

## The Silex Book Symfony

Take advantage of JavaScript's power to build robust web-scale or enterprise applications that are easy to extend and maintain. By applying the design patterns outlined in this practical book, experienced JavaScript developers will learn how to write flexible and resilient code that's easier—yes, easier—to work with as your code base grows. JavaScript may be the most essential web programming language, but in the real world, JavaScript applications often break when you make changes. With this book, author Eric Elliott shows you how to add client- and server-side features to a large JavaScript application without negatively affecting the rest of your code. Examine the anatomy of a large-scale JavaScript application Build modern web apps with the capabilities of desktop applications Learn best practices for code organization, modularity, and reuse Separate your application into different layers of responsibility Build efficient, self-describing hypermedia APIs with Node.js Test, integrate, and deploy software updates in rapid cycles Control resource access with user authentication and authorization Expand your application's reach through internationalization Beginning Neo4jApress

This book, authored by project and documentation leads Fabien Potencier and François Zaninotto, serves as a complete guide to all aspects of Symfony. Readers are guided through fundamental concepts such as installation, configuration, and security, followed by thorough discussion of advanced concepts such as scaffolding, routing, caching, and internationalization. Bundled with numerous tools for helping document, debug, and test your applications, and developed in a manner encouraging agile development principles, Symfony is sparking the imagination of thousands of developers around the globe. This book constitutes the refereed post-conference proceedings of the 4th International Symposium on Algorithmic Aspects of Cloud Computing, ALGO CLOUD 2018, held in Helsinki, Finland, in August 2018. The 11 revised full papers were carefully reviewed and selected from 29 submissions. The aim of the symposium is to present research activities and results on topics related to algorithmic, design, and development aspects of modern cloud-based systems. API development is becoming increasingly common for server-side developers thanks to the rise of front-end JavaScript frameworks, iPhone applications, and API-centric architectures. It might seem like grabbing stuff from a data source and shoving it out as JSON would be easy, but surviving changes in business logic, database schema updates, new features, or deprecated endpoints can be a nightmare. After finding many of the existing resources for API development to be lacking, Phil learned a lot of things the hard way through years of trial and error. This book aims to condense that experience, taking examples and explanations further than the trivial apples and pears nonsense tutorials often provide. By passing on some best practices and general good advice you can hit the ground running with API development, combined with some horror stories

and how they were overcome/avoided/averted. This book will discuss the theory of designing and building APIs in any language or framework, with this theory applied in PHP-based examples.

Finally, you can learn computation theory and programming language design in an engaging, practical way. Understanding Computation explains theoretical computer science in a context you'll recognize, helping you appreciate why these ideas matter and how they can inform your day-to-day programming. Rather than use mathematical notation or an unfamiliar academic programming language like Haskell or Lisp, this book uses Ruby in a reductionist manner to present formal semantics, automata theory, and functional programming with the lambda calculus. It's ideal for programmers versed in modern languages, with little or no formal training in computer science. Understand fundamental computing concepts, such as Turing completeness in languages Discover how programs use dynamic semantics to communicate ideas to machines Explore what a computer can do when reduced to its bare essentials Learn how universal Turing machines led to today's general-purpose computers Perform complex calculations, using simple languages and cellular automata Determine which programming language features are essential for computation Examine how halting and self-referencing make some computing problems unsolvable Analyze programs by using abstract interpretation and type systems

Develop cutting-edge websites and applications using the new features of Laravel 5.8. This book starts with an introduction to Laravel and takes a glance at its newly introduced features. Moving on to setting up your development environment, you will learn how the composer works. In addition to this, you will be introduced to Valet, Homestead, Virtual Box, Vagrant, and Forge in Laravel. With this foundation, you will be ready to get started writing your first Laravel apps. To do so, you will learn to manage routes and controllers and how the Blade template works. Moving on to models, you will work with route model binding and get to know the relationship between models, databases, and Eloquent. Along the way you will define methods on your Eloquent model classes using different types of relationships. Shifting focus to handling user data, you will see how redirect methods work. You will also get to know the inner workings of requests and responses. Continuing the data theme, Beginning Laravel covers basic and grouped artisan commands and how to handle databases with Tinker. By being able to handle data effectively, your applications will come alive for your users, giving them the functionality they need. The last section of the book handles core concepts such as sending emails, alerting users via notifications, and implementing SOLID design principles. You will see how to decouple your application classes by using events and listeners. You will: Protect your app with authentication and authorization Build a complex relationship between entities using Eloquent models Take advantage of containers and facades Use the mail template Create and configure events Work with Laravel Passport Deploy API authentication Discover new Laravel 5.8 features such as dump server and email

verification.

This book guides you through the challenges of managing the performance of your PHP applications. During the journey, you will learn more about topics like profiling techniques and performance testing. More importantly, you will also learn how to integrate performance supervision into your day-to-day development workflow. 2.5.0.0

Transit from monolithic architectures to highly available, scalable, and fault-tolerant microservices About This Book Build your own applications based on event-driven microservices and set them up on a production server. Successfully transform any monolithic application into a microservice. Monitor the health of your application, prevent downtime, and reduce costs. Who This Book Is For PHP developers who want to build scalable, highly available, and secure applications will find this book useful. No knowledge of microservices is assumed. What You Will Learn Set up a development environment using the right strategies and tools. Learn about application design and structure to start implementing your application. Transform a monolithic application into microservices. Explore the best way to start implementing your application using testing. Understand how to monitor your microservices, handle errors, and debug the application. Deploy your finished application into a production environment and learn how to solve common problems. Know how to scale your application based on microservices once it is up-and-running. In Detail The world is moving away from bulky, unreliable, and high-maintenance PHP applications, to small, easy-to-maintain and highly available microservices and the pressing need is for PHP developers to understand the criticalities in building effective microservices that scale at large. This book will be a reliable resource, and one that will help you to develop your skills and teach you techniques for building reliable microservices in PHP. The book begins with an introduction to the world of microservices, and quickly shows you how to set up a development environment and build a basic platform using Docker and Vagrant. You will then get into the different design aspects to be considered while building microservices in your favorite framework and you will explore topics such as testing, securing, and deploying microservices. You will also understand how to migrate a monolithic application to the microservice architecture while keeping scalability and best practices in mind. Furthermore you will get into a few important DevOps techniques that will help you progress on to more complex domains such as native cloud development, as well as some interesting design patterns. By the end of this book you will be able to develop applications based on microservices in an organized and efficient way. You will also gain the knowledge to transform any monolithic applications into microservices. Style and approach Filled with code that you can start typing straightaway, this book will take you through building, testing, securing, and deploying microservices in the most practical way possible. The focus of the book is more inclined towards showing you how it's done, rather than with what to do, although you will get a good idea of those tools

most widely used to build microservices.

“For software developers of all experience levels looking to improve their results, and design and implement domain-driven enterprise applications consistently with the best current state of professional practice, Implementing Domain-Driven Design will impart a treasure trove of knowledge hard won within the DDD and enterprise application architecture communities over the last couple decades.”

–Randy Stafford, Architect At-Large, Oracle Coherence Product Development

“This book is a must-read for anybody looking to put DDD into practice.” –Udi Dahan, Founder of NServiceBus Implementing Domain-Driven Design presents a top-down approach to understanding domain-driven design (DDD) in a way that fluently connects strategic patterns to fundamental tactical programming tools.

Vaughn Vernon couples guided approaches to implementation with modern architectures, highlighting the importance and value of focusing on the business domain while balancing technical considerations. Building on Eric Evans’ seminal book, Domain-Driven Design, the author presents practical DDD techniques through examples from familiar domains. Each principle is backed up by realistic Java examples—all applicable to C# developers—and all content is tied together by a single case study: the delivery of a large-scale Scrum-based SaaS system for a multitenant environment. The author takes you far beyond “DDD-lite” approaches that embrace DDD solely as a technical toolset, and shows you how to fully leverage DDD’s “strategic design patterns” using Bounded Context, Context Maps, and the Ubiquitous Language. Using these techniques and examples, you can reduce time to market and improve quality, as you build software that is more flexible, more scalable, and more tightly aligned to business goals. Coverage includes Getting started the right way with DDD, so you can rapidly gain value from it Using DDD within diverse architectures, including Hexagonal, SOA, REST, CQRS, Event-Driven, and Fabric/Grid-Based Appropriately designing and applying Entities—and learning when to use Value Objects instead Mastering DDD’s powerful new Domain Events technique Designing Repositories for ORM, NoSQL, and other databases

This book follows a practical and easy-to-follow approach and is packed with real-world examples to understand all the fundamentals and concepts in a very concise way. This book is ideal for web developers who want to get up to speed with Laravel quickly. You are expected to have some experience with the PHP programming language – or any C-like languages such as JavaScript, Perl, or Java – along with some understanding of basic OOP concepts. Any experience with MVC frameworks such as ASP.NET MVC or Ruby on Rails will certainly be beneficial but not required. Lastly, some familiarity with command line interfaces will also help but is not essential either.

This book constitutes the refereed post-conference proceedings of the 8th International Conference on Big Data Technologies and Applications, BDTA 2017, held in Gwangju, South Korea, in November 2017. The 15 revised full papers were carefully reviewed and selected from 25 submissions and handle



theoretical foundations and practical applications which premise the new generation of data analytics and engineering. The contributions deal with following topics: privacy and security, image processing, context awareness, s/w engineering and e-commerce, social media and health care.

Imagine dezenas de músicos com diferentes instrumentos reunidos em um local tentando executar a mesma música. Pense na complexidade que é fazer com que todos toquem ao mesmo tempo, no mesmo ritmo e em harmonia. É necessário um profissional com amplos conhecimentos de música e qualidades de regência que não somente marque o compasso, mas que seja capaz de interpretar o que o compositor pensou quando escreveu a partitura. Assim também ocorre com os softwares. A miríade de componentes necessários para criar e manter sistemas de informação para Internet torna essa atividade complexa. Além de precisarmos de componentes profissionais, que sejam os melhores naquilo que fazem, necessitamos de alguém que coordene os componentes para que eles trabalhem em harmonia, como uma orquestra regida por um maestro executando uma sinfonia. O Symfony é um projeto PHP que provê não somente um conjunto de componentes PHP para os mais variados propósitos, como também um framework que, como um maestro, rege esses componentes usando o padrão de projeto MVC com um poderoso suporte de injeção de dependências. Com este livro você aprenderá a:

- Implementar o padrão de arquitetura MVC sem uso de frameworks.
- Utilizar componentes isolados do Symfony para tarefas específicas.
- Criar comandos para geração de código baseada em templates.
- Implementar mapeamento objeto-relacional com Doctrine.
- Usar o framework full-stack Symfony para criar aplicações PHP.

Explains how to use the open source scripting language to process and validate forms, track sessions, generate dynamic images, create PDF files, parse XML files, create secure scripts, and write C language extensions.

Increase your productivity by implementing data structures About This Book Gain a complete understanding of data structures using a simple approach Analyze algorithms and learn when you should apply each solution Explore the true potential of functional data structures Who This Book Is For This book is for those who want to learn data structures and algorithms with PHP for better control over application-solution, efficiency, and optimization. A basic understanding of PHP data types, control structures, and other basic features is required What You Will Learn Gain a better understanding of PHP arrays as a basic data structure and their hidden power Grasp how to analyze algorithms and the Big O Notation Implement linked lists, double linked lists, stack, queues, and priority queues using PHP Work with sorting, searching, and recursive algorithms Make use of greedy, dynamic, and pattern matching algorithms Implement tree, heaps, and graph algorithms Apply PHP functional data structures and built-in data structures and algorithms In Detail PHP has always been the the go-to language for web based application development, but there are materials and resources you can refer to to see how it works. Data structures and algorithms help you to

code and execute them effectively, cutting down on processing time significantly. If you want to explore data structures and algorithms in a practical way with real-life projects, then this book is for you. The book begins by introducing you to data structures and algorithms and how to solve a problem from beginning to end using them. Once you are well aware of the basics, it covers the core aspects like arrays, linked lists, stacks and queues. It will take you through several methods of finding efficient algorithms and show you which ones you should implement in each scenario. In addition to this, you will explore the possibilities of functional data structures using PHP and go through advanced algorithms and graphs as well as dynamic programming. By the end, you will be confident enough to tackle both basic and advanced data structures, understand how they work, and know when to use them in your day-to-day work. Style and approach An easy-to-follow guide full of examples of implementation of data structures and real world examples to solve the problems faced. Each topic is first explained in general terms and then implemented using step by step explanation so that developers can understand each part of the discussion without any problem.

What sets Laravel apart from other PHP web frameworks? Speed and simplicity, for starters. This rapid application development framework and its ecosystem of tools let you quickly build new sites and applications with clean, readable code. Fully updated to cover Laravel 5.8, the second edition of this practical guide provides the definitive introduction to one of today's most popular web frameworks. Matt Stauffer, a leading teacher and developer in the Laravel community, delivers a high-level overview and concrete examples to help experienced PHP web developers get started with this framework right away. This updated edition also covers Laravel Dusk and Horizon and provides information about community resources and other noncore Laravel packages. Dive into features, including: Blade, Laravel's powerful custom templating tool Tools for gathering, validating, normalizing, and filtering user-provided data The Eloquent ORM for working with application databases The role of the Illuminate request object in the application lifecycle PHPUnit, Mockery, and Dusk for testing your PHP code Tools for writing JSON and RESTful APIs Interfaces for filesystem access, sessions, cookies, caches, and search Tools for implementing queues, jobs, events, and WebSocket event publishing

This book is intended for PHP web developers who have an interest in Laravel and who know the basics of the framework in theory, but don't really know how to use it in practice. No experience of using frameworks is required, but it is assumed you are at least familiar with building dynamic websites in PHP already.

Many programming languages have embraced Functional Programming paradigms to augment the tools available. It also facilitates writing code that is easier to understand, easier to test, and able to take advantage of parallelization. PHP introduced anonymous function and closures in 5.3, providing a more succinct way to tackle common problems. However, making the leap from the more common imperative style requires understanding how and when to best use lambdas, closures, recursion, and more. Functional Programming will show you how to leverage these new language features by understanding functional programming principles.

Plenty of examples are provided to illustrate each concept as it's introduced and to show how to implement it with PHP. You'll learn how to use map/reduce, currying, composition, and more. You'll see what external libraries are available and new language features are proposed to extend PHP's functional programming capabilities.

Offers instructions for creating programs to do tasks including fetching URLs and generating bar charts using the open source scripting language, covering topics such as data types, regular expressions, encryption, and PEAR.

PHP is experiencing a renaissance, though it may be difficult to tell with all of the outdated PHP tutorials online. With this practical guide, you'll learn how PHP has become a full-featured, mature language with object-orientation, namespaces, and a growing collection of reusable component libraries. Author Josh Lockhart—creator of PHP The Right Way, a popular initiative to encourage PHP best practices—reveals these new language features in action. You'll learn best practices for application architecture and planning, databases, security, testing, debugging, and deployment. If you have a basic understanding of PHP and want to bolster your skills, this is your book. Learn modern PHP features, such as namespaces, traits, generators, and closures Discover how to find, use, and create PHP components Follow best practices for application security, working with databases, errors and exceptions, and more Learn tools and techniques for deploying, tuning, testing, and profiling your PHP applications Explore Facebook's HVVM and Hack language implementations—and how they affect modern PHP Build a local development environment that closely matches your production server Utilize the power of modular programming to improve code readability, maintainability, and testability About This Book This book demonstrates code reusability and distributed development to get high speed, maintainable, and fast applications It illustrates the development of a complete modular application developed using PHP7 in detail This book provides a high-level overview of the Symfony framework, a set of tools and a development methodology that are needed to build a modular web shop application Who This Book Is For This step-by-step guide is divided into two sections. The first section explores all the fundamentals of modular design technique with respect to PHP 7. The latter section demonstrates the practical development of individual modules of a web shop application. What You Will Learn Discover the new features of PHP 7 that are relevant to modular application development Write manageable code based on the GoF design patterns and SOLID principles Define the application requirements of a working modular application Explore the ins and outs of the Symfony framework Build a set of modules based on the Symfony framework that comprise a simple web shop app Use core modules to set the structure and dependencies for other modules to use Set up entities that are relevant to the module functionality and see how to manage these entities In Detail Modular design techniques help you build readable, manageable, reusable, and more efficient codes. PHP 7, which is a popular open source scripting language, is used to build modular functions for your software. With this book, you will gain a deep insight into the modular programming paradigm and how to achieve modularity in your PHP code. We start with a brief introduction to the new features of PHP 7, some of which open a door to new concepts used in modular development. With design patterns being at the heart of all modular PHP code, you will learn about the GoF design patterns and how to apply them. You will see how to write code that is easy to maintain and extend over time with the help of the SOLID design principles. Throughout the rest of the book, you will build different working modules of a modern web shop application using the Symfony framework, which will give you a deep understanding of modular application development using PHP 7. Style and approach This book is for intermediate-level PHP developers with little to no knowledge of modular programming who want to understand design patterns and principles in order to better utilize the existing frameworks for modular application development.

Arduino is an open source electronics prototyping platform for building a multitude of smart

devices and gadgets. Developers can benefit from using Arduino in their projects because of the ease of coding, allowing you to build cool and amazing devices supported by numerous hardware resources such as shields in no time at all. Whether you're a seasoned developer or brand new to Arduino, this book will provide you with the knowledge and skill to build amazing smart electronic devices and gadgets. First, you will learn how to build a sound effects generator using recorded audio-wave files you've made or obtained from the Internet. Next, you will build DC motor controllers operated by a web page, a slide switch, or a touch sensor. Finally, the book will explain how to build an electronic operating status display for an FM radio circuit using Arduino.

This fast-moving guide introduces web application development with Haskell and Yesod, a potent language/framework combination that supports high-performing applications that are modular, type-safe, and concise. Fully updated for Yesod 1.4, this second edition shows you how Yesod handles widgets, forms, persistence, and RESTful content. Author Michael Snoyman also introduces various Haskell tools to supplement your basic knowledge of the language. By the time you finish this book, you'll create a production-quality web application with Yesod's ready-to-use scaffolding. You'll also examine several real-world examples, including a blog, a wiki, a JSON web service, and a Sphinx search server. Build a simple application to learn Yesod's foundation datatype and Web Application Interface (WAI) Output HTML, CSS, and Javascript with Shakespearean template languages Get an indepth look at Yesod's core monads for producing cleaner, more modular code Probe Yesod's internal workings: learn the request handling process for a typical application Build forms on top of widgets by implementing the yesod-form declarative API Learn how Yesod and Haskell handle persistence and session data Serve an HTML page and a machine-friendly JSON page from the same URL

Apply design principles to your classes, preparing them for reuse. You will use package design principles to create packages that are just right in terms of cohesion and coupling, and are user- and maintainer-friendly at the same time. The first part of this book walks you through the five SOLID principles that will help you improve the design of your classes. The second part introduces you to the best practices of package design, and covers both package cohesion principles and package coupling principles. Cohesion principles show you which classes should be put together in a package, when to split packages, and if a combination of classes may be considered a "package" in the first place. Package coupling principles help you choose the right dependencies and prevent wrong directions in the dependency graph of your packages. What You'll Learn Apply the SOLID principles of class design Determine if classes belong in the same package Know whether it is safe for packages to depend on each other Who This Book Is For Software developers with a broad range of experience in the field, who are looking for ways to reuse, share, and distribute their code

How many times did you hear the excuse ""works on my machine""? With Vagrant, this stays in the past. Your environments will be exactly the way you want them to be, targeting specific projects for different needs. As easy as cloning a repository and running ""vagrant up."" This book covers from basic to advanced concepts on Vagrant, including important ProTips to improve your Vagrant projects and avoid common mistakes. Vagrant Cookbook comes with quick guides to the 3 most used Vagrant provisioners: Puppet, Ansible and Chef. Following the guide, a practical example will show you how to provision a basic web server with Nginx + PHP5-FPM (PHP 5.5+).

Develop cutting-edge websites and applications using the new features of Laravel 5.8. This book starts with an introduction to Laravel and takes a glance at



its newly introduced features. Moving on to setting up your development environment, you will learn how the composer works. In addition to this, you will be introduced to Valet, Homestead, Virtual Box, Vagrant, and Forge in Laravel. With this foundation, you will be ready to get started writing your first Laravel apps. To do so, you will learn to manage routes and controllers and how the Blade template works. Moving on to models, you will work with route model binding and get to know the relationship between models, databases, and Eloquent. Along the way you will define methods on your Eloquent model classes using different types of relationships. Shifting focus to handling user data, you will see how redirect methods work. You will also get to know the inner workings of requests and responses. Continuing the data theme, Beginning Laravel covers basic and grouped artisan commands and how to handle databases with Tinker. By being able to handle data effectively, your applications will come alive for your users, giving them the functionality they need. The last section of the book handles core concepts such as sending emails, alerting users via notifications, and implementing SOLID design principles. You will see how to decouple your application classes by using events and listeners. What You Will Learn Protect your app with authentication and authorization Build a complex relationship between entities using Eloquent models Take advantage of containers and facades Use the mail template Create and configure events Work with Laravel Passport Deploy API authentication Discover new Laravel 5.8 features such as dump server and email verification Who This Book Is For Those new to Laravel and PHP web development or those who have some background in PHP/Laravel who are new to Laravel's newest release.

Develop a simple, yet fully-functional modern web application using ASP.NET Core MVC, Entity Framework and Angular 5. About This Book Based on the best-selling book ASP.NET Core and Angular 2 Easily build a complete single page application with two of the most impressive frameworks in modern development, ASP.NET Core and Angular Bring together the capabilities and features of both Angular 5 and ASP.NET Core 2 for full stack development Discover a comprehensive approach to building your next web project-From managing data, to application design, through to SEO optimization and security Who This Book Is For This book is for seasoned ASP.NET developers who already know about ASP.NET Core and Angular in general, but want to know more about them and/or understand how to blend them together to craft a production-ready SPA. What You Will Learn Use ASP.NET Core to its full extent to create a versatile backend layer based on RESTful APIs Consume backend APIs with the brand new Angular 5 HttpClient and use RxJS Observers to feed the frontend UI asynchronously Implement an authentication and authorization layer using ASP.NET Identity to support user login with integrated and third-party OAuth 2 providers Configure a web application in order to accept user-defined data and persist it into the database using server-side APIs Secure your application against threats and vulnerabilities in a time efficient way Connect different

aspects of the ASP.NET Core framework ecosystem and make them interact with each other for a Full-Stack web development experience In Detail Become fluent in both frontend and backend web development by combining the impressive capabilities of ASP.NET Core 2 and Angular 5 from project setup right through the deployment phase. Full-stack web development means being able to work on both the frontend and backend portions of an application. The frontend is the part that users will see or interact with, while the backend is the underlying engine, that handles the logical flow: server configuration, data storage and retrieval, database interactions, user authentication, and more. Use the ASP.NET Core MVC framework to implement the backend with API calls and server-side routing. Learn how to put the frontend together using top-notch Angular 5 features such as two-way binding, Observables, and Dependency Injection, build the Data Model with Entity Framework Core, style the frontend with CSS/LESS for a responsive and mobile-friendly UI, handle user input with Forms and Validators, explore different authentication techniques, including the support for third-party OAuth2 providers such as Facebook, and deploy the application using Windows Server, SQL Server, and the IIS/Kestrel reverse proxy. Style and approach More than just a technical manual, this guide takes you through the most important technical facets of developing with these two hugely popular frameworks and then demonstrates how to put those skills into practice. It's a book that recognizes that what's really important is the end product.

Get your code under control in a series of small, specific steps About This Book Learn to extract and replace legacy artifacts, Improve your application from the ground up while keeping your codebase fully operational, Improve the quality of your legacy applications. Who This Book Is For PHP developers from all skill levels will be able to get value from this book and will be able to transform their spaghetti code applications to clean, modular applications. If you are in the midst of a legacy refactor or you find yourself in a state of despair caused by the code you have inherited, this is the book for you. All you need is to have PHP 5.0 installed, and you're all set to change the way you maintain and deploy your code! What You Will Learn Replace global and new with dependency injection Extract SQL statements to gateways Convert action logic to controllers Remove repeated logic in page scripts Create maintainable PHP code from cruddy legacy PHP In Detail Have you noticed that your legacy PHP application is composed of page scripts placed directly in the document root of the web server? Or, do your page scripts, along with any other classes and functions, combine the concerns of model, view, and controller into the same scope? Is the majority of the logical flow incorporated as include files and global functions rather than class methods? Working with such a legacy application feels like dragging your feet through mud, doesn't it? This book will show you how to modernize your application in terms of practice and technique, rather than in terms of using tools like frameworks and libraries, by extracting and replacing its legacy artifacts. We will use a step-by-step approach, moving slowly and methodically, to improve your application from

the ground up. We'll show you how dependency injection can replace both the new and global dependencies. We'll also show you how to change the presentation logic to view files and the action logic to a controller. Moreover, we'll keep your application running the whole time. Each completed step in the process will keep your codebase fully operational with higher quality. When we are done, you will be able to breeze through your code like the wind. Your code will be autoloading, dependency-injected, unit-tested, layer-separated, and front-controlled. Most of the very limited code we will add to your application is specific to this book. We will be improving ourselves as programmers, as well as improving the quality of our legacy application.

**Style and approach** This book gives developers an easy-to-follow, practical and powerful process to bring their applications up to a modern baseline. Each step in the book is practical, self-contained and moves you closer to the end goal you seek: maintainable code. As you follow the exercises in the book, the author almost anticipates your questions and you will have the answers, ready to be implemented on your project.

Learn the art of PHP programming through this example-rich book filled to the brim with tutorials every PHP developer needs to know

**About This Book** Set up the PHP environment and get started with web programming Leverage the potential of PHP for server-side programming, memory management, and object-oriented programming (OOP) This book is packed with real-life examples to help you implement the concepts as you learn

**Who This Book Is For** If you are a web developer or programmer who wants to create real-life web applications using PHP 7, or a beginner who wants to get started with PHP 7 programming, this book is for you. Prior knowledge of PHP, PHP 7, or programming is not mandatory.

**What You Will Learn** Set up a server on your machine with PHP Use PHP syntax with the built-in server to create apps Apply the OOP paradigm to PHP to write richer code Use MySQL to manage data in your web applications Create a web application from scratch using MVC Add tests to your web application and write testable code Use an existing PHP framework to build and manage your applications Build REST APIs for your PHP applications Test the behavior of web applications with Behat

**In Detail** PHP is a great language for building web applications. It is essentially a server-side scripting language that is also used for general purpose programming. PHP 7 is the latest version with a host of new features, and it provides major backwards-compatibility breaks. This book begins with the fundamentals of PHP programming by covering the basic concepts such as variables, functions, class, and objects. You will set up PHP server on your machine and learn to read and write procedural PHP code. After getting an understanding of OOP as a paradigm, you will execute MySQL queries on your database. Moving on, you will find out how to use MVC to create applications from scratch and add tests. Then, you will build REST APIs and perform behavioral tests on your applications. By the end of the book, you will have the skills required to read and write files, debug, test, and work with MySQL.

**Style and approach** This book begins with the basics that all PHP

developers use every day and then dives deep into detailed concepts and tricks to help you speed through development. You will be able to learn the concepts by performing practical tasks and implementing them in your daily activities, all at your own pace.

I've written *A Year With Symfony* for you, a developer who will work with Symfony2 for more than a month (and probably more than a year). You may have started reading your way through the official documentation ("The Book"), the cookbook, some blogs, or an online tutorial. You know now how to create a Symfony2 application, with routing, controllers, entities or documents, Twig templates and maybe some unit tests. But after these basic steps, some concerns will raise about... The reusability of your code - How should you structure your code to make it reusable in a future project? Or even in the same project, but with a different view or in a console command? The quality of the internal API you have knowingly or unknowingly created - What can you do to ensure that your team members will understand your code, and will use it in the way it was meant to be used? How can you make your code flexible enough to be used in situations resembling the one you wrote it for? The level of security of your application - Symfony2 and Doctrine seem to automatically make you invulnerable for well-known attacks on your web application, like XSS, CSRF and SQL injection attacks. But can you completely rely on the framework? And what steps should you take to fix some of the remaining issues? The inner workings of Symfony2 - When you take one step further from creating just controllers and views, you will soon need to know more about the HttpKernel which is the heart of a Symfony2 application. How does it know what controller should be used, and which template? And how can you override any decision that's made while handling a request?

Learn PHP development best practices, such as version control, development environment virtualization, and coding standards. You'll also discover the most useful PHP web frameworks, including the new Laravel, symfony2, and micro-frameworks. As you do so, you'll learn how to use them to write the most productive PHP code possible. *PHP Development Tool Essentials* complements Jason Gilmore's best-selling *Beginning PHP and MySQL*. This book will further expose you to the many different methodologies, tools, and concepts that professional web developers are using more and more each day. What You'll Learn Use version control with PHP Set up virtualized development environments Maintain PHP coding standards Manage dependencies Leverage the best PHP frameworks Who This Book Is For Intermediate to advanced PHP developers looking to advance their skills with new tools, concepts, and approaches. This book takes you beyond the PHP basics to the enterprise development practices used by professional programmers. Updated for PHP 5.3 with new sections on closures, namespaces, and continuous integration, this edition will teach you about object features such as abstract classes, reflection, interfaces, and error handling. You'll also discover object tools to help you learn more about



your classes, objects, and methods. Then you'll move into design patterns and the principles that make patterns powerful. You'll learn both classic design patterns and enterprise and database patterns with easy-to-follow examples. Finally, you'll discover how to put it all into practice to help turn great code into successful projects. You'll learn how to manage multiple developers with Subversion, and how to build and install using Phing and PEAR. You'll also learn strategies for automated testing and building, including continuous integration. Taken together, these three elements—object fundamentals, design principles, and best practices—will help you develop elegant and rock-solid systems.

Beginning Neo4j is your introduction in the world of graph databases, and the benefits they can bring to your applications. Neo4j is the most established graph database on the market, and it's always improving to bring more of its benefits to you. This book will take you from the installation of Neo4j through to building a full application with Neo4j at its heart, and everything in between. Using this book, you'll get everything up and running, and then learn how to use Neo4j to build up recommendations, relationships, and calculate the shortest route between two locations. With example data models, best practices, and an application putting everything together, this book will give you everything you need to really get started with Neo4j. Neo4j is being used by social media and ecommerce industry giants. You can take advantage of Neo4j's powerful features and benefits - add Beginning Neo4j to your library today.

The things you need to do to set up a new software project can be daunting. First, you have to select the back-end framework to create your API, choose your database, set up security, and choose your build tool. Then you have to choose the tools to create your front end: select a UI framework, configure a build tool, set up Sass processing, configure your browser to auto-refresh when you make changes, and configure the client and server so they work in unison. If you're building a new application using Spring Boot and Angular, you can save days by using JHipster. JHipster generates a complete and modern web app, unifying: - A high-performance and robust Java stack on the server side with Spring Boot - A sleek, modern, mobile-first front-end with Angular and Bootstrap - A robust microservice architecture with the JHipster Registry, Netflix OSS, the ELK stack, and Docker - A powerful workflow to build your application with Yeoman, Webpack, and Maven/Gradle

"Demystifies object-oriented programming, and lays out how to use it to design truly secure and performant applications." —Charles Soetan, Plum.io Key Features Dozens of techniques for writing object-oriented code that's easy to read, reuse, and maintain Write code that other programmers will instantly understand Design rules for constructing objects, changing and exposing state, and more Examples written in an instantly familiar pseudocode that's easy to apply to Java, Python, C#, and any object-oriented language Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Well-written object-oriented code is easy to read, modify, and debug. Elevate your coding style by mastering the universal best practices for object design presented in this book. These clearly presented rules, which apply to any OO language, maximize the clarity and durability of your codebase and increase productivity for you and your team. In Object Design Style Guide, veteran developer Matthias Noback lays out design rules for constructing objects, defining methods, and much more. All examples use instantly familiar pseudocode, so you can follow along in the language you prefer. You'll go case by case through important scenarios and challenges for object design and then walk through a simple web application that demonstrates how different types of objects can work together effectively. What You Will Learn Universal design rules for a wide range of objects Best practices for testing objects A catalog of common object types Changing and exposing state Test your object design skills with exercises This

Book Is Written For For readers familiar with an object-oriented language and basic application architecture. About the Author Matthias Noback is a professional web developer with nearly two decades of experience. He runs his own web development, training, and consultancy company called "Noback's Office." Table of Contents: 1 | Programming with objects: A primer 2 | Creating services 3 | Creating other objects 4 | Manipulating objects 5 | Using objects 6 | Retrieving information 7 | Performing tasks 8 | Dividing responsibilities 9 | Changing the behavior of services 10 | A field guide to objects 11 | Epilogue

Leverage the power of Reactive Programming in PHP About This Book Develop an interesting multiplayer browser game written in RxJS and re-implement it using RxPHP Enhance existing reactive applications by building a CLI tool combining Symfony Console Implement Gearman and Rabbit MQ for asynchronous communication Who This Book Is For This book is aimed at people with a solid knowledge of PHP and programming languages in general. We also assume they have at least a little experience with other technologies such as JavaScript, Node.js, and others. What You Will Learn How to work with the RxPHP library and see what it offers via many examples Use the RxPHP library in combination with Symfony Console The different approaches to using Symfony3's Event Dispatcher component Test your reactive PHP code using PHPUnit Analyze PHP source code and apply a custom set of rules by building a CLI tool In Detail Reactive Programming helps us write code that is concise, clear, and readable. Combining the power of reactive programming and PHP, one of the most widely used languages, will enable you to create web applications more pragmatically. PHP Reactive Programming will teach you the benefits of reactive programming via real-world examples with a hands-on approach. You will create multiple projects showing RxPHP in action alone and in combination with other libraries. The book starts with a brief introduction to reactive programming, clearly explaining the importance of building reactive applications. You will use the RxPHP library, built a reddit CLI using it, and also re-implement the Symfony3 Event Dispatcher with RxPHP. You will learn how to test your RxPHP code by writing unit tests. Moving on to more interesting aspects, you will implement a web socket backend by developing a browser game. You will learn to implement quite complex reactive systems while avoiding pitfalls such as circular dependencies by moving the RxJS logic from the frontend to the backend. The book will then focus on writing extendable RxPHP code by developing a code testing tool and also cover Using RxPHP on both the server and client side of the application. With a concluding chapter on reactive programming practices in other languages, this book will serve as a complete guide for you to start writing reactive applications in PHP. Style and approach This book will teach readers how to build reactive applications in a step-by-step manner. It will also present several examples of reactive applications implemented with different frameworks.

This book is designed to introduce students to programming and computational thinking through the lens of exploring data. You can think of Python as your tool to solve problems that are far beyond the capability of a spreadsheet. It is an easy-to-use and easy-to learn programming language that is freely available on Windows, Macintosh , and Linux computers. There are free downloadable copies of this book in various electronic formats and a self-paced free online course where you can explore the course materials. All the supporting materials for the book are available under open and remixable licenses. This book is designed to teach people to program even if they have no prior experience.

Over 40 recipes to help you create real-time JavaScript applications using the robust Socket.IO framework About This Book Create secure WebSocket connections and real-time mobile applications using Socket.IO Devise efficient messaging systems between the server side and the client side A step-by-step implementation guide to help you create elements of Socket.IO application Who This Book Is For If you have some knowledge of JavaScript and Node.js and want to create awe-inspiring application experiences using real time communication, then this

book is for you. Developers with knowledge of other scripting languages should also be able to easily follow along. What You Will Learn Build rich and interactive real-time dashboards using Socket.IO to pipe in data as it becomes available Design chat and multiple-person interfaces that leverage Socket.IO for communication Segment conversations to rooms and namespaces so that every socket doesn't have to receive every message Secure your data by implementing various authentication techniques, locking down the HTTP referrer and using secure WebSockets Load balance across multiple server-side nodes and keep your WebSockets in sync using Redis, RabbitMQ or Memcached Stream binary data such as audio and video in real-time over a Socket.IO connection Create real-time experiences outside of the browser by integrating Socket.IO with hybrid mobile applications In Detail Socket.IO is a JavaScript library that provides you with the ability to implement real-time analytics, binary streaming, instant messaging, and document collaboration. It has two parts: a client-side library that runs in the browser, and a server-side library for node.js. Socket.IO is event-driven and primarily uses the WebSocket protocol that allows us to emit data bi-directionally from the server and the client. Socket.IO This book is a complete resource, covering topics from WebSocket security to scaling the server-side of a Socket.IO application and everything in between. This book will provide real-world examples of how secure bi-directional, full-duplex connections that can be created using Socket.IO for different environments. It will also explain how the connection vulnerabilities can be resolved for large numbers of users and huge amounts of data/messages. By the end of the book, you will be a competent Socket.IO developer. With the help of the examples and real-world solutions, you will learn to create fast, scalable, and dynamic real-time apps by creating efficient messaging systems between the server side and the client side using Socket.IO. Style and approach This book is written in a cookbook-style format and provides practical, immediately usable task-based recipes that show you how to create the elements of a Socket.IO application.

Real examples written in PHP showcasing DDD Architectural Styles, Tactical Design, and Bounded Context Integration About This Book Focuses on practical code rather than theory Full of real-world examples that you can apply to your own projects Shows how to build PHP apps using DDD principles Who This Book Is For This book is for PHP developers who want to apply a DDD mindset to their code. You should have a good understanding of PHP and some knowledge of DDD. This book doesn't dwell on the theory, but instead gives you the code that you need. What You Will Learn Correctly design all design elements of Domain-Driven Design with PHP Learn all tactical patterns to achieve a fully worked-out Domain-Driven Design Apply hexagonal architecture within your application Integrate bounded contexts in your applications Use REST and Messaging approaches In Detail Domain-Driven Design (DDD) has arrived in the PHP community, but for all the talk, there is very little real code. Without being in a training session and with no PHP real examples, learning DDD can be challenging. This book changes all that. It details how to implement tactical DDD patterns and gives full examples of topics such as integrating Bounded Contexts with REST, and DDD messaging strategies. In this book, the authors show you, with tons of details and examples, how to properly design Entities, Value Objects, Services, Domain Events, Aggregates, Factories, Repositories, Services, and Application Services with PHP. They show how to apply Hexagonal Architecture within your application whether you use an open source framework or your own. Style and approach This highly practical book shows developers how to apply domain-driven design principles to PHP. It is full of solid code examples to work through.

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