

## Hello Startup

Visual Basic.NET has been written keeping in mind courses in Visual Programming offered in B.E., B.Tech, BSc (Computer Science), IT BCA, MCA, and professional courses. The book is ideally designed for the beginner to the intermediate level readers. Terraform has emerged as a key player in the DevOps world for defining, launching, and managing infrastructure as code (IAC) across a variety of cloud and virtualization platforms, including AWS, Google Cloud, and Azure. This hands-on book is the fastest way to get up and running with Terraform. Gruntwork co-founder Yevgeniy (Jim) Brikman walks you through dozens of code examples that demonstrate how to use Terraform's simple, declarative programming language to deploy and manage infrastructure with just a few commands. Whether you're a novice developer, aspiring DevOps engineer, or veteran sysadmin, this book will take you from Terraform basics to running a full tech stack capable of supporting a massive amount of traffic and a large team of developers. Compare Terraform to other IAC tools, such as Chef, Puppet, Ansible, and Salt Stack Use Terraform to deploy server clusters, load balancers, and databases Learn how Terraform manages the state of your infrastructure and how it impacts file layout, isolation, and locking Create reusable infrastructure with Terraform modules Try out advanced Terraform syntax to implement loops, if-statements, and zero-downtime deployment Use Terraform as a team, including best practices for writing, testing, and versioning Terraform code

About This Book This book, "Managing Digital: Concepts and Practices", is intended to guide a practitioner through the journey of building a digital-first viewpoint and the skills needed to thrive in the digital-first world. As such, this book is a bit of an experiment for The Open Group; it isn't structured as a traditional standard or guide. Instead, it is structured to show the key issues and skills needed at each stage of the digital journey, starting with the basics of a small digital project, eventually building to the concerns of a large enterprise. So, feel free to digest this book in stages — the section Introduction for the student is a good guide. The book is intended for both academic and industry training purposes. This book seeks to provide guidance for both new entrants into the digital workforce and experienced practitioners seeking to update their understanding on how all the various themes and components of IT management fit together in the new world. About The Open Group Press The Open Group Press is an imprint of The Open Group for advancing knowledge of information technology by publishing works from individual authors within The Open Group membership that are relevant to advancing The Open Group mission of Boundaryless Information Flow™. The key focus of The Open Group Press is to publish high-quality monographs, as well as introductory technology books intended for the general public, and act as a complement to The Open Group Standards, Guides, and White Papers. The views and opinions expressed in this book are those of the author, and do not necessarily reflect the consensus position of The Open Group members or staff. If you are an entrepreneur anywhere on the enterprise startup journey, Survival to Thrival is for you. In the beginning, it is simply about Survival -- how not to die? With luck and hard work, it becomes about Thrival -- how do we win? This first book is about the company journey. Building enterprise startups is different. Products take longer. Go-To-Market strategies are more complex. Common wisdom on product market fit is not enough to unlock growth. There is a missing link that we call Go-To-Market Fit. Then, growth happens, and everything changes. The startup suddenly shifts from Survival mode to Thrival mode. Maddeningly, what used to work no longer works for the company and for the people. Becoming a market leader depends on everyone, including the CEO, unlearning the very things that made them successful. Survival to Thrival is a mind-meld of a three-time entrepreneur, a longtime venture capitalist, and other enterprise entrepreneurs, which demystifies building enterprise startups. Our mission is to help you succeed, to anticipate what is next, and most importantly, to let you know that you are not alone.

This book is a collection of notes and sample codes written by the author while he was learning JVM himself. Topics include JVM (Java Virtual Machine) Architecture and Components; Oracle JVM implementation - HotSpot; Eclipse JVM implementation - Eclipse OpenJ9; java.lang.Runtime - The JVM Instance class; Loading Native Libraries; java.lang.System - Representing Operating System; java.lang.ClassLoader - Loading class files; java.lang.Class - Class reflections; Runtime data areas, heap memory and Garbage Collection; Stack, Frame and Stack overflow; Multi-threading impacts on CPU and I/O; CDS (Class Data Sharing); Micro Benchmark tests on different types of operations. Updated in 2020 (Version 5.11) with Eclipse OpenJ9. For latest updates and free sample chapters, visit <http://www.herongyang.com/JVM>.

OS X Incident Response: Scripting and Analysis is written for analysts who are looking to expand their understanding of a lesser-known operating system. By mastering the forensic artifacts of OS X, analysts will set themselves apart by acquiring an up-and-coming skillset. Digital forensics is a critical art and science. While forensics is commonly thought of as a function of a legal investigation, the same tactics and techniques used for those investigations are also important in a response to an incident. Digital evidence is not only critical in the course of investigating many crimes but businesses are recognizing the importance of having skilled forensic investigators on staff in the case of policy violations. Perhaps more importantly, though, businesses are seeing enormous impact from malware outbreaks as well as data breaches. The skills of a forensic investigator are critical to determine the source of the attack as well as the impact. While there is a lot of focus on Windows because it is the predominant desktop operating system, there are currently very few resources available for forensic investigators on how to investigate attacks, gather evidence and respond to incidents involving OS X. The number of Macs on enterprise networks is rapidly increasing, especially with the growing prevalence of BYOD, including iPads and iPhones. Author Jaron Bradley covers a wide variety of topics, including both the collection and analysis of the forensic pieces found on the OS. Instead of using expensive commercial tools that clone the hard drive, you will learn how to write your own Python and bash-based response scripts. These scripts and methodologies can be used to collect and analyze volatile data immediately. For online source codes, please visit:

[https://github.com/jbradley89/osx\\_incident\\_response\\_scripting\\_and\\_analysis](https://github.com/jbradley89/osx_incident_response_scripting_and_analysis) Focuses exclusively on OS X attacks, incident response, and forensics Provides the technical details of OS X so you can find artifacts that might be missed using automated tools Describes how to write your own Python and bash-based response scripts, which can be used to collect and analyze volatile data immediately Covers OS X incident response in complete technical detail, including file system, system startup and scheduling, password dumping, memory, volatile data, logs, browser history, and exfiltration

Alien miners traveling thousands of light years through space in search of colored diamonds discover the rare stones on earth at the bottom of the East China Sea. The aliens are discovered using a new sensor able to detect perturbations in the streams of neutrinos constantly passing through the planet. But the earthling's ability to stop the marauders appears to be as futile as honeybees attempting to protect the hive from a bear. The government seeks help from an international thief and a cadre of psychic spies. Hope of stopping the plunder may rest with an overlooked discovery of a new source of antimatter.

Learn how to code web apps and get on the path to building your next side project, your lifestyle business, or your startup. Hello Web App is written for non-programmers by a designer, and will walk you through every step you need before launching your web app live to real customers. No jargon, using simple and friendly language. This book doesn't walk you through a specific tutorial, but instead uses a generic example (a "collection of things") to allow you to create something that interests you. A blog is a collection of posts, a store is a collection of products, a directory is a collection of people. The possibilities are endless! Learn by doing--creating a project unique to you while teaching yourself how to build a web app.

If you play World of Warcraft, chances are you know what Deadly Boss Mods is: it's the most widely downloaded modification available for World of Warcraft, considered required software for many professional raid guilds, and arguably the most popular modern video game mod in history. Paul Emmerich, the author of Deadly Boss Mods, will take you from novice to elite with his approachable, up-to-date guide to building add-ons for the most popular video game in history. Using the powerful Lua scripting language and XML, you'll learn how to build and update powerful mods that can fundamentally remake your World of Warcraft experience and introduce you to the field of professional software development. Beginning Lua with World of Warcraft Add-ons teaches you the essentials of Lua and XML using exciting code examples that you can run and apply immediately. You'll gain competence in Lua specifics like tables and metatables and the imperative nature of Lua as a scripting language. More advanced techniques like file persistence, error handling, and script debugging are made clear as you learn everything within the familiar, exciting context of making tools that work in Azeroth. You'll not only learn all about the World of Warcraft application programming interface and programming, and gain coding skills that will make all your online friends think you're a coding god, but also gain hands-on Lua scripting experience that could translate into an exciting job in the video game industry!

This book is for anyone who wants to write good C# code—even if you have never programmed before. Writing good code can be a challenge—there are so many options, especially in a .NET language like C#. If you want to really get the best from a programming language, you need to know which features work best in which situations, and understand their strengths and weaknesses. It is this understanding that makes the difference between coding and coding well. Beginning C# 2008: From Novice to Professional, Second Edition has been written to teach you how to use the C# programming language to solve problems. From the earliest chapters and the first introductory concepts, you'll be looking at real-world programming challenges and learning how C# can be used to overcome them. As you progress through the book, the problems become more involved and interesting, while the solutions become correspondingly more complex and powerful as C# features interact to achieve the results that you want. This second edition has been revised and improved to now include the SQL Server 2008 release and explain how you can integrate SQL Server 2008 with your C# applications. By the time you've finished reading this book and worked through the sample exercises, you'll be a confident and very competent C# programmer. You will still have many explorations of the .NET Framework API to look forward to, but you will have a firm foundation to build from, and you will know exactly where to go to find the things that you need to progress confidently in your projects.

Discover the new features and widely used packages in Julia to solve complex computational problems in your statistical applications. Key Features Address the core problems of programming in Julia with the most popular packages for common tasks Tackle issues while working with Databases and Parallel data processing with Julia Explore advanced features such as metaprogramming, functional programming, and user defined types Book Description Julia, with its dynamic nature and high-performance, provides comparatively minimal time for the development of computational models with easy-to-maintain computational code. This book will be your solution-based guide as it will take you through different programming aspects with Julia. Starting with the new features of Julia 1.0, each recipe addresses a specific problem, providing a solution and explaining how it works. You will work with the powerful Julia tools and data structures along with the most popular Julia packages. You will learn to create vectors, handle variables, and work with functions. You will be introduced to various recipes for numerical computing, distributed computing, and achieving high performance. You will see how to optimize data science programs with parallel computing and memory allocation. We will look into more advanced concepts such as metaprogramming and functional programming. Finally, you will learn how to tackle issues while working with databases and data processing, and will learn about on data science problems, data modeling, data analysis, data manipulation, parallel processing, and cloud computing with Julia. By the end of the book, you will have acquired the skills to work more effectively with your data What you will learn Boost your code's performance using Julia's unique features Organize data in to fundamental types of collections: arrays and dictionaries Organize data science processes within Julia and solve related problems Scale Julia computations with cloud computing Write data to IO streams with Julia and handle web transfer Define your own immutable and mutable types Speed up the development process using metaprogramming Who this book is for This book is for developers who would like to enhance their Julia programming skills and would like to get some quick solutions to their common programming problems. Basic Julia programming knowledge is assumed.

Covers topics including .NET Framework and CLR fundamentals, .NET features, Web services, programming with GDI+, and interoperability, and provides a Visual Basic .NET overview.

"Code is the 21st century literacy and the need for people to speak the ABCs of Programming is imminent." --Linda Liukas Meet Ruby--a small girl with a huge imagination. In Ruby's world anything is possible if you put your mind to it. When her dad asks her to find five hidden gems Ruby is determined to solve the puzzle with the help of her new friends, including the Wise Snow Leopard, the Friendly Foxes, and the Messy Robots. As Ruby stomps around her world kids will be introduced to the basic concepts behind coding and programming through storytelling. Learn how to break big problems into small problems, repeat tasks, look for patterns, create step-by-step plans, and think outside the box. With

hands-on activities included in every chapter, future coders will be thrilled to put their own imaginations to work. In this “wise and wickedly funny novel about love, creativity, and the limitations of the tech-verse” (Vogue) newlyweds Asha and Cyrus find themselves running one of the most popular social media platforms in the world. Meet Asha Ray. Brilliant coder and possessor of a Pi tattoo, Asha is poised to make a scientific breakthrough when she is reunited with her high school crush, Cyrus Jones. Before she knows it, Asha has abandoned her lab, exchanged vows with Cyrus, and gone to work at an exclusive tech incubator called Utopia to develop an app called WAI—“We are Infinite.” WAI creates a sensation, with millions of users logging on every day. Will Cyrus and Asha’s marriage survive the pressures of sudden fame, or will she become overshadowed by the man everyone is calling the new messiah? This “scathing—and hilarious—take on startup culture, marriage and workaholicism” (Politico) explores whether or not technology—with all its limits and possibilities—can disrupt modern love.

Develop, deploy, and scale your applications with Google Cloud Platform Key Features Create and deploy your applications on Google Cloud Platform Store and manage source code and debug Cloud-hosted apps with plugins and IDEs Streamline developer workflows with tools for alerting and managing deployments Book Description Google Cloud Platform (GCP) provides autoscaling compute power and distributed in-memory cache, task queues, and datastores to write, build, and deploy Cloud-hosted applications. With Google Cloud Platform for Developers, you will be able to develop and deploy scalable applications from scratch and make them globally available in almost any language. This book will guide you in designing, deploying, and managing applications running on Google Cloud. You’ll start with App Engine and move on to work with Container Engine, compute engine, and cloud functions. You’ll learn how to integrate your new applications with the various data solutions on GCP, including Cloud SQL, Bigtable, and Cloud Storage. This book will teach you how to streamline your workflow with tools such as Source Repositories, Container Builder, and StackDriver. Along the way, you’ll see how to deploy and debug services with IntelliJ, implement continuous delivery pipelines, and configure robust monitoring and alerting for your production systems. By the end of this book, you’ll be well-versed with all the development tools of Google Cloud Platform, and you’ll develop, deploy, and manage highly scalable and reliable applications. What you will learn Understand the various service offerings on GCP Deploy and run services on managed platforms such as App Engine and Container Engine Securely maintain application states with Cloud Storage, Datastore, and Bigtable Leverage StackDriver monitoring and debugging to minimize downtime and mitigate issues without impacting users Design and implement complex software solutions utilizing Google Cloud Integrate with best-in-class big data solutions such as Bigquery, Dataflow, and Pub/Sub Who this book is for Google Cloud Platform for Developers is for application developers. This book will enable you to fully leverage the power of Google Cloud Platform to build resilient and intelligent software solutions.

The groundbreaking novel that inspired the Tony-nominated Broadway musical! Jeremy Heere is your average high school dork. Day after day, he stares at beautiful Christine, the girl he can never have, and dryly notes the small humiliations that come his way. Until the day he learns about the "squip." A pill-sized supercomputer that you swallow, the squip is guaranteed to bring you whatever you most desire in life. By instructing him on everything from what to wear, to how to talk and walk, the squip transforms Jeremy from geek to the coolest guy in class. Soon he is friends with his former tormentors and has the attention of the hottest girls in school. But Jeremy discovers that there is a dark side to handing over control of your life--and it can have disastrous consequences. This modern-day classic by New York Times best-selling author Ned Vizzini contains photos from the Broadway musical; an introduction by the Broadway showcreators, Joe Iconis and Joe Tracz; and an afterword by New York Times best-selling author David Levithan.

Summary Windows Phone 7 in Action is a hands-on guide to building mobile applications for WP. Written for developers who already know their way around Visual Studio, this book zips through the basics, including an intro to WP7 and Metro. Then, it moves on to the nuts and bolts of building great phone apps. About the Technology Windows Phone 7 is a powerful mobile platform sporting the same Metro interface as Windows 8. It offers a rich environment for apps, browsing, and media. Developers code the OS and hardware using familiar .NET tools like C# and XAML. And the new Windows Store offers an app marketplace reaching millions of users. About the Book Windows Phone 7 in Action is a hands-on guide to programming the WP7 platform. It zips through standard phone, text, and email controls and dives head-first into how to build great mobile apps. You'll master the hardware APIs, access web services, and learn to build location and push applications. Along the way, you'll see how to create the stunning visual effects that can separate your apps from the pack. Written for developers familiar with .NET and Visual Studio. No WP7 or mobile experience is required. Purchase includes free PDF, ePub, and Kindle eBooks downloadable at manning.com. What's Inside Full introduction to WP7 and Metro HTML5 hooks for media, animation, and more XNA for stunning 3D graphics Selling apps in the Windows Store About the Authors Timothy Binkley-Jones is a software engineer with extensive experience developing commercial IT, web, and mobile applications. Massimo Perga is a software engineer at Microsoft and Michael Sync is a solution architect for Silverlight and WP7. Table of Contents4>PART 1 INTRODUCING WINDOWS PHONE A new phone, a new operating system Creating your first Windows Phone applicationPART 2 CORE WINDOWS PHONE Fast application switching and scheduled actions Launching tasks and choosers Storing data Working with the camera Integrating with the Pictures and Music + Videos Hubs Using sensors Network communication with push notifications and sockets PART 3 SILVERLIGHT FOR WINDOWS PHONE ApplicationBar, Panorama, and Pivot controls Building Windows Phone UI with Silverlight controls Manipulating and creating media with MediaElement Using Bing Maps and the browser PART 4 SILVERLIGHT AND THE XNA FRAMEWORK Integrating Silverlight with XNA XNA input handling

This book presents a practical and concrete approach to the challenging topic of Automated Functional Testing of software, in particular for software developed using the Java-Swing framework. The test automation envisaged in this work is that required for project-based Quality Assurance, a particularly challenging context due to time pressures. The test automation theme is firstly placed firmly within the overall QA activity on a typical project, prior to describing some of the usual reasons why automation fails and how the presented pattern of solution addresses these failures. Along with copious illustrations, there is a wealth of "code" that is available for download ([www.dexters-defect-dungeon.com](http://www.dexters-defect-dungeon.com)). Also included are two custom applications illustrating real test automation challenges - and solutions.

This user's guide does far more than simply outline the ARM Cortex-M3 CPU features; it explains step-by-step how to program and implement the processor in real-world designs. It teaches readers how to utilize the complete and thumb instruction sets in order to obtain the best functionality, efficiency, and reuseability. The author, an ARM engineer who helped develop the core, provides many examples and diagrams that aid understanding. Quick reference appendices make locating specific details a snap! Whole chapters are dedicated to: Debugging using the new CoreSight technology Migrating effectively from the ARM7 The Memory Protection Unit Interfaces, Exceptions, Interrupts ...and much more! The only available guide to programming and using the groundbreaking ARM Cortex-M3 processor Easy-to-understand examples, diagrams, quick reference appendices, full instruction and Thumb-2 instruction sets are included T teaches end users how to start from the ground up with the M3, and how to migrate from the ARM7

Hello, StartupA Programmer's Guide to Building Products, Technologies, and Teams"O'Reilly Media, Inc."

START-UP NATION addresses the trillion dollar question: How is it that Israel-- a country of 7.1 million, only 60 years old, surrounded by enemies, in a constant state of war since its founding, with no natural resources-- produces more start-up companies than large, peaceful, and stable nations like Japan, China, India, Korea, Canada and the UK? With the savvy of foreign policy insiders, Senor and Singer examine the lessons of the country's adversity-driven culture, which flattens hierarchy and elevates informality-- all backed up by government policies

focused on innovation. In a world where economies as diverse as Ireland, Singapore and Dubai have tried to re-create the "Israel effect", there are entrepreneurial lessons well worth noting. As America reboots its own economy and can-do spirit, there's never been a better time to look at this remarkable and resilient nation for some impressive, surprising clues.

Start Small, Stay Small is a step-by-step guide to launching a self-funded startup. If you're a desktop, mobile or web developer, this book is your blueprint to getting your startup off the ground with no outside investment. This book intentionally avoids topics restricted to venture-backed startups such as: honing your investment pitch, securing funding, and figuring out how to use the piles of cash investors keep placing in your lap. This book assumes: \* You don't have \$6M of investor funds sitting in your bank account \* You're not going to relocate to the handful of startup hubs in the world \* You're not going to work 70 hour weeks for low pay with the hope of someday making millions from stock options There's nothing wrong with pursuing venture funding and attempting to grow fast like Amazon, Google, Twitter, and Facebook. It just so happened that most people are not in a place to do this. Start Small, Stay Small also focuses on the single most important element of a startup that most developers avoid: marketing. There are many great resources for learning how to write code, organize source control, or connect to a database. This book does not cover the technical aspects developers already know or can learn elsewhere. It focuses on finding your idea, testing it before you build, and getting it into the hands of your customers.

This book is the "Hello, World" tutorial for building products, technologies, and teams in a startup environment. It's based on the experiences of the author, Yevgeniy (Jim) Brikman, as well as interviews with programmers from some of the most successful startups of the last decade, including Google, Facebook, LinkedIn, Twitter, GitHub, Stripe, Instagram, AdMob, Pinterest, and many others. Hello, Startup is a practical, how-to guide that consists of three parts: Products, Technologies, and Teams. Although at its core, this is a book for programmers, by programmers, only Part II (Technologies) is significantly technical, while the rest should be accessible to technical and non-technical audiences alike. If you're at all interested in startups—whether you're a programmer at the beginning of your career, a seasoned developer bored with large company politics, or a manager looking to motivate your engineers—this book is for you.

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

In 2017 34% of the workforce was considered part of the gig economy. This growing workforce of freelancers and side-giggers is also estimated to grow to 43% by 2020. That's 4 million freelancers, soon to be 7 million by 2020. Whether it's people looking to earn extra money, those tired of their 9-to-5, to entrepreneurs looking to grow their side hustle, Entrepreneur is uniquely qualified to guide a new generation of bold individuals looking to live their best lives and make it happen on their own terms. Whatever industry or jobs this new workforce takes, Start Your Own Business will guide them through the first three years of business. They'll gain the know-how of more than 30 years of collective advice from those who've come before them to: How to avoid analysis paralysis when launching a business Tips for testing ideas in the real-world before going to market with insights from Gary Vaynerchuk Decide between building, buying, or becoming a distributor What to consider when looking for funding from venture capitalists, loans, cash advances, etc. Whether or not a co-working space is a right move Tips on running successful Facebook and Google ads as part of a marketing campaign Use micro-influencers to successfully promote your brand on social media Startups constantly face the challenge of how to make an impact given their initial small size and limited resources. Nine out of ten startups fail and more than fifty percent do not reach past the five-year mark. The few that do manage to survive can quickly find themselves swamped in the oversaturated market, unable to make any decent progress. So how can they establish themselves among their immediate competitors, let alone defeat larger, more established companies? Is the story of David and Goliath still relevant in the modern business world? "The Art of Startups" offers its readers unique and viable solutions to all the problems small startups face especially in their early stages. By the end of the book the reader will be able to apply effectively a new set of war strategies to break through into the market, to master new technologies and innovations, to negotiate fruitful alliances and, ultimately, to become a better leader.

Summary .NET Core in Action shows .NET developers how to build professional software applications with .NET Core. Learn how to convert existing .NET code to work on multiple platforms or how to start new projects with knowledge of the tools and capabilities of .NET Core. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology .NET Core is an open source framework that lets you write and run .NET applications on Linux and Mac, without giving up on Windows. Built for everything from lightweight web apps to industrial-strength distributed systems, it's perfect for deploying .NET servers to any cloud platform, including AWS and GCP. About the Book .NET Core in Action introduces you to cross-platform development with .NET Core. This hands-on guide concentrates on new Core features as you walk through familiar tasks like testing, logging, data access, and networking. As you go, you'll explore modern architectures like microservices and cloud data storage, along with practical matters like performance profiling, localization, and signing assemblies. What's Inside Choosing the right tools Testing, profiling, and debugging Interacting with web services Converting existing projects to .NET Core Creating and using NuGet packages About the Reader All examples are in C#. About the Author Dustin Metzgar is a seasoned developer and architect involved in numerous .NET Core projects. Dustin works for Microsoft. Table of Contents Why .NET Core? Building your first .NET Core applications How to build with .NET Core Unit testing with xUnit Working with relational databases Simplify data access with object-relational mappers Creating a microservice Debugging Performance and profiling Building world-ready applications Multiple frameworks and runtimes Preparing for release appendix A - Frameworks and runtimes appendix B - xUnit command-line options appendix C - What's in the .NET Standard Library? appendix D - NuGet cache locations This book examines the changing digital geographies of the Anthropocene. It analyses how technologies are providing new opportunities for communication and connection, while simultaneously deepening existing problems associated with isolation, global inequity and environmental harm. By offering a reading of digital technologies as 'more-than-real', the author argues that the productive and destructive possibilities of digital geographies are changing important aspects of human and non-human worlds. Like the more-than-human notion and how it emphasises interconnections of humans and non-humans in the world, the more-than-real inverts the diminishing that accompanies use of the terms 'virtual' and 'immaterial' as applied to digital spaces. Digital geographies are fluid, amorphous spaces made of contradictory possibilities in this Anthropocene moment. By sharing experiences of people involved in trying to improve digital geographies, this book offers stories of hope and possibility alongside stories of grief and despair. The more-than-real concept can help us understand such work – by feminists, digital rights activists, disability rights activists, environmentalists and more. Drawing on case studies from around the world, this book will appeal to

academics, university students, and activists who are keen to learn from other people's efforts to change digital geographies, and who also seek to remake digital geographies.

Large and complex software systems, such as Internet applications, depend on distributed applications. Although Java has helped reduce the complexity of distributed systems, developers still have to contend with diverse hardware platforms, remote communication over networks, and system failures. Java in Distributed Systems provides a comprehensive guide for anyone wishing to deepen their knowledge of Java in distributed applications. Beginning with a tutorial guide to distributed programming in the Java environment, it shows you how building blocks from threads to Jini can help you to fulfil Sun's vision, that 'the Network is the Computer'. It then goes on to focus on aspects that are still challenging researchers such as concurrency, distribution, and persistence. Key Features: - One of the few books to focus specifically on Java for building distributed applications - Coverage includes threads & sockets, RMI, CORBA, Voyager, Mobile agents, JDBC, object-oriented databases, Java spaces and Jini - Includes advanced chapters on the cutting edge of Java language development, including the author's own proposed Dejay (Distributed Java), an open-source project that offers a unified approach to concurrency, distribution and persistence

Terraform has become a key player in the DevOps world for defining, launching, and managing infrastructure as code (IaC) across a variety of cloud and virtualization platforms, including AWS, Google Cloud, Azure, and more. This hands-on second edition, expanded and thoroughly updated for Terraform version 0.12 and beyond, shows you the fastest way to get up and running. Gruntwork cofounder Yevgeniy (Jim) Brikman walks you through code examples that demonstrate Terraform's simple, declarative programming language for deploying and managing infrastructure with a few commands. Veteran sysadmins, DevOps engineers, and novice developers will quickly go from Terraform basics to running a full stack that can support a massive amount of traffic and a large team of developers. Explore changes from Terraform 0.9 through 0.12, including backends, workspaces, and first-class expressions Learn how to write production-grade Terraform modules Dive into manual and automated testing for Terraform code Compare Terraform to Chef, Puppet, Ansible, CloudFormation, and Salt Stack Deploy server clusters, load balancers, and databases Use Terraform to manage the state of your infrastructure Create reusable infrastructure with Terraform modules Use advanced Terraform syntax to achieve zero-downtime deployment

The VB 2008 language is your gateway to the powerful .NET platform. VB combined with Visual Studio gives you the freedom to create your applications faster and with a greater range of tools than any other coding environment. In this book, author Christian Gross will walk you through everything you need to know in order to feel at home in the VB 2008 coding environment. You'll start creating real applications in the first few pages of Beginning VB 2008 and encounter good design and testing habits in every chapter. You'll not only learn the language, but also appreciate the mindset of an accomplished developer as you progress through the book.

This book democratizes web development for everyone. It's a fun, clever guide that covers all of the key design principles, best practices, useful shortcuts, pro tips, real-world examples, and basic coding tutorials needed to produce a beautiful website that you'll feel confident sharing with the world. Because you, too, can design for the web! Hello Web Design contains everything you need to feel comfortable doing your own web development, including an abundance of real-life website examples that will inspire and motivate you. No need to spend time and money hiring an expensive graphic designer; this book will walk you through the fundamentals - and shortcuts - you need to do it all yourself, right now.

This book is the "Hello, World" tutorial for building products, technologies, and teams in a startup environment. It's based on the experiences of the author, Yevgeniy (Jim) Brikman, as well as interviews with programmers from some of the most successful startups of the last decade, including Google, Facebook, LinkedIn, Twitter, GitHub, Stripe, Instagram, AdMob, Pinterest, and many others. Hello, Startup is a practical, how-to guide that consists of three parts: Products, Technologies, and Teams. Although at its core, this is a book for programmers, by programmers, only Part II (Technologies) is significantly technical, while the rest should be accessible to technical and non-technical audiences alike. If you're at all interested in startups-whether you're a programmer at the beginning of your career, a seasoned developer bored with large company politics, or a manager looking to motivate your engineers-this book is for you. -- Provided by publisher.

A recipe-packed reference guide filled with practical tasks that are concisely explained to develop and broaden the user's abilities with the D programming language. If you are an experienced programmer who is looking to explore a language that offers plenty of advantages over more established programming languages, this is the book for you. We assume that you are already familiar with general programming language basics, but you do not need to be a proficient user of D.

Outlines a revisionist approach to management while arguing against common perceptions about the inevitability of startup failures, explaining the importance of providing genuinely needed products and services as well as organizing a business that can adapt to continuous customer feedback.

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