Visual Studio Code

A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated develpment environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

Visual Studio Code (VS Code) ini adalah sebuah teks editor ringan dan handal yang dibuat oleh Microsoft untuk sistem operasi multiplatform, artinya tersedia juga untuk versi Linux, Mac, dan Windows. Teks editor ini secara langsung mendukung bahasa pemrograman JavaScript, Typescript, dan Node.js, serta bahasa pemrograman lainnya dengan bantuan plugin yang dapat dipasang via marketplace Visual Studio Code (seperti C++, C#, Python, Go, Java, dst). Dalam buku ini dibahas secara lengkap tentang topik pembahasan tentang Visual Studio Code seperti penjelasan lengkap apa itu Visual Studio Code, Sejarah Visual Studio Code, Fitur-fitur, key binding, Versi-versi Visual Studio Code, cara menginstal plugin visual studio code, kelebihan dan kekurangan, cara download Visual Studio Code, Permasalahan yang sering muncul pada Visual Studio Code, serta ringkasan tentang Microsoft Visual Studio Code, selengkapnya akan dibahas secara tuntas pada buku ini. Setelah membaca buku ini diharapkan Anda dapat mengetahui dasar tentang Visual Studio Code yang merupakan bahsan utama dan dasar dalam bidang ilmu komputer atau informatika

The Markdown markup language is one of the most popular plain-text formatting languages available. Now you can learn the Markdown syntax with the book that's been called "the best Markdown reference." Designed for both novices and experts, The Markdown Guide is a comprehensive reference manual that has everything you need to get started and master the Markdown syntax.

Use Visual Studio Code to write and debug code quickly and efficiently on any platform, for any device, using any programming language, and on the operating system of your choice. Visual Studio Code is an open source and cross-platform development tool that focuses on code editing across a variety of development scenarios, including web, mobile, and cloud development. Visual Studio Code Distilled teaches you how to be immediately productive with Visual Studio Code, from the basics to some of the more complex topics. You will learn how to work on individual code files, complete projects, and come away with an understanding of advanced code-editing features that will help you focus on productivity, and source code collaboration with Git. What You'll Learn Comprehend Visual Studio Code in a way that is not just theory or a list of features, but an approach driven by developer tasks and needs Understand integrated support for team collaboration with Git for executing and debugging code, and the many ways you can extend and customize VS Code Debug code on multiple platforms though real-world guidance, such as working under corporate networks Expand your coding intelligence from web to mobile to the cloud, and even artificial intelligence Acquire valuable tips, tricks, and suggestions from hard-earned, real-world experience to be more productive Who This Book Is For All developers (including JavaScript, Java, NodeJS), not just those with a Microsoft background, who will benefit from learning and using VS code as a cross-platform and cross-language tool.

Developing Multi-platform Apps with Visual Studio Code is a comprehensive guide that will teach you how to use numerous features of VS Code, their functionalities, and the most helpful extensions effectively to increase productivity while developing enterprise-grade applications.

A guide to mastering Visual Studio 2017 About This Book Focus on coding with the new, improved, and powerful tools of VS 2017 Master improved debugging and unit testing support capabilities Accelerate cloud development with the built-in Azure tools Who This Book Is For .NET Developers who would like to master the new features of VS 2017, and would like to delve into newer areas such as cloud computing, would benefit from this book. Basic knowledge of previous versions of Visual Studio is assumed. What You Will Learn Learn what's new in the Visual Studio 2017 IDE, C# 7.0, and how it will help developers to improve their productivity Learn the workloads and components of the new installation wizard and how to use the online and offline installer Build stunning Windows apps using Windows Presentation Foundation (WPF) and Universal Windows Platform (UWP) tools Get familiar with .NET Core and learn how to build apps targeting this new framework Explore everything about NuGet packages Debug and test your applications using Visual Studio 2017 Accelerate cloud development with Microsoft Azure Integrate Visual Studio with most popular source control repositories, such as TFS and GitHub In Detail Visual Studio 2017 is the all-new IDE released by Microsoft for developers, targeting Microsoft and other platforms to build stunning Windows and web apps. Learning how to effectively use this technology can enhance your productivity while simplifying your most common tasks, allowing you more time to focus on your project. With this book, you will learn not only what VS2017 offers, but also what it takes to put it to work for your projects. Visual Studio 2017 is packed with improvements that increase productivity, and this book will get you started with the new features introduced in Visual Studio 2017 IDE and C# 7.0. Next, you will learn to use XAML tools to build classic WPF apps, and UWP tools to build apps targeting Windows 10. Later, you will learn about .NET Core and then explore NuGet, the package manager for the Microsoft development platform. Then, you will familiarize yourself with the debugging and live unit testing techniques that comes with the IDE. Finally, you'll adapt Microsoft's implementation of cloud computing with Azure, and the Visual Studio integration with Source Control repositories. Style and approach This comprehensive guide covers the advanced features of Visual Studio 2017, and communicates them through a practical approach to explore the underlying concepts of how, when, and why to use it.

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version."Once this skill is within your everyday comfort zone, it will give your productivity a boost and increase your value to your team. I encourage you to add the techniques outlined in this book to your toolset and to use

them to develop your own workbench of generative tools. In doing so, I'm confident you'll improve your capabilities, and what's more, have fun doing so."--The Foreword by Gareth Jones, Developer Architect, Visual Studio®, Microsoft.

What will you learn from this book? Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019, beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time you're done, you'll be a solid C# programmer--and you'll have a great time along the way! What's so special about this book? Based on the latest research in cognitive science and learning theory, Head First C# uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Learn the fundamentals of version control through step-by-step tutorials that will teach you the ins-and-outs of Git. This book is your complete guide to how Git and GitHub work in a professional team environment. Divided into three parts – Version Control, Project Management and Teamwork – this book reveals what waits for you in the real world and how to resolve the problems you may run into. Once past the basics of Git, you'll see how to manage a software project, and finally how to utilize Git and GithHub to work effectively as a team. You'll examine how to plan, follow and execute a project with GitHub, and then apply those concepts to real-world situations. Workaround the pitfalls that most programmers fall into when driving a project with Git by using proven tactics to avoid them. You will also be taught the easiest and quickest ways to resolve merge conflicts. A lot of modern books on Git don't go into depth about non-technical topics. Beginning Git and GitHub will help you cover all the bases right at the start of your career. What You'll Learn Review basic and advanced concepts of Git Apply Project Management skills using GitHub Solve conflicts or, ideally, avoid them altogether Use advanced concepts for a more boosted workflow Who This book Is For New developers, developers that have never worked in a team environment before, developers with basic knowledge of Git or GitHub, or anyone who works with text documents.

Refactor with Microsoft Visual Studio 2010 and evolve your software system to support new and ever-changing requirements by updating your C? code base with patterns and principles with this book and eBook.

This book shows you how to integrate ASP.NET Core with Angular, Bootstrap, and similar frameworks, with a bit of Nuget, continuous deployment, Bower dependencies, and Gulp build systems, including development beyond Windows on Mac and Linux.

Know how to use the features of Visual Studio 2019 and utilize the IDE correctly to become your one-stop solution for creating quality code. Learn what's new in VS 2019 and explore the existing features of Visual Studio so you can use them more efficiently. Getting Started with Visual Studio 2019 begins with an overview of Visual Studio and explores new features such as Visual Studio Live Share, Visual Studio Search, Solution Filters, and Intellicode. Author Dirk Strauss teaches you how to create project templates, write code snippets, and manage NuGet packages. You will learn how to: debug your code using breakpoints and step into specific methods, use data tips, and utilize the DebuggerDisplay attribute. You will then move on to learn unit testing and explore the tools provided by Visual Studio to create and run unit tests. The book also covers source control integration in Visual Studio and how to use GitHub to implement a source control strategy in your code. What You Will Learn Create and use code snippets in Visual Studio 2019 Utilize diagnostic tools and the Immediate window for code debugging Generate unit tests with IntelliTest Use NuGet in applications Create and handle pull requests Who This Book Is For Beginners and software developers working on the .NET stack

This is a hands-on guide that provides exemplary coverage of all the features and concepts related to PTVS. The book is intended for developers who are aiming to enhance their productivity in Python projects with automation tools that Visual Studio provides for the .Net community. Some basic knowledge of Python programming is essential.

Learn how to make the most of Visual Studio (VS) Code?the powerful code editor from Microsoft?when working with web-based projects.

Make Dart Your Programming Language of Choice There are many programming languages you can start learning today. But not many are as modern, easy to learn, object-oriented and scalable as Dart. Plus, combined with Flutter, Dart allows you to build native iOS, Android, web and desktop applications with a single code base. Dart Apprentice will teach you all the basic concepts you need to master this language. Follow along with the clearly and thoroughly explained concepts and you'll be building Dart applications in a breeze. Who This Book Is For Dart Apprentice is aimed at anyone interested in learning this new and modern programming language. If you're a beginner and want to start programming, this is great place to start. If you're an experienced programmer interested in learning Dart, here you'll find all the concepts you need to know. In either case, following along with this book, you'll be comfortable writing your own Dart programs in less time than you think. Topics covered in Dart Apprentice Expressions, Variables and Constants: The building blocks of the language Types and Operations: Static vs. dynamic typing, inference and strings Control Flow: Booleans, enums, switches, if statements and loops Functions: Named and anonymous functions, parameters and arrow syntax Classes: Objects, constructors, methods and properties Nullability: Null and how to handle it Collections: Lists, sets and maps Advanced classes: Inheritance, abstract classes, interfaces and mixins Asynchronous Programming: Concurrency, futures, streams and isolates One thing you can count on: after reading this book, you'll be prepared to build your own applications using Dart. About the Tutorial Team The Tutorial Team is a group of app developers and authors who write tutorials at the popular website raywenderlich.com. We take pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. If you've enjoyed the tutorials we've written in the past, you're in for a treat. The chapters we've written for this book are some of our best yet - and this book contains detailed technical knowledge explained in a way you simply won't be able to find anywhere else.

Xamarin.Forms Projects is a project-based guide that enables you to build effective mobile applications from the ground up using seven real-world examples. Starting with simpler projects to help you get up and running with the framework, the book explores all the components of Xamarin.Forms and takes you through to building complex projects ...

A step-by-step guide that demonstrates how to build simple-to-advanced applications through examples in Julia Lang 1.x using modern tools Key Features Work with powerful open-source libraries for data wrangling, analysis, and visualization Develop full-featured, full-stack web applications Learn to perform supervised and unsupervised machine learning and time series analysis with Julia Book Description

Julia is a new programming language that offers a unique combination of performance and productivity. Its powerful features, friendly syntax, and speed are attracting a growing number of adopters from Python, R, and Matlab, effectively raising the bar for modern general and scientific computing. After six years in the making, Julia has reached version 1.0. Now is the perfect time to learn it, due to its large-scale adoption across a wide range of domains, including fintech, biotech, education, and AI. Beginning with an introduction to the language, Julia Programming Projects goes on to illustrate how to analyze the Iris dataset using DataFrames. You will explore functions and the type system, methods, and multiple dispatch while building a web scraper and a web app. Next, you'll delve into machine learning, where you'll build a books recommender system. You will also see how to apply unsupervised machine learning to perform clustering on the San Francisco business database. After metaprogramming, the final chapters will discuss dates and time, time series analysis, visualization, and forecasting. We'll close with package development, documenting, testing and benchmarking. By the end of the book, you will have gained the practical knowledge to build real-world applications in Julia. What you will learn Leverage Julia's strengths, its top packages, and main IDE options Analyze and manipulate datasets using Julia and DataFrames Write complex code while building real-life Julia applications Develop and run a web app using Julia and the HTTP package Build a recommender system using supervised machine learning Perform exploratory data analysis Apply unsupervised machine learning algorithms Perform time series data analysis, visualization, and forecasting Who this book is for Data scientists, statisticians, business analysts, and developers who are interested in learning how to use Julia to crunch numbers, analyze data and build apps will find this book useful. A basic knowledge of programming is assumed.

Learn to build single page web apps using Angular 5 and TypeScript by working through 70+ mini-projects. With hundreds of code examples you gain a thorough understanding of the Angular 5 ecosystem and how to work within it. You'll begin by understanding the benefits of Angular 5 vs older versions, and how this benefits your applications. You'll then move onto mini-projects that teach you JavaScript, TypeScript, how to use editors, Node, CLI, components, modules, directives, Webpack, dependency injection, widgets, routes and navigation, observers, reactive programming, and RxJS. Complete with a consistently-updated online code repository, this book is a great way to get started with Angular 5. What You'll Learn Develop single page web applications using Angular 5 Understand the web development ecosystem Use Node, JavaScript and TypeScript Who This Book Is For New or experienced developers who wish to develop single page web applications in Angular and the TypeScript language.

The demand for modern and high performing web enterprise applications is growing rapidly. No more is a basic HTML front-end enough to meet customer demands. This book will be your one stop guide to build outstanding enterprise web applications with Java EE and Angular. It will teach you how to harness the power of Java EE to build sturdy back ...

A comprehensive guide for beginners to learn the key concepts, real-world applications, and latest features of C# 9 and .NET 5 with hands-on exercises using VS Code Key Features Explore the newest additions to C# 9, the .NET 5 class library, Entity Framework Core and Blazor Strengthen your command of ASP.NET Core 5.0 and create professional websites and services Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description In C# 9 and .NET 5 – Modern Cross-Platform Development, Fifth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with a new chapter on the Microsoft Blazor framework. The book's first part teaches the fundamentals of C#, including object-oriented programming and new C# 9 features such as top-level programs, target-typed new object instantiation, and immutable types using the record keyword. Part 2 covers the .NET APIs, for performing tasks like managing and querying data, monitoring and improving performance, and working with the file system, async streams, serialization, and encryption. Part 3 provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core or mobile apps using Xamarin.Forms. By the end of the book, you will have acquired the understanding and skills you need to use C# 9 and .NET 5 to create websites, services, and mobile apps. What you will learn Build your own types with object-oriented programming Query and manipulate data using LINQ Build websites and services using ASP.NET Core 5 Create intelligent apps using machine learning Use Entity Framework Core and work with relational databases Discover Windows app development using the Universal Windows Platform and XAML Build rich web experiences using the Blazor framework Build mobile applications for iOS and Android using Xamarin.Forms Who this book is for This book is best for C# and .NET beginners, or programmers who have worked with C# in the past but feel left behind by the changes in the past few years. This book doesn't expect you to have any C# or .NET experience; however, you should have a general understanding of programming. Students and professionals with a science, technology, engineering, or mathematics (STEM) background can certainly benefit from this book.

Expert guidance on using Visual Studio Code for editing and debugging your web development projects Visual Studio Code, a free, open source, cross-compatible source code editor, is one of the most popular choices for web developers. It is fast, lightweight, customizable, and contains built-in support for JavaScript, Typescript, and Node.js extensions for other languages, including C++, Python, and PHP. Features such as debugging capability, embedded Git control, syntax highlighting, code snippets, and IntelliSense intelligent code completion support—several of which set it apart from the competition—help make Visual Studio Code an impressive, out-of-the-box solution. Visual Studio Code: End-to-End Editing and Debugging Tools for Web Developers helps readers to become familiar with and productive in Visual Studio Code. This up-to-date guide covers all of the essential components of the software, including the editing features of the workspace, advanced functionality such as code refactoring and key binding, and integration with Grunt, Gulp, NPM, and other external tools. New users, experienced developers, and those considering moving from another developer tool will benefit from this book's detailed, yet easy-to-follow information on Visual Studio Code. This book: Teaches readers how to use Visual Studio Code to do full-stack development Explains the steps to install Visual Studio Code on Windows, Mac and Linux platforms Provides a foundation for non-users considering moving to Visual Studio Code Helps current users expand their knowledge of the tool and its available extensions Describes how to open a .NET Core project and get end-to-end execution and debugging functionality Visual Studio Code: End-to-End Editing and Debugging Tools for Web Developers is an invaluable guide for both professional and hobbyist web developers seeking immediately-useful information on Visual Studio Code.

Get to grips with programming techniques and game development using C++ libraries and Visual Studio 2019 Key Features Learn game development and C++ with a fun, example-driven approach Build clones of popular games such as Timberman, Zombie Survival Shooter, a co-op puzzle platformer, and Space Invaders Discover tips to expand your finished games by thinking critically, technically, and creatively Book Description The second edition of Beginning C++ Game Programming is updated and improved to include the latest features of Visual Studio 2019, SFML, and modern C++ programming techniques. With this book, you'll get a fun introduction to game programming by building five fully playable games of increasing complexity. You'll learn to build clones of popular games such as Timberman, Pong, a Zombie survival shooter, a coop puzzle platformer and Space Invaders. The book starts by covering the basics of programming. You'll study key C++ topics, such as object-oriented programming (OOP) and C++ pointers, and get acquainted with the Standard Template Library (STL). The book helps you learn about collision detection techniques and game physics by building a Pong game. As you build games, you'll also learn exciting game programming concepts such as particle effects, directional sound (spatialization), OpenGL programmable shaders, spawning objects, and much more. Finally, you'll explore game design patterns to enhance your C++ game programming skills. By the end of the book, you'll have gained the knowledge you need to build your own games with exciting features from scratch What you will learn Set up your game development project in Visual Studio 2019 and explore C++ libraries such as SFML Explore C++ OOP by building a Pong game Understand core game concepts such as game animation, game physics, collision detection, scorekeeping, and game sound Use classes, inheritance, and references to spawn and control thousands of enemies and shoot rapid-fire machine

guns Add advanced features to your game using pointers, references, and the STL Scale and reuse your game code by learning modern game programming design patterns Who this book is for This book is perfect for you if you have no C++ programming knowledge, you need a beginner-level refresher course, or you want to learn how to build games or just use games as an engaging way to learn C++. Whether you aspire to publish a game (perhaps on Steam) or just want to impress friends with your creations, you'll find this book useful.

Learn the extensibility model of Visual Studio to enhance the Visual Studio integrated development environment (IDE). This book will cover every aspect, starting from developing an extension to publishing it and making it available to the end user. The book begins with an introduction to the basic concepts of Visual Studio including data structures and design patterns and moves forward with the fundamentals of the VS extensibility model. Here you will learn how to work on Roslyn - the .NET compiler platform - and load extensions in VS. Next, you will go through the extensibility model and see how various extensions, such as menus, commands, and tool windows, can be plugged into VS. Moving forward, you'll cover developing VS extensions and configuring them, along with demonstrations on customizing extension by developing option pages. Further, you will learn to create custom code snippets and use a debugger visualizer. Next, you will go through creation of project and item templates including deployment of VS extensions using continuous integration (CI). Finally, you will learn tips and tricks for Visual Studio and its extensibility and integration with Azure DevOps. After reading Visual Studio Extensibility Development you will be able to develop, deploy, and customize extensions in Visual Studio IDE. What You Will Learn Discover the Visual Studio extensibility and automation model Code Visual Studio extensions from scratch Customize extensions by developing a tools option page for them Create project templates, item templates, and code snippets. Work with code generation using T4 templates Code analysis and refactoring using Roslyn analyzers Create and deploy a private extension gallery and upload the extensions Upload a VS extension using CI Ship your extension to Visual Studio Marketplace Who This Book Is For Developers in Visual Studio IDE covering C#, Visual Basic (VB), JavaScript, and CSS.

Gain practical skills with Azure and understand how to start developing scalable and easy-to-maintain cloud applications Key Features Get up and running with the development aspects of Azure cloud Build fault-tolerant and scalable applications on Azure A practical, developer-centric guide for Azure developers Book Description Microsoft Azure is one of the fastest growing public cloud service providers in the market currently, and also holds the second highest market share after AWS. Azure has a sophisticated set of services that will help you build fault-tolerant and scalable cloud-based applications. Hands-On Azure for Developers will take you on a journey through multiple PaaS services available in Azure, including App Services, Functions, and Service Fabric, and explain in detail how to build a complete and reliable system with ease. You will learn about how to maximize your skills when building cloud-based solutions leveraging different SQL/NoSQL databases, serverless and messaging components, and even search engines such as Azure Search. In the concluding chapters, this book covers more advanced scenarios such as scalability best practices, serving static content with Azure CDN, and distributing loads with Azure Traffic Manager. By the end of the book, you will be able to build modern applications on the Azure cloud using the most popular and promising technologies, which will help make your solutions reliable, stable, and efficient. What you will learn Implement serverless components such as Azure functions and logic apps Integrate applications with available storages and containers Understand messaging components, including Azure Event Hubs and Azure Queue Storage Gain an understanding of Application Insights and other proper monitoring solutions Store your data with services such as Azure SQL and Azure Data Lake Storage Develop fast and scalable cloud applications Who this book is for Hands-On Azure for Developers is for developers who want to build highly scalable cloud-based applications on Azure. Prior knowledge of Azure services will be an added advantage.

This book will show you how to use Power BI effectively to create a variety of visualizations and BI dashboards. Right from gathering data through various data sources, you will learn to perform effective visual analytics. By the end of this book, you will be able to gain unique, hidden insights into your data using Microsoft Power BI.

A practical guide for Visual Studio 2019 and Visual Studio Code developers who want to advance their knowledge of how to leverage code generation and how to scan their code for security vulnerabilities.

Get the best out of your games by scripting them using UE4 About This Book A straightforward and easy-to-follow format A selection of the most important tasks and problems Carefully organized instructions to solve problems efficiently Clear explanations of what you did Solutions that can be applied to solve real-world problems Who This Book Is For This book is intended for game developers who understand the fundamentals of game design and C++ and would like to incorporate native code into the games they make with Unreal. They will be programmers who want to extend the engine, or implement systems and Actors that allow designers control and flexibility when building levels. What You Will Learn Build function libraries (Blueprints) containing reusable code to reduce upkeep Move low-level functions from Blueprint into C++ to improve performance Abstract away complex implementation details to simplify designer workflows Incorporate existing libraries into your game to add extra functionality such as hardware integration Implement AI tasks and behaviors in Blueprints and C++ Generate data to control the appearance and content of UI elements In Detail Unreal Engine 4 (UE4) is a complete suite of game development tools made by game developers, for game developers. With more than 100 practical recipes, this book is a guide showcasing techniques to use the power of C++ scripting while developing games with UE4. It will start with adding and editing C++ classes from within the Unreal Editor. It will delve into one of Unreal's primary strengths, the ability for designers to customize programmer-developed actors and components. It will help you understand the benefits of when and how to use C++ as the scripting tool. With a blend of task-oriented recipes, this book will provide actionable information about scripting games with UE4, and manipulating the game and the development environment using C++. Towards the end of the book, you will be empowered to become a top-notch developer with Unreal Engine 4 using C++ as the scripting language. Style and approach A recipe based practical guide to show you how you can leverage C++ to manipulate and change your game behavior and game design using Unreal Engine 4.

Introduce children to the popular Python programming language through relatable examples and fun projects! Python has now surpassed Java as the most commonly used programming language. As the language rises in popularity, this complete guide can teach basic Python concepts to kids with its simple, friendly format. Bite-Size Python: An Introduction to Python Programming provides children with a foundation in the Python language. This unique book shares knowledge through easy-to-understand examples, fast exercises, and fun projects! As children learn, their parents, caregivers, and instructors can also join in their discoveries. Bite-Size Python is ideal for those who are new to programming, giving kids ages 9 and up a beginners' approach to learning one of the most important programming languages. Gives an overview of Python Provides exciting programming projects Offers instruction on how to download and install Python Presents key programming language concepts Simplifies technical definitions With this playful guide to learning Python, readers can try out activities on their computers for a hands-on learning experience. The artwork in Bite-Size Python represents children of various backgrounds, so any child who picks up this book will be empowered to learn and young readers will love showing their projects to friends and family!

Learn Visual Studio Code and implement its features in Python coding, debugging, linting, and overall project management. This book addresses custom scenarios for writing programs in Python frameworks, such as Django and Flask. The book starts with an introduction to Visual Studio Code followed by code editing in Python. Here, you will learn about the required extensions of Visual Studio Code to perform various functions such as linting and debugging in Python. Next, you will set up the environment and run your projects along with the support for Jupyter. You will also work with Python frameworks such as Django and go through data science specific-information and tutorials. Finally, you will learn how to integrate Azure for Python and how to use containers in Visual Studio Code. Optimizing Visual Studio Code

for Python Development is your ticket to writing Python scripts with this versatile code editor. What You'll Learn Execute Flask development in Visual Studio Code for control over libraries used in an application Optimize Visual Studio Code to code faster and better Understand linting and debugging Python code in Visual Studio Code Work with Jupyter Notebooks in Visual Studio Code Who This Book Is For Python developers, beginners, and experts looking to master Visual Studio Code

Modern Cross-Platform Development About This Book Build modern, cross-platform applications with .NET Core Get up to speed with C#, and up to date with all the latest features of C# 7 Start creating professional web applications with ASP.NET Core Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science, technology, engineering, or mathematics (STEM) background, and want to gain a solid foundation with C# and to be introduced to the types of applications they could build and will work cross-platform on Windows, Linux, and macOS. What You Will Learn Build cross-platform applications using C# 7 and .NET Core Explore ASP.NET Core and learn how to create professional web applications Improve your application's performance using multitasking Use Entity Framework Core and find out how to build code-first databases Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform and XAML Query and manipulate data using LINQ Protect your data by using encryption and hashing In Detail If you want to build powerful cross-platform applications with C# 7 and .NET Core, then this book is for you. First, we'll run you through the basics of C#, as well as object-oriented programming, before taking a quick tour through the latest features of C# 7 such as tuples, pattern matching, out variables, and so on. After quickly taking you through C# and how .NET works, we'll dive into the .NET Standard 1.6 class libraries, covering topics such as performance, monitoring, debugging, serialization and encryption. The final section will demonstrate the major types of application that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, mobile apps, and web services. Lastly, we'll look at how you can package and deploy your applications so that they can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core.

Become proficient and efficient with Visual Studio Code and learn how to integrate all your external tools! Visual Studio Code for Python Programmers helps Python developers become not just familiar, but productive in Visual Studio Code. To start, you'll find the steps for installing Visual Studio Code on Windows, Mac and Linux platforms, along with an introduction to the editing features of the workspace. Coverage of more advanced functionality includes managing source code, debugging, unit testing, and Jupyter Notebook support. The book finishes with a walk-through of real-world projects which utilize Visual Studio Code features introduced in the book. For developers, the choice of an editor is a very personal one. You have idiosyncratic needs and wants that are unique to you as a developer. This book will help you learn how to customize Visual Studio Code to meet your needs and Python development workflow. Introduces you to the features of the Visual Studio Code workspace and how those features can be customized Demonstrates how Visual Studio Code allows you to choose your structure according to your needs Covers editing code in Python, including syntax highlighting, code completion, object definition, refactoring, and code navigation Describes Git integration and how to perform common Git functions (commits, checkouts, branches, and merges) from within Visual Studio Code Highlights debugging features for Python developers A final section on Real World Applications will step you through several examples (and features integration with Django, Flask, Jupyter Notebook, Docker, and Azure), so you can hit the ground running with Visual Studio Code.

The only way to master a skill is to practice. In Python Workout, author Reuven M. Lerner guides you through 50 carefully selected exercises that invite you to flex your programming muscles. As you take on each new challenge, you'll build programming skill and confidence. Summary The only way to master a skill is to practice. In Python Workout, author Reuven M. Lerner guides you through 50 carefully selected exercises that invite you to flex your programming muscles. As you take on each new challenge, you'll build programming skill and confidence. The thorough explanations help you lock in what you've learned and apply it to your own projects. Along the way, Python Workout provides over four hours of video instruction walking you through the solutions to each exercise and dozens of additional exercises for you to try on your own. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology To become a champion Python programmer you need to work out, building mental muscle with your hands on the keyboard. Each carefully selected exercise in this unique book adds to your Python prowess—one important skill at a time. About the book Python Workout presents 50 exercises that focus on key Python 3 features. In it, expert Python coach Reuven Lerner guides you through a series of small projects, practicing the skills you need to tackle everyday tasks. You'll appreciate the clear explanations of each technique, and you can watch Reuven solve each exercise in the accompanying videos. What's inside 50 hands-on exercises and solutions Coverage of all Python data types Dozens more bonus exercises for extra practice About the reader For readers with basic Python knowledge. About the author Reuven M. Lerner teaches Python and data science to companies around the world. Table of Contents 1 Numeric types 2 Strings 3 Lists and tuples 4 Dictionaries and sets 5 Files 6 Functions 7 Functional programming with comprehensions 8 Modules and packages 9 Objects 10 Iterators and generators

Code collaboratively with GitHub Once you've learned the basics of coding the next step is to start sharing your expertise, learning from other coding pros, or working as a collaborative member of development teams. GitHub is the go-to community for facilitating coding collaboration, and GitHub For Dummies is the next step on your journey as a developer. Written by a GitHub engineer, this book is packed with insight on how GitHub works and how you can use it to become a more effective, efficient, and valuable member of any collaborative programming team. Store and share your work online with GitHub Collaborate with others on your team or across the international coding community Embrace open-source values and processes Establish yourself as a valuable member of the GitHub community From setting up GitHub on your desktop and launching your first project to cloning repositories, finding useful apps on the marketplace, and improving workflow, GitHub For Dummies covers the essentials the novice programmer needs to enhance collaboration and teamwork with this industry-standard tool.

Implement DevOps for Salesforce and explore its features Key Features Learn DevOps principles and techniques for enterprise operations in Salesforce Implement Continuous Integration and Continuous Delivery using tools such as Jenkins and Ant script Use the Force.com Migration Tool and Git to achieve versioning in Salesforce Book Description Salesforce is one of the top CRM tools used these days, and with its immense functionalities and features, it eases the functioning of an enterprise in various areas of sales, marketing, and finance, among others. Deploying Salesforce applications is a tricky event, and it can get quite taxing for admins and consultants. This book addresses all the problems that you might encounter while trying to deploy your applications and shows you how to resort to DevOps to take these challenges head on. Beginning with an overview of the development and delivery process of a Salesforce app, DevOps for Salesforce covers various types of sandboxing and helps you understand when to choose which type. You will then see how different it is to deploy with Salesforce as compared to deploying with another app. You will learn how to leverage a migration tool and automate deployment using the latest and most popular tools in the ecosystem. This book explores topics such as version control and DevOps techniques such as Continuous Integration, Continuous Delivery, and testing. Finally, the book will conclude by showing you how to track bugs in your application changes using monitoring tools and how to quantify your productivity and ROI. By the end of the book, you will have acquired skills

to create, test, and effectively deploy your applications by leveraging the features of DevOps. What you will learn Implement DevOps for Salesforce and understand the benefits it offers Abstract the features of Force.com MigrationTool to migrate and retrieve metadata Develop your own CI/CD Pipeline for Salesforce project Use Qualitia to perform scriptless automation for Continuous Testing Track application changes using Bugzilla Apply Salesforce best practices to implement DevOps Who this book is for If you are a Salesforce developer, consultant, or manager who wants to learn DevOps tools and set up pipelines for small as well as large Salesforce projects, this book is for you.

The easiest way to learn Lua programming Key Features The easiest way to learn Lua coding Use the Lua standard libraries and debug Lua code Embed Lua as a scripting language using the Lua C API Book Description Lua is a small, powerful and extendable scripting/programming language that can be used for learning to program, and writing games and applications, or as an embedded scripting language. There are many popular commercial projects that allow you to modify or extend them through Lua scripting, and this book will get you ready for that. This book is the easiest way to learn Lua. It introduces you to the basics of Lua and helps you to understand the problems it solves. You will work with the basic language features, the libraries Lua provides, and powerful topics such as object-oriented programming. Every aspect of programming in Lua, variables, data types, functions, tables, arrays and objects, is covered in sufficient detail for you to get started. You will also find out about Lua's module system and how to interface with the operating system. After reading this book, you will be ready to use Lua as a programming language to write code that can interface with the operating system, automate tasks, make playable games, and much more. This book is a solid starting point for those who want to learn Lua in order to move onto other technologies such as Love2D or Roblox. A quick start guide is a focused, shorter title that provides a faster paced introduction to a technology. It is designed for people who don't need all the details at this point in their learning curve. This presentation has been streamlined to concentrate on the things you really need to know. What you will learn Understand the basics of programming the Lua language Understand how to use tables, the data structure that makes Lua so powerful Understand object-oriented programming in Lua using metatables Understand standard LUA libraries for math, file io, and more Manipulate string data using Lua Understand how to debug Lua applications quickly and effciently Understand how to embed Lua into applications with the Lua C API Who this book is for This book is for developers who want to get up and running with Lua. This book is ideal for programmers who want to learn to embed Lua in their own applications, as well as for beginner programmers who have never coded before.

Visual Studio CodeEnd-to-End Editing and Debugging Tools for Web DevelopersJohn Wiley & Sons

Visual Studio Code is a powerful tool for editing code and serves as a complete environment for end-to-end programming. Alessandro Del Sole Visual Studio Code Succinctly will guide readers to mastery of this valuable tool so that they can make full use of its features.

With Version 2021, Autodesk announced its intention to remove the Visual LISP Integrated Development Environment (VLIDE) replacing it with the Visual Studio (VS) Code source editor. This is an open-source editor that can be used to develop programs in almost all known languages. This code editor features IntelliSense code completion, syntax highlighting, bracket-matching, auto-indentation, box-selection, snippets, and more. It also includes an interactive debugger, to step through source code, inspect variables, view call stacks, and execute commands in the console. And it has built-in support for Source Control Management by installing Git, a system for tracking changes in source code during software development.Having previously published the AutoCAD Expert's Visual LISP book which is based on VLIDE and considering that most of its content from this book related to AutoLISP / Visual LISP programming will not change and that only the chapters dedicated to the development environment would have to be modified, I have decided to publish AutoCAD 2021 VS Code Update including all those changes that would be necessary to make to the original book's text.As the situation above has not changed with the release of AutoCAD 2022, we now include in this Second Edition of the book, the few things added with the most recent version of the AutoCAD AutoLISP Extension. We are also expanding the information on the commands used in the management of Source Code Control.

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