing robust web apps as well as mobile apps. Table of contents1. The Basic Concepts of Angular2. Angular Components3. Angular Directives4. Angular Modules5. Angular Form, Templates, and Validations6. Angular Elements 7. Dependency Injection (DI)8. HttpClient 9. Angular Services 10. Routing and Navigation 11. Angular Compiler12. Angular Pipes 13. Service Workers14. Server-Side Rendering (Angular Universal) 15. Angular Security16. Angular Cookies17. Basic Understanding of Angular Testing18. Basic Understanding of TypeScript About the authorAnil Singh has done B.Sc. (Mathematics) and MCA (Master of Computer Application). He has a number of certifications

including MCP, MCTS-515 and MCTS-513. He is currently working as Technical leader at Australian MNC. His LinkedIn: [linkedin.com/in/code-sample](https://www.linkedin.com/in/code-sample) His blog: code-sample.com/ (Blog) code-sample.XYZ (Blog)

This book presents the proceedings of the Computing Conference 2019, providing a comprehensive collection of chapters focusing on core areas of computing and their real-world applications. Computing is an extremely broad discipline, encompassing a range of specialized fields, each focusing on particular areas of technology and types of application, and the conference offered pioneering researchers, scientists, industrial engineers, and students from around the globe a platform to share new ideas and development experiences. Providing state-of-the-art intelligent methods and techniques for solving real-world problems, the book inspires further research and technological advances in this important area.

With *Learning JavaScript Design Patterns*, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written. Understand different pattern categories, including creational, structural, and behavioral. Walk through more than 20 classical and modern design patterns in JavaScript. Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS. Discover design patterns implemented in the jQuery library. Learn popular design patterns for writing maintainable jQuery plug-ins. "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, *presis!*

Ready to master AngularJS? 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.

Harness the power of Angular Components, Router, Forms, Directives and much more to build professional-grade web apps with TypeScript. Key Features: Get to grips with #1 JavaScript framework and explore modern concepts for developing single page applications. Develop full-featured web applications using Angular 6 and TypeScript from scratch. Learn professional web programming techniques to supercharge your Angular projects. Book Description: Angular helps you build faster, more efficient, and more flexible cross-platform applications. Creating complex and rich web applications, with a lighter resource footprint, has never been easier or faster. Angular is now at release 6, with significant changes compared to previous versions. In this third edition of *Angular by Example*, you'll build three apps with varying degrees of complexity. The book starts with a simple Guess the Number game, which serves as a platform to launch you into the world of Angular. Next, you will learn to develop a popular 7-Minute Workout app, covering the building blocks of Angular. The final app, "Personal Trainer" morphs the existing 7-Minute Workout into a full-fledged personal workout builder and runner, covering advanced directive building, which is the most fundamental and powerful feature of Angular. In addition to this, you will learn about testability and the framework constructs Angular provides to effectively test your app. The book concludes by providing you with practical advice and useful tips that will come in handy as you build more apps with Angular. What you will learn: Get introduced to the Angular framework and create a simple guess the number app that explores core features of the framework. Dig deeper into the angular framework by building the 7-minute workout app throughout the book. Explore primary building blocks of Angular - components. Go deep into the inner workings of Angular 6 directives and components. Learn about cross-component communication using Angular events. Get started with the unit and E2E testing. Understand how to encounter scenarios such as authentication and authorization, localization, performance, and migrating apps from Angular 1 to Angular 6. Who this book is for: *Angular by Example* is an essential guide for beginners who want to get started with Angular. You'll start building applications immediately with the featured examples and uncover a simpler approach to JavaScript web development. Prior experience with HTML, CSS, and JavaScript is necessary.

JavaScript is the programming language of the Internet, the secret sauce that makes the Web awesome, your favorite sites interactive, and online games fun! *JavaScript for Kids* is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like building interactivity with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to: –Create functions to organize and reuse your code –Write and modify HTML to create dynamic web pages –Use the DOM and jQuery to make your web pages react to user input –Use the Canvas element to draw and animate graphics –Program real user-controlled games with collision detection and score keeping. With visual examples like bouncing balls, animated bees, and racing cars, you can really see what you're programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs. Make something cool with JavaScript today! Ages 10+ (and their parents!)

Master the intricacies of application development with unmanaged C++ code—straight from the experts. Jeffrey Richter's classic book is now fully revised for Windows XP, Windows Vista, and Windows Server 2008. You get in-depth, comprehensive guidance, advanced techniques, and extensive code samples to help you program Windows-based applications. Discover how to: Architect and implement your applications for both 32-bit and 64-bit Windows. Create and manipulate processes and jobs. Schedule, manage, synchronize and destroy threads. Perform asynchronous and synchronous device I/O operations with the I/O completion port. Allocate memory using various techniques including virtual memory, memory-mapped files, and heaps. Manipulate the default committed physical storage of thread stacks. Build DLLs for delay-loading, API hooking, and process injection. Using structured exception handling, Windows Error Recovery, and Application Restart services.

Getting Started with Angular Packt Publishing Ltd

The ScratchJr Coding Cards are a deck of 75 activity cards covering fun and exciting projects designed to educate young children with the visual programming language, ScratchJr. ScratchJr is a free, introductory computer programming language that runs on iPads, Android tablets, Amazon tablets, and Chromebooks. Derived from Scratch, the wildly popular programming language used by millions of kids worldwide, ScratchJr helps even younger children (5 to 7 years old) create their own playful animations, interactive stories, and dynamic games. The ScratchJr Coding Cards encourage kids to think creatively and systematically while

developing computational thinking skills. Kids will learn powerful ideas about computer science by using ScratchJr programming blocks to make characters move, jump, dance, sing, and more. As they work through the deck, they will become creative thinkers and problem solvers. Written by the ScratchJr co-creator, Prof. Marina Umaschi Bers, and Dr. Amanda Sullivan, the exercises in ScratchJr Coding Cards will encourage kids to develop coding skills as well as foundational concepts for literacy, math, planning, and problem-solving, all while having fun. The cards are created using the pedagogical approach developed by Prof. Bers to teach coding in a playful way to young children.

Basic to Advance learning of Angular concepts DESCRIPTION This book is an Essentials guide for every Angular developer. It covers all required topics an Angular developer need to get started. This book is written in Angular version 7 and explains vital concepts of Angular in extremely descriptive way with lot of code examples. KEY FEATURES A complete overview of the key aspects of Angular Up to date with the latest Angular release The book covers the framework's mental model, API, and the design principles behind it. WHAT WILL YOU LEARN Components & Binding, Web API SPAs & Routing, Template Driven Forms Forms, HTTP Unit Testing, ngModel, Angular Directives Pipes, Ignite UI WHO THIS BOOK IS FOR Students of Polytechnic Diploma Classes- Computer Science/ Information Technology Graduate Students- Computer Science/ CSE / IT/ Computer Applications Master Class Students—Msc (CS/IT)/ MCA/ M.Phil, M.Tech, M.S. Industry Professionals- Preparing for Certifications Table of Contents 1. Introduction 2. Component and Data Binding 3. Components Communications 4. Angular Directives 5.

ViewEncapsulation in Angular 6. Pipes 7. Template Driven Forms 8. Reactive Forms 9. Angular Routing 10. Change Detection 11. Services and Providers 12. Working with API and \$http 13. Advanced Components

This book gives you a broad practical overview of the Angular framework and related modern web technologies. It provides the guidance for the process of web component development that includes Angular and Angular CLI, TypeScript and ES6, applications bundling with Webpack, and other essentials.

Most marketing and branding books fall into one of two camps: either they are about leaders or they assume that brands can be managed by process alone. The Pirate Inside is different. It forwards the idea that brands are about people, and Challenger Brands are driven by a certain kind of person in a certain kind of way. Challenger Brands don't rely on CEOs or founders, but on the people within the organization whose personal qualities and approach to what they do make the difference between whether the brand turns to gold or falls to dust. In line with this thinking, The Pirate Inside forwards two key questions: what does it take to be the driver or guardian of a successful Challenger Brand, and what are the demands made by this on character and corporate culture? Building on his answers, Adam Morgan then explores the critical issue of whether big, multi-brand companies can create Challenger micro-climates within their companies, and the benefits that they might achieve by doing so.

This concise book shows JavaScript developers how to build superb web applications with CoffeeScript, the remarkable language that's gaining considerable interest. Through example code, this guide demonstrates how CoffeeScript abstracts JavaScript, providing syntactical sugar and preventing many common errors. You'll learn CoffeeScript's syntax and idioms step by step, from basic variables and functions to complex comprehensions and classes. Written by Alex MacCaw, author of JavaScript Web Applications (O'Reilly), with contributions from CoffeeScript creator Jeremy Ashkenas, this book quickly teaches you best practices for using this language—not just on the client side, but for server-side applications as well. It's time to take a ride with the little language that could. Discover how CoffeeScript's syntax differs from JavaScript Learn about features such as array comprehensions, destructuring assignments, and classes Explore CoffeeScript idioms and compare them to their JavaScript counterparts Compile CoffeeScript files in static sites with the Cake build system Use CommonJS modules to structure and deploy CoffeeScript client-side applications Examine JavaScript's bad parts—including features CoffeeScript was able to fix

Summary Angular in Action teaches you everything you need to build production-ready Angular applications. Thoroughly practical and packed with tricks and tips, this hands-on tutorial is perfect for web devs ready to build web applications that can handle whatever you throw at them. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Angular makes it easy to deliver amazing web apps. This powerful JavaScript platform provides the tooling to manage your project, libraries to help handle most common tasks, and a rich ecosystem full of third-party capabilities to add as needed. Built with developer productivity in mind, Angular boosts your efficiency with a modern component architecture, well-constructed APIs, and a rich community. About the Book Angular in Action teaches you everything you need to build production-ready Angular applications. You'll start coding immediately, as you move from the basics to advanced techniques like testing, dependency injection, and performance tuning. Along the way, you'll take advantage of TypeScript and ES2015 features to write clear, well-architected code. Thoroughly practical and packed with tricks and tips, this hands-on tutorial is perfect for web devs ready to build web applications that can handle whatever you throw at them. What's Inside Spinning up your first Angular application A complete tour of Angular's features Comprehensive example projects Testing and debugging Managing large applications About the Reader Written for web developers comfortable with JavaScript, HTML, and CSS. About the Author Jeremy Wilken is a Google Developer Expert in Angular, Web Technologies, and Google Assistant. He has many years of experience building web applications and libraries for eBay, Teradata, and VMware. Table of Contents Angular: a modern web platform Building your first Angular app App essentials Component basics Advanced components Services Routing Building custom directives and pipes Forms Testing your application Angular in production

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. Fast-track your web development skills to build high performance SPA with Angular 2 and beyond About This Book Up to date with the latest API changes introduced by Angular 2 and 4 Get familiar with the improvements to directives, change detection, dependency injection, router, and more Understand Angular's new component-based architecture Start using TypeScript to supercharge your Angular applications Who This Book Is For Do you want to jump in at the deep end of Angular? Or perhaps you're interested assessing the changes to AngularJS before moving over? If so, then "Getting Started with Angular" is the book for you. To get the most out of the book, you'll need to be familiar with AngularJS 1.x, and have a good understanding of JavaScript. What You Will Learn Understand the changes made from AngularJS with side-by-side code samples to help demystify the Angular learning curve Start working with Angular's new method of implementing directives Use TypeScript to write modern, powerful Angular applications Dig in to the change detection method, and other architectural changes to make sure you know what's going on under the hood of Angular Get to work with the new router in Angular Use the new features of Angular, including pipes, and the updated features such as forms, services, and dependency injection Learn about the server-side rendering in Angular to keep your new applications SEO-friendly Enhance your applications using Ahead-of-Time compilation and Web Workers In Detail I'm delighted to see this new update and hope it helps you build amazing things with Angular. - Misko Hevery, Creator of AngularJS and Angular Angular is the modern framework you need to build performant and robust web applications. This book is the quickest way to upgrade your AngularJS knowledge to the brave new world of Angular, and get grips with the framework. It starts with an overview putting the changes of the framework in context with version 1. After that, you will be taken on a TypeScript crash-course so you can take advantage of Angular in its native, statically-typed environment. You'll explore the new change detection mechanism in detail, how directives and components have changed, how you create applications with Angular, and much more. Next, you'll understand how to efficiently develop forms, use the router, implement communication with HTTP services, and transform data with custom pipes. Finally, we will take a look at the Angular's Ahead-of-Time compiler, angular-cli and other such tools that help us build professional applications. By the end of the book, you'll be ready to start building quick and efficient Angular applications compatible with v2 and v4, that take advantage of all the new features on offer. This book is up to date for the 2.4 release and is compatible with the 4.0 release as well. Style and approach Starting with a comparison between Angular versions, this book is filled with side-by-side code examples to help highlight the changes. Each chapter then looks at major changes to the framework and is filled with small examples and sample code to get you started. This book is strongly recommended for those who have a passion for web development and who are looking for a framework that can provide a reusable, maintainable, and modular way to create applications and increase their productivity. Completely revised and updated, this best-selling introduction to programming in JavaScript focuses on writing real applications. JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful, effective code. It has been updated to reflect the current state of JavaScript and web browsers and includes brand-new material on features like class notation, arrow functions, iterators, async functions, template strings, and block scope. A host of new exercises have also been added to test your skills and keep you on track. As with previous editions, Haverbeke continues to teach through extensive examples and immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. You start by learning the basic structure of the JavaScript language as well as control structures, functions, and data structures to help you write basic programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to: - Understand the essential elements of programming, including syntax, control, and data - Organize and clarify your code with object-oriented and functional programming techniques - Script the browser and make basic web applications - Use the DOM effectively to interact with browsers - Harness Node.js to build servers and utilities Isn't it time you became fluent in the language of the Web? * All source code is available online in an inter-active sandbox, where you can edit the code, run it, and see its output instantly. This engaging textbook provides an accessible introduction to coding and the world of Object-Oriented (OO) programming, using Java as the illustrative programming language. Emphasis is placed on what is most helpful for the first-time coder, in order to develop and understand their knowledge and skills in a way that is relevant and practical. The examples presented in the text demonstrate how skills in OO programming can be used to create applications and programs that have real-world value in daily life. Topics and features: presents an overview of programming and coding, a brief history of programming languages, and a concise introduction to programming in Java using BlueJ; discusses classes and objects, reviews various Java library objects and packages, and introduces the idea of the Application Programming Interface (API); highlights how OO design forms an essential role in producing a useful solution to a problem, and the importance of the concept of class polymorphism; examines what to do when code encounters an error condition, describing the exception handling mechanism and practical measures in defensive coding; investigates the work of arrays and collections, with a particular focus on fixed length arrays, the ArrayList, HashMap and

HashSet; describes the basics of building a Graphical User Interface (GUI) using Swing, and the concept of a design pattern; outlines two complete applications, from conceptual design to implementation, illustrating the content covered by the rest of the book; provides code for all examples and projects at an associated website. This concise guide is ideal for the novice approaching OO programming for the first time, whether they are a student of computer science embarking on a one-semester course in this area, or someone learning for the purpose of professional development or self-improvement. The text does not require any prior knowledge of coding, software engineering, OO, or mathematics.

This book provides broad and comprehensive coverage of the entire EDA flow. EDA/VLSI practitioners and researchers in need of fluency in an "adjacent" field will find this an invaluable reference to the basic EDA concepts, principles, data structures, algorithms, and architectures for the design, verification, and test of VLSI circuits. Anyone who needs to learn the concepts, principles, data structures, algorithms, and architectures of the EDA flow will benefit from this book. Covers complete spectrum of the EDA flow, from ESL design modeling to logic/test synthesis, verification, physical design, and test - helps EDA newcomers to get "up-and-running" quickly Includes comprehensive coverage of EDA concepts, principles, data structures, algorithms, and architectures - helps all readers improve their VLSI design competence Contains latest advancements not yet available in other books, including Test compression, ESL design modeling, large-scale floorplanning, placement, routing, synthesis of clock and power/ground networks - helps readers to design/develop testable chips or products Includes industry best-practices wherever appropriate in most chapters - helps readers avoid costly mistakes

Best-selling author Adam Freeman shows you how to use Angular in your projects, starting from the nuts and bolts and building up to the most advanced and sophisticated features, going in-depth to give you the knowledge you need. Chapters include common problems and how to avoid them. Additionally, this book now has accompanying online files for Angular 7; all examples in the book work without changes in Angular 7. Get the most from Angular, the leading framework for building dynamic JavaScript applications. Understand the MVC pattern and the benefits it can offer. What You'll Learn Gain a solid architectural understanding of the MVC Pattern Create rich and dynamic web app clients using Angular Use the ng tools to create and build an Angular project Extend and customize Angular Test your Angular projects What's New in This Edition Revised for the features and changes in Angular 6 and 7 Covers @angular/cli, ng command line tools, and WebPack Includes HttpClient for simplified asynchronous HTTP requests Presents updates to pipes and localized text display Who This Book Is For Web developers with a foundation knowledge of HTML and JavaScript who want to create rich client-side applications If you want to build cross-platform web applications using the robust Angular web framework, this book is for you. Learning Angular will cover the core concepts of frontend web development using easy-to-follow instructions to help you get up and running with Angular web development in no time.

Combine the strengths of Angular, the leading framework for developing complex client-side applications, and ASP.NET Core MVC 3, the latest evolution of Microsoft's framework for server-side applications. This new edition offers updated Angular, ASP.NET Core 3, Entity Framework Core 3 examples, an all-new chapter on interoperability with Blazor, and more! Best-selling author Adam Freeman brings together these two key technologies and explains how to use ASP.NET Core MVC 3 to provide back-end services for Angular applications. This fast-paced and practical guide starts from the nuts and bolts and gives you the knowledge you need to combine Angular and ASP.NET Core MVC 3 in your projects. Each topic is covered clearly and concisely and is packed with the essential details you need to learn to be truly effective. What You Will Learn Gain a solid understanding of how ASP.NET Core MVC 3 and Angular can work together Utilize both Visual Studio and Visual Studio Code to develop Angular/ASP.NET Core MVC projects Create ASP.NET Core RESTful web services to support Angular applications Expose data from Entity Framework Core to Angular applications Use ASP.NET Core Identity to provide security services to Angular applications Understand how Angular and Blazor applications can work together Who This Book Is For This book is for developers with knowledge of ASP.NET Core MVC who are introducing Angular into their projects.

Build Angular applications faster and better with TypeScript and Material Design. You will learn how to build a web interface and use Google's open source Angular Material library of ready-made and easy-to-use components. This book uses Angular with TypeScript (a superset to JavaScript) to enable use of data types and take advantage of programming constructs such as classes, interfaces, generic templates, and more. You also will utilize various Angular features, including data binding, components, services, etc. You will build a single page application with the help of routing capabilities available out of the box (Angular CLI) and interface with remote services over HTTP. What You Will Learn Build an application using Angular, TypeScript, and Angular Material Understand Angular concepts such as components, directives, services, and more Use TypeScript features, including data types, classes, interfaces, generic templates, etc. Build a single page application (SPA) with routing features and integrate it with server-side remote services Who This Book Is For Beginning to intermediate level professionals will learn about web development using Angular, TypeScript, and Angular Material. Patterns and practices are recommended to be a successful developer. Basic knowledge of JavaScript is helpful.

Presents practical advice on the disciplines, techniques, tools, and practices of computer programming and how to approach software development with a sense of pride, honor, and self-respect.

An inspiring yet practical guide for transforming limitations into opportunities A Beautiful Constraint: How to Transform Your Limitations Into Advantages And Why It's Everyone's Business Now is a book about everyday, practical inventiveness, designed for the constrained times in which we live. It describes how to take the kinds of issues that all of us face today—lack of time, money, resources, attention, know-how—and see in them the opportunity for transformation of oneself and one's organization's fortunes. The ideas in the book are based on the authors' extensive work as business consultants, and are brought to life in 35 personal interviews from such varied sources as Nike, IKEA, Unilever, the U.S. Navy, Formula One racecar engineers, public school teachers in California, and barley farmers in South Africa. Underpinned by scientific research into the psychology of breakthrough, the book is a practical handbook full of tools and tips for how to make more from less. Beautifully designed and accessible, A Beautiful Constraint will appeal beyond its core business audience to anyone who needs to find the opportunity in constraint. The book takes the reader on a journey through the mindset, method and motivation required to move from the initial "victim" stage into the transformation stage. It challenges us to: Examine how we've become path dependent—stuck with routines that blind us from seeing opportunity along new paths Ask Propelling Questions to help us break free of those paths and put the most pressing and valuable constraints at the heart of our process Adopt a Can If mentality to answer these questions—focused on "how," not "if" Access the abundance to be found all around us to help transform constraints Activate the high-octane mix of emotions necessary to fuel the tenacity required for success We live in a world of seemingly ever-increasing constraints, driven as much by an overabundance of choices and connections as by a scarcity of time and resources. How we respond to these constraints is one of the most important issues of our time and will be a large determinant of our progress as people, businesses and planet, in the future. A Beautiful Constraint calls for a more widespread capability for constraint-driven problem solving and provides the framework to achieve that.

Learn the essentials to get started creating complex forms with Angular! Learn to build custom input controls, handle validation and user accessibility. Authored by Google Developer Expert, Cory Rylan. Free lifetime updates of the book and code examples included! The goal of this book is to provide a practical introduction to the Angular Forms API and how they can help build complex forms in web applications. We will cover the various APIs used to create complex user forms. We will also look at how to handle validation logic, async data and custom

form inputs. Learn how to use RxJS and Observables to build powerful reactive forms. An entire chapter is dedicated to creating accessible (a11y) forms in Angular as well.

From Angular core team member and creator of the router About This Book Written by the creator of the Angular router, giving you the best information straight from the source Get full coverage of the entire Angular Router library and understand exactly how every command works Essential for all serious users of Angular who need to manage states within their applications Who This Book Is For To get the most from this book, you should already have a good understanding of Angular and general web development. What You Will Learn Understand the role of the Angular router and how to make the most of it Build and parse complex URLs Learn about the componentless and empty-path routes Take control of states in your application Make use of imperative navigation Understand guards and how they can benefit your applications Optimize configuration and run tests on your routing In Detail Managing state transitions is one of the hardest parts of building applications. This is especially true on the web, where you also need to ensure that the state is reflected in the URL. In addition, you might want to split applications into multiple bundles and load them on demand. Doing this transparently isn't easy. The Angular router solves these problems. Using the router, you can declaratively specify application states, manage state transitions while taking care of the URL, and load bundles on demand. This book is a complete description of the Angular router written by its designer. It goes far beyond a how-to-get-started guide and talks about the library in depth. The mental model, design constraints, and the subtleties of the API-everything is covered. You'll learn in detail how to use the router in your own applications. Predominantly, you'll understand the inner workings of the router and how you can configure it to work with any edge cases you come across in your sites. Throughout the book, you'll see examples from real-world use in the MailApp application. You can view the full source of this application and see how the router code works to manage the state of the application and define what is visible on screen. Reading this book will give you deep insights into why the router works the way it does and will make you an Angular router expert. Style and approach This is an extremely practical book full of code examples and descriptions to help you understand the inner workings of the Angular router.

Summary Angular Development with TypeScript, Second Edition is an intermediate-level tutorial that introduces Angular and TypeScript to developers comfortable with building web applications using other frameworks and tools. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Whether you're building lightweight web clients or full-featured SPAs, Angular is a clear choice. The Angular framework is fast, efficient, and widely adopted. Add the benefits of developing in the statically typed, fully integrated TypeScript language, and you get a programming experience other JavaScript frameworks just can't match. About the Book Angular Development with TypeScript, Second Edition teaches you how to build web applications with Angular and TypeScript. Written in an accessible, lively style, this illuminating guide covers core concerns like state management, data, forms, and server communication as you build a full-featured online auction app. You'll get the skills you need to write type-aware classes, interfaces, and generics with TypeScript, and discover time-saving best practices to use in your own work. What's inside Code samples for Angular 5, 6, and 7 Dependency injection Reactive programming The Angular Forms API About the Reader Written for intermediate web developers familiar with HTML, CSS, and JavaScript. About the Author Yakov Fain and Anton Moiseev are experienced trainers and web application developers. They have coauthored several books on software development. Table of Contents Introducing Angular The main artifacts of an Angular app Router basics Router advanced Dependency injection in Angular Reactive programming in Angular Laying out pages with Flex Layout Implementing component communications Change detection and component lifecycle Introducing the Forms API Validating forms Interacting with servers using HTTP Interacting with servers using the WebSocket protocol Testing Angular applications Maintaining app state with ngrx

A selection of annotated references to unclassified reports and journal articles that were introduced into the NASA scientific and technical information system and announced in Scientific and technical aerospace reports (STAR) and International aerospace abstracts (IAA)

Welcome to this one-stop-shop for learning Angular 9. Pro Angular 9 is the most concise and comprehensive guide available, giving you the knowledge you need to take full advantage of this popular framework for building your own dynamic JavaScript applications. The fourth edition of this popular guide explains how to get the most from Angular 9, starting with an in-depth overview of the MVC pattern and presenting the range of benefits it can offer. From there, you will begin learning how to use Angular in your projects, starting with the nuts-and-bolts concepts, and progressing on to more advanced and sophisticated features. Each topic in this full-color book provides you with precisely enough learning and detail to be effective. In true Adam Freeman style, the most important features are given full court press treatment, while also addressing common problems and how to avoid them. What You Will Learn: Gain a solid architectural understanding of the MVC Pattern Create rich and dynamic web app clients using Angular 9 Use the ng tools to create and build an Angular project Extend and customize Angular Acquire skills to unit test your Angular projects Who This Book Is For: This book is for web developers who want to create rich client-side applications. Foundational knowledge of HTML and JavaScript is recommended. "Adam's books provide a finely tuned blend of architectural overview, technical depth, and experience-born wisdom. His clear, concise writing style, coupled with project driven real world examples, make me comfortable recommending his books to a broad audience, ranging from developers working with a technology for the first time to seasoned professionals who need to learn a new skill quickly." Keith Dublin, Solution Principal, Slalom Consulting "Adam's books are the print version of a chat bot. His investment in learning how developers learn pays off in dividends, making this one of the most comprehensive resources available. Novices and experienced professionals alike will gain knowledge from the accessible and insightful material." Mark Donile, Software Engineer, MS CS

Land that Dream Product Manager Job... TODAY Seeking a product management position? Get Decode and Conquer, the world's first book on preparing you for the product management (PM) interview. Author and professional interview coach, Lewis C. Lin provides you with an industry insider's perspective on how to conquer the most difficult PM interview questions. Decode and Conquer reveals: Frameworks for tackling product design and metrics questions, including the CIRCLES Method(tm), AARM Method(tm), and DIGS Method(tm) Biggest mistakes PM candidates make at the interview and how to avoid them Insider tips on just what interviewers are looking for and how to answer so they can't say NO to hiring you Sample answers for the most important PM interview questions Questions and answers covered in the book

include: Design a new iPad app for Google Spreadsheet. Brainstorm as many algorithms as possible for recommending Twitter followers. You're the CEO of the Yellow Cab taxi service. How do you respond to Uber? You're part of the Google Search web spam team. How would you detect duplicate websites? The billboard industry is under monetized. How can Google create a new product or offering to address this? Get the Book that's Recommended by Executives from Google, Amazon, Microsoft, Oracle & VMWare...TODAY

Learn how to configure, automate, orchestrate, troubleshoot, and monitor KVM-based environments capable of scaling to private and hybrid cloud models Key Features Gain expert insights into Linux virtualization and the KVM ecosystem with this comprehensive guide Learn to use various Linux tools such as QEMU, oVirt, libvirt, Cloud-Init, and Cloudbase-Init Scale, monitor, and troubleshoot your VMs on various platforms, including OpenStack and AWS Book Description Kernel-based Virtual Machine (KVM) enables you to virtualize your data center by transforming your Linux operating system into a powerful hypervisor that allows you to manage multiple operating systems with minimal fuss. With this book, you'll gain insights into configuring, troubleshooting, and fixing bugs in KVM virtualization and related software. This second edition of Mastering KVM Virtualization is updated to cover the latest developments in the core KVM components - libvirt and QEMU. Starting with the basics of Linux virtualization, you'll explore VM lifecycle management and migration techniques. You'll then learn how to use SPICE and VNC protocols while creating VMs and discover best practices for using snapshots. As you progress, you'll integrate third-party tools with Ansible for automation and orchestration. You'll also learn to scale out and monitor your environments, and will cover oVirt, OpenStack, Eucalyptus, AWS, and ELK stack. Throughout the book, you'll find out more about tools such as Cloud-Init and Cloudbase-Init. Finally, you'll be taken through the performance tuning and troubleshooting guidelines for KVM-based virtual machines and a hypervisor. By the end of this book, you'll be well-versed with KVM virtualization and the tools and technologies needed to build and manage diverse virtualization environments. What you will learn Implement KVM virtualization using libvirt and oVirt Delve into KVM storage and network Understand snapshots, templates, and live migration features Get to grips with managing, scaling, and optimizing the KVM ecosystem Discover how to tune and optimize KVM virtualization hosts Adopt best practices for KVM platform troubleshooting Who this book is for If you are a systems administrator, DevOps practitioner, or developer with Linux experience looking to sharpen your open-source virtualization skills, this virtualization book is for you. Prior understanding of the Linux command line and virtualization is required before getting started with this book.

Covers Expression, Structure, Common Blunders, Documentation, & Structured Programming Techniques

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