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Welcome to our multi-device world, a world where a user's experience with one application can span many devices—a smartphone, a tablet, a computer, the TV, and beyond. This practical book demonstrates the variety of ways devices relate to each other, combining to create powerful ensembles that deliver superior, integrated experiences to your users. Learn a practical framework for designing multi-device experiences, based on the 3Cs—Consistent, Complementary, and Continuous approaches Graduate from offering everything on all devices, to delivering the right thing, at the right time, on the best (available) device Apply the 3Cs framework to the broader realm of the Internet of Things, and design multi-device experiences that anticipate a fully connected world Learn how to measure your multi-device ecosystem performance Get ahead of the curve by designing for a more connected future

This book constitutes the refereed proceedings of the Workshops held at the ICWL 2013 International Conference on Web Based Learning in Kenting, Taiwan, in October 2013. The 29 papers presented were carefully reviewed and selected for inclusion in this volume. They were held at the following workshops: First International Workshop on Ubiquitous Social Learning, USL 2013; 2013 International Workshop on Smart Living and Learning, IWSLL 2013; Third International Symposium on Knowledge Management and e-Learning, KMEL 2013; 2013 International Workshop on Cloud Computing for Web-Based Learning, IWCL 2013; 2013 International Workshop on Web Intelligence and Learning; WIL 2013; and the 2013 International Workshop on e-book and Education Cloud, IWEEC 2013.

Accompanied by a CD-ROM containing security tools, a comprehensive reference for power users and administrators explores a range of security issues for Linux systems, covering such topics as firewalls, file systems security, root accounts, and security enhancement techniques. Original. (Intermediate)

Written by expert web developers from Price Waterhouse-Coopers, ASP.NET Database Programming Weekend Crash Course will quickly enable you to create dynamic data-driven web applications using Microsoft's exciting new .NET technologies. Open the book on Friday evening and by Sunday afternoon -- after completing 30 fast, focused lessons -- you will have mastered the skills necessary to begin creating robust, dynamic, data-driven web applications with ASP.NET. Starting with ASP.NET basics, expert authors Jason and Tony teach you what they need to know to begin creating ASP.NET applications quickly, and then dive into building database applications with ADO.NET, Web Services, SOAP, XML and more. This book is a must have for any developer building web applications on Microsoft's new .NET Framework.

Learning a complex new language is no easy task especially when it s an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and

Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new. second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Learn how to program using the updated C++17 language. You'll start with the basics and progress through step-by-step examples to become a working C++ programmer. All you need are Beginning C++17 and any recent C++ compiler and you'll soon be writing real C++ programs. There is no assumption of prior programming knowledge. All language concepts that are explained in the book are illustrated with working program examples, and all chapters include exercises for you to test and practice your knowledge. Code downloads are provided for all examples from the text and solutions to the exercises. This latest edition has been fully updated to the latest version of the language, C++17, and to all conventions and best practices of so-called modern C++. Beginning C++17 also introduces the elements of the C++ Standard Library that provide essential support for the C++17 language. What You'll Learn Define variables and make decisions Work with arrays and loops, pointers and references, strings, and more Write your own functions, types, and operators Discover the essentials of object-oriented programming Use overloading, inheritance, virtual functions and polymorphism Write generic function templates and class templates Get up to date with modern C++ features: auto type declarations, move semantics, lambda expressions, and more Examine the new additions to C++17 Who This Book Is For Programmers new to C++ and those who may be looking for a refresh primer on the C++17 programming language in general.

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The Python 2.1 Bible provides the only complete Python language reference on the market and includes all the information and software that developers need to use Python as a rapid application development tool. The Python 2.1 Bible fills a critical void in the Python reference market. Although it includes a complete Python language reference section, it is still geared towards those of you who already have some programming experience. This book explains each piece of technology in depth and shows through clear examples why each feature is useful. This is the manual you've been waiting for -- the one that covers all major Python components without glossing over how the various pieces fit together.

This hands-on guide shows Java developers how to access data with the new 3.0 Java Database Connectivity (JDBC) API, use LDAP-

enabled directory services with Java Network Directory Services (JNDI), and manipulate XML data using Java APIs for XML Processing (JAXP). Pick up this book to acquire the skills needed to effectively create Java applications that can access a variety of data sources. Learn the basics of JDBC 3.0 and how it relates to the Java programming language as a whole. Then from this base, build your knowledge by reading about common advanced uses such as connection pooling, JSP implementations, and Enterprise JavaBeans. You will also gain an awareness of several object oriented design patterns for implementing JDBC solutions, and gain a knowledge of JNDI and how to use it to store and retrieve data using LDAP.

This book brings you complete web application with design specifications, flow diagrams, and source code with line-by-line explanation. You'll build a completely functional web application and make it available to a wide range of devices. Cracking the Code includes coverage of client access from i-mode enabled devices, voice-enabled devices, WAP and HDML devices, and various cross-platform GUIs. The technologies covered include XML, XSLT, cHTML, HDML, XUL (XML-based user interfaces,) and Voice XML.

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Playing Minecraft is a lot of fun, but the game is more engaging, entertaining, and educational when kids learn how to build mods—small programs that let them modify game elements and add content. This family-friendly guide teaches kids and parents how to create mods of different types, using the Minecraft Forge modding tool. No programming experience is needed. You'll not only build some amazing mods with the book's easy-to-follow instructions, but you'll also learn how to work with Java, the same programming language that Minecraft uses. Why wait? Get started with computer programming and be more creative with Minecraft while you're at it! This book will help you: Learn the fundamentals of Minecraft Forge and other tools, such as Eclipse Start out by building and testing a simple chat message mod Build cool mods that make things explode on contact, and help entities jump higher and climb walls Introduce new Minecraft content, including commands, blocks, items, and recipes and textures Work with Java fundamentals such as classes, methods, annotations, control structures, and arrays Learn techniques for creating your own mods This guide is based on workshops the authors deliver to kids around the world.

Bestselling Programming Tutorial and Reference Completely Rewritten for the New C++11 Standard Fully updated and recast for the newly released C++11 standard, this authoritative and comprehensive introduction to C++ will help you to learn the language fast, and to use it in modern, highly effective ways. Highlighting today's best practices, the authors show how to use both the core language and its standard library to write efficient, readable, and powerful code. C++ Primer, Fifth Edition, introduces the C++ standard library from the outset, drawing on its common functions and facilities to help you write useful programs without first having to master every language detail. The book's many examples have been revised to use the new language features and demonstrate how to make the best use of them. This book is a proven tutorial for those new to C++, an authoritative discussion of core C++ concepts and techniques, and a valuable resource for experienced programmers, especially those eager to see C++11 enhancements illuminated. Start Fast and Achieve More Learn how to use the new C++11 language features and the standard library to build robust programs quickly, and get comfortable with high-level programming

Learn through examples that illuminate today's best coding styles and program design techniques Understand the "rationale behind the rules": why C++11 works as it does Use the extensive crossreferences to help you connect related concepts and insights Benefit from up-to-date learning aids and exercises that emphasize key points, help you to avoid pitfalls, promote good practices, and reinforce what you've learned Access the source code for the extended examples from informit.com/title/0321714113 C++ Primer, Fifth Edition, features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a flat surface. This special binding method—notable by a small space inside the spine—also increases durability.

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Tap into the wisdom of experts to learn what every programmer should know, no matter what language you use. With the 97 short and extremely useful tips for programmers in this book, you'll expand your skills by adopting new approaches to old problems, learning appropriate best practices, and honing your craft through sound advice. With contributions from some of the most experienced and respected practitioners in the industry--including Michael Feathers, Pete Goodliffe, Diomidis Spinellis, Cay Horstmann, Verity Stob, and many more--this book contains practical knowledge and principles that you can apply to all kinds of projects. A few of the 97 things you should know: "Code in the Language of the Domain" by Dan North "Write Tests for People" by Gerard Meszaros "Convenience Is Not an -ility" by Gregor Hohpe "Know Your IDE" by Heinz Kabutz "A Message to the Future" by Linda Rising "The Boy Scout Rule" by Robert C. Martin (Uncle Bob) "Beware the Share" by Udi Dahan

Debian GNU/Linux is one of the major Linux distributions available today. It is known as the most open" of the Linux distributions -- for its commitment to the free software principals, and its community-centricism. It is also known for its tradition of high-quality packages and package management tools, as well as its focus on security issues. Debian GNU/Linux(r) Bible focuses on common apps, GUIs, networking, and system administration. The Debian Project's Internet-based development model has helped the distribution achieve unparalleled Internet functionality. One of the most popular features in Debian GNU/Linux is "apt-get," which automates free network downloads of all software package updates, making the Debian CD the last CD you will ever need to keep your system up-to-date with Linux."

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Up-to-date coverage of every topic on the Java 8 SE Programmer I exam Prepare for the OCA Java SE 8 Programmer I exam using this effective self-study system from Oracle Press. Written by developers of the original Sun Certified Java Programmer exam, OCA Java SE 8 Programmer I Exam Guide (Exam 1Z0-808) includes two complete, accurate practice exams. In all, you will get more than 200 practice questions that mirror those on the actual test in content, tone, and format. Beyond fully preparing you for the challenging exam, the book also serves as an ideal on-the-job reference. Clearly explains every topic on Exam IZ0-808, including: • Declarations • Access control • Object orientation • Assignments • Operators • Flow control • Exceptions • Strings • Arrays • ArrayLists Electronic content includes: • 200+ practice exam questions • Fully customizable test engine • Secured book PDF

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If you're a developer with core Java SE skills, this hands-on book takes you through the language changes in Java 8 triggered by the addition of lambda expressions. You'll learn through code examples, exercises, and fluid explanations how these anonymous functions will help you write simple, clean, library-level code that solves business problems. Lambda expressions are a fairly simple change to Java, and the first part of the book shows you how to use them properly. Later chapters show you how lambda functions help you improve performance with parallelism, write simpler concurrent code, and model your domain more accurately, including building better DSLs. Use exercises in each chapter to help you master lambda expressions in Java 8 quickly Explore streams, advanced collections, and other Java 8 library improvements Leverage multicore CPUs and improve performance with data parallelism Use techniques to "lambdify" your existing codebase or library code Learn practical solutions for lambda expression unit testing and debugging Implement SOLID principles of object-oriented programming with lambdas Write concurrent applications that efficiently perform message passing and non-blocking I/O

Java??????????? ???(???) ????? - Servlet 4.0????? - ??Web?????? - ??Spring MVC?Spring Boot - ??Lab???? ??? ???Servlet 4.0/Java SE 8??????????????????? ???OWASP TOP 10?CWE?CVE?????????????????Java EE?????CSRF?Web??????? ???Spring?Spring MVC?Spring Boot???????Web MVC???????????? ??? ?????????????????????????????????????? ????????????????????????IDE?????????????????? #???? GOTOP Information Inc.

If you want to push your Java skills to the next level, this book provides expert advice from Java leaders and practitioners. You'll be encouraged to look at problems in new ways, take broader responsibility for your work, stretch yourself by learning new techniques, and become as good at the entire craft of development as you possibly can. Edited by Kevlin Henney and Trisha Gee, 97 Things Every Java Programmer Should Know reflects lifetimes of experience writing Java software and living with the process of software development. Great programmers share their collected wisdom to help you rethink Java practices, whether working with legacy code or incorporating changes since Java 8. A few of the 97 things you should know: "Behavior Is Easy, State Is Hard"—Edson Yanaga "Learn Java Idioms and Cache in Your Brain"—Jeanne Boyarsky "Java Programming from a JVM Performance Perspective"—Monica Beckwith "Garbage

Collection Is Your Friend"—Holly K Cummins "Java's Unspeakable Types"—Ben Evans "The Rebirth of Java"—Sander Mak "Do You Know What Time It Is?"—Christin Gorman

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More businesses and ambitious individuals are trying to bring applications to the Web but they are bewildered with the array of components and concepts needed to create a data-driven site. The cost, stability and ease of development using the Open Source PHP 4 scripting language and a MySQL database makes this combination the best choice for small and mid-size Web-based applications. PHP4/MySQL Database Applications demonstrates web-application development by presenting seven real, ready-to-use examples starting with a simple guess book and ending with a fully-functional e-commerce site with a shopping cart. Inexperienced users will learn the essentials of working with PHP4 and MySQL so they can start building and customizing database applications for the web right away!

There's a wealth of data online, but sorting and gathering it by hand can be tedious and time consuming. Rather than click through page after endless page, why not let bots do the work for you? Webbots, Spiders, and Screen Scrapers will show you how to create simple programs with PHP/CURL to mine, parse, and archive online data to help you make informed decisions. Michael Schrenk, a highly regarded webbot developer, teaches you how to develop fault-tolerant designs, how best to launch and schedule the work of your bots, and how to create Internet agents that: –Send email or SMS notifications to alert you to new information quickly –Search different data sources and combine the results on one page, making the data easier to interpret and analyze –Automate purchases, auction bids, and other online activities to save time Sample projects for automating tasks like price monitoring and news aggregation will show you how to put the concepts you learn into practice. This second edition of Webbots, Spiders, and Screen Scrapers includes tricks for dealing with sites that are resistant to crawling and scraping, writing stealthy webbots that mimic human search behavior, and using regular expressions to harvest specific data. As you discover the possibilities of web scraping, you'll see how webbots can save you precious time and give you much greater control over the data available on the Web.

LinKnot - Knot Theory by Computer provides a unique view of selected topics in knot theory suitable for students, research mathematicians, and readers with backgrounds in other exact sciences, including chemistry, molecular biology and physics. The book covers basic notions in knot theory, as well as new methods for handling open problems such as unknotting number, braid family representatives, invertibility, amphicheirality, undetectability, non-algebraic tangles, polyhedral links, and (2,2)-moves. Conjectures discussed in the book are explained at length. The beauty, universality and diversity of knot theory is illuminated through various non-standard applications: mirror curves, fullerens, self-referential systems, and KL automata.

Advances in Web-Based Learning – ICWL 2013 WorkshopsUSL 2013, IWSLL 2013, KMEL 2013, IWCWL 2013, WIL 2013, and IWEEC 2013, Kenting, Taiwan, October 6-9, 2013, Revised Selected PapersSpringer

The introduction of functional programming concepts in Java SE 8 was a drastic change for this venerable object-oriented language. Lambda

expressions, method references, and streams fundamentally changed the idioms of the language, and many developers have been trying to catch up ever since. This cookbook will help. With more than 70 detailed recipes, author Ken Kousen shows you how to use the newest features of Java to solve a wide range of problems. For developers comfortable with previous Java versions, this guide covers nearly all of Java SE 8, and includes a chapter focused on changes coming in Java 9. Need to understand how functional idioms will change the way you write code? This cookbook—chock full of use cases—is for you. Recipes cover: The basics of lambda expressions and method references Interfaces in the java.util.function package Stream operations for transforming and filtering data Comparators and Collectors for sorting and converting streaming data Combining lambdas, method references, and streams Creating instances and extract values from Java's Optional type New I/O capabilities that support functional streams The Date-Time API that replaces the legacy Date and Calendar classes Mechanisms for experimenting with concurrency and parallelism

Understand Blender's Python API to allow for precision 3D modeling and add-on development. Follow detailed guidance on how to create precise geometries, complex texture mappings, optimized renderings, and much more. This book is a detailed, user-friendly guide to understanding and using Blender's Python API for programmers and 3D artists. Blender is a popular open source 3D modeling software used in advertising, animation, data visualization, physics simulation, photorealistic rendering, and more. Programmers can produce extremely complex and precise models that would be impossible to replicate by hand, while artists enjoy numerous new community-built add-ons. The Blender Python API is an unparalleled programmable visualization environment. Using the API is made difficult due to its complex object hierarchy and vast documentation. Understanding the Blender Python API clearly explains the interface. You will become familiar with data structures and low-level concepts in both modeling and rendering with special attention given to optimizing procedurally generated models. In addition, the book: Discusses modules of the API as analogs to human input modes in Blender Reviews low-level and data-level manipulation of 3D objects in Blender Python Details how to deploy and extend projects with external libraries Provides organized utilities of novel and mature API abstractions for general use in add-on development What You'll Learn Generate 3D data visualizations in Blender to better understand multivariate data and mathematical patterns. Create precision object models in Blender of architectural models, procedurally generated landscapes, atomic models, etc. Develop and distribute a Blender add-on, with special consideration given to careful development practices Pick apart Blender's 3D viewport and Python source code to learn about API behaviors Develop a practical knowledge of 3D modeling and rendering concepts Have a practical reference to an already powerful and vast API Who This Book Is For Python programmers with an interest in data science, game development, procedural generation, and open-source programming as well as programmers of all types with a need to generate precise 3D models. Also for 3D artists with an interest in programming or with programming experience and Blender artists regardless of programming experience.

Make your Web pages stand out above the noise with JavaScript and the expert instruction in this much-anticipated update to the bestselling JavaScript Bible. With renowned JavaScript expert Danny Goodman at your side, you'll get a thorough grounding in JavaScript basics, see how it fits with current Web browsers, and find all the soup-to-nuts detail you'll need. Whether you're a veteran programmer or just starting out, this is the JavaScript book Web developers turn to again and again. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Organization: The book is divided into five parts: Getting Starated with MySQL and Relational Databases; Understanding SQL Through MySQL; MySQL Administration; MySQL Developer Guide; and Advanced and Specialized MySQL Topics. Comprehensive coverage: This

Bible covers both beginning-level and advanced topics. Topics covered include: introduction to relational database management; installing and configuring MySQL on the Linux, Windows 2000, and Mac OS X operating systems; MySQL security; debugging and repairing MySQL databases and servers; MySQL performance tuning; and developing MySQL applications with Perl and PHP. Coverage of NuSphere MySQL: Due to the growing popularity of the NuSphere MySQL package, this book covers its enhancements and how to install and develop with NuSphere MySQL. Running database application: This book builds an e-commerce sample database application throughout to demonstrate concepts and topics. ABOUT THE CD-ROM: What's on the CD-ROM: The CD-ROM includes the latest version of MySQL (either Version 4.0 or 4.1); sample database application and code in the book; and PHP and Perl.

THE #1 BESTSELLING BOOK ON OBJECTIVE-C 2.0 Programming in Objective-C 2.0 provides the new programmer a complete, step-by-step introduction to Objective-C, the primary language used to develop applications for the iPhone, iPad, and Mac OS X platforms. The book does not assume previous experience with either C or object-oriented programming languages, and it includes many detailed, practical examples of how to put Objective-C to use in your everyday iPhone/iPad or Mac OS X programming tasks. A powerful yet simple object-oriented programming language that's based on the C programming language, Objective-C is widely available not only on OS X and the iPhone/iPad platform but across many operating systems that support the gcc compiler, including Linux, Unix, and Windows systems. The second edition of this book thoroughly covers the latest version of the language, Objective-C 2.0. And it shows not only how to take advantage of the Foundation framework's rich built-in library of classes but also how to use the iPhone SDK to develop programs designed for the iPhone/iPad platform. Table of Contents 1 Introduction Part I: The Objective-C 2.0 Language 2 Programming in Objective-C 3 Classes, Objects, and Methods 4 Data Types and Expressions 5 Program Looping 6 Making Decisions 7 More on Classes 8 Inheritance 9 Polymorphism, Dynamic Typing, and Dynamic Binding 10 More on Variables and Data Types 11 Categories and Protocols 12 The Preprocessor 13 Underlying C Language Features Part II: The Foundation Framework 14 Introduction to the Foundation Framework 15 Numbers, Strings, and Collections 16 Working with Files 17 Memory Management 18 Copying Objects 19 Archiving Part III: Cocoa and the iPhone SDK 20 Introduction to Cocoa 21 Writing iPhone Applications Part IV: Appendixes A Glossary B Objective-C 2.0 Language Summary C Address Book Source Code D Resources

Take advantage of today's sky-high demand for data engineers. With this in-depth book, current and aspiring engineers will learn powerful real-world best practices for managing data big and small. Contributors from notable companies including Twitter, Google, Stitch Fix, Microsoft, Capital One, and LinkedIn share their experiences and lessons learned for overcoming a variety of specific and often nagging challenges. Edited by Tobias Macey, host of the popular Data Engineering Podcast, this book presents 97 concise and useful tips for cleaning, prepping, wrangling, storing, processing, and ingesting data. Data engineers, data architects, data team managers, data scientists, machine learning engineers, and software engineers will greatly benefit from the wisdom and experience of their peers. Topics include: The Importance of Data Lineage - Julien Le Dem Data Security for Data Engineers - Katharine Jarmul The Two Types of Data Engineering and Data Engineers - Jesse Anderson Six Dimensions for Picking an Analytical Data Warehouse - Gleb Mezhanskiy The End of ETL as We Know It - Paul Singman Building a Career as a Data Engineer - Vijay Kiran Modern Metadata for the Modern Data Stack - Prukalpa Sankar Your Data Tests Failed! Now What? - Sam Bail

Now in the 5th edition, Cracking the Coding Interview gives you the interview preparation you need to get the top software developer jobs. This book provides: 150 Programming Interview Questions and Solutions: From binary trees to binary search, this list of 150 questions

includes the most common and most useful questions in data structures, algorithms, and knowledge based questions. 5 Algorithm Approaches: Stop being blind-sided by tough algorithm questions, and learn these five approaches to tackle the trickiest problems. Behind the Scenes of the interview processes at Google, Amazon, Microsoft, Facebook, Yahoo, and Apple: Learn what really goes on during your interview day and how decisions get made. Ten Mistakes Candidates Make -- And How to Avoid Them: Don't lose your dream job by making these common mistakes. Learn what many candidates do wrong, and how to avoid these issues. Steps to Prepare for Behavioral and Technical Questions: Stop meandering through an endless set of questions, while missing some of the most important preparation techniques. Follow these steps to more thoroughly prepare in less time.

Microsoft SQL Server 2000 Weekend Crash Course includes 30 sessions on the key aspects of Microsoft SQL Server 2000. Each session is designed to take 30 minutes to complete, so the Crash Course is an intense 15-hour learning period. You can complete the Crash Course over a weekend -- but you can also easily adapt the Crash Course sessions to whatever schedule best suits your needs.

Explains how to use the object-oriented computer language to develop Internet applications within the .NET framework, from getting to know the language and using its various features to avoiding common errors.

The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from http://gopl.io/ and may be conveniently fetched, built, and installed using the go get command.

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