

# Camel IN ACTION



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SAMPLE CHAPTER



MANNING

# Sample Chapter 8 Manning Publications

**Marco Faella**



## **Sample Chapter 8 Manning Publications:**

*Seriously Good Software* Marco Faella, 2020-03-05 Summary Serious developers know that code can always be improved. With each iteration you make optimizations small and large that can have a huge impact on your application's speed, size, resilience, and maintainability. In *Seriously Good Software: Code that Works Survives and Wins*, author, teacher, and Java expert Marco Faella teaches you techniques for writing better code. You'll start with a simple application and follow it through seven careful refactorings, each designed to explore another dimension of quality. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology: Great code blends the skill of a programmer with the time-tested techniques and best practices embraced by the entire development community. Although each application has its own context and character, some dimensions of quality are always important. This book concentrates on seven pillars of seriously good software: speed, memory usage, reliability, readability, thread safety, generality, and elegance. The Java-based examples demonstrate techniques that apply to any OO language. About the book: *Seriously Good Software* is a handbook for any professional developer serious about improving application quality. It explores fundamental dimensions of code quality by enhancing a simple implementation into a robust, professional-quality application. Questions, exercises, and Java-based examples ensure you'll get a firm grasp of the concepts as you go. When you finish the last version of the book's central project, you'll be able to confidently choose the right optimizations for your code. What's inside: Evaluating software qualities, Assessing trade-offs and interactions, Fulfilling different objectives in a single task. Java-based exercises you can apply in any OO language. About the reader: For developers with basic object-oriented programming skills and intermediate Java skills. About the author: Marco Faella teaches advanced programming at a major Italian university. His published work includes peer-reviewed research articles, a Java certification manual, and a video course.

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.NET in Action, Second Edition Dustin Metzgar, 2024-07-23 Learn to build standout line of business applications using Microsoft's .NET Framework, the premier platform for enterprise business development. Based on the bestselling *.NET Core in Action*, the new *.NET in Action, Second Edition* has been completely rewritten and updated by original author Dustin Metzgar, an industry veteran who helped develop both the original .NET Framework and .NET Core. *.NET in Action, Second Edition* presents the big picture of .NET application development, introducing core concepts like designing applications to take full advantage of .NET 8, integrating the latest C# and .NET features, building web services and applications with ASP.NET Core, working with data in files and remote services and databases via Entity Framework Core, verifying code with unit and integration tests, making applications ready for internationalization, benchmarking and analyzing application performance, .NET

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**Probabilistic Deep Learning** Beate Sick,Oliver Duerr,2020-10-11 Probabilistic Deep Learning is a hands on guide to the principles that support neural networks Learn to improve network performance with the right distribution for different data types and discover Bayesian variants that can state their own uncertainty to increase accuracy This book provides easy to apply code and uses popular frameworks to keep you focused on practical applications Summary Probabilistic Deep Learning With Python Keras and TensorFlow Probability teaches the increasingly popular probabilistic approach to deep learning that allows you to refine your results more quickly and accurately without much trial and error testing Emphasizing practical techniques that use the Python based Tensorflow Probability Framework you ll learn to build highly performant deep learning applications that can reliably handle the noise and uncertainty of real world data Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the technology The world is a noisy and uncertain place Probabilistic deep learning models capture that noise and uncertainty pulling it into real world scenarios Crucial for self driving cars and scientific testing these techniques help deep learning engineers assess the accuracy of their

results spot errors and improve their understanding of how algorithms work About the book Probabilistic Deep Learning is a hands on guide to the principles that support neural networks Learn to improve network performance with the right distribution for different data types and discover Bayesian variants that can state their own uncertainty to increase accuracy This book provides easy to apply code and uses popular frameworks to keep you focused on practical applications What's inside Explore maximum likelihood and the statistical basis of deep learning Discover probabilistic models that can indicate possible outcomes Learn to use normalizing flows for modeling and generating complex distributions Use Bayesian neural networks to access the uncertainty in the model About the reader For experienced machine learning developers About the author Oliver D rrr is a professor at the University of Applied Sciences in Konstanz Germany Beate Sick holds a chair for applied statistics at ZHAW and works as a researcher and lecturer at the University of Zurich Elvis Murina is a data scientist

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Elm in Action Richard Feldman, 2020-05-26 Summary Elm is more than just a cutting edge programming language it's a chance to upgrade the way you think about building web applications Once you get comfortable with Elm's refreshingly different approach to application development you'll be working with a clean syntax dependable libraries and a delightful compiler that essentially eliminates runtime exceptions Elm compiles to JavaScript so your code runs in any browser and Elm's best in class rendering speed will knock your socks off Let's get started About the technology Simply put the Elm programming language transforms the way you think about frontend web development Elm's legendary compiler is an incredible assistant giving you the precise and user friendly support you need to work efficiently Elm applications have small bundle sizes that run faster than JavaScript frameworks and are famously easy to maintain as they grow The catch Elm isn't JavaScript so you'll have some new skills to learn About the book Elm in Action teaches you the Elm language along with a new approach to coding frontend applications Chapter by chapter you'll create a full featured photo browsing app learning as you go about Elm's modular architecture Elm testing and how to work seamlessly with your favorite JavaScript libraries You'll especially appreciate author and Elm core team member Richard Feldman's unique insights based on his thousands of hours writing production code in Elm When you're done you'll have a toolbox of new development skills and a stunning web app for your portfolio What's inside Scalable design for production web applications Single page applications in Elm Data modeling in Elm Accessing JavaScript from Elm About the reader For web developers with no prior experience in Elm or functional programming About the author Richard Feldman is a software engineer at NoRedInk and a well known member of the Elm community Table of Contents PART 1 GETTING

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**Re-Engineering Legacy Software** Chris Birchall, 2016-04-15 Summary As a developer you may inherit projects built on existing codebases with design patterns usage assumptions infrastructure and tooling from another time and another team Fortunately there are ways to breathe new life into legacy projects so you can maintain improve and scale them without fighting their limitations Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Book Re Engineering Legacy Software is an experience driven guide to revitalizing inherited projects It covers refactoring quality metrics toolchain and workflow continuous integration infrastructure automation and organizational culture You ll learn techniques for introducing dependency injection for code modularity quantitatively measuring quality and automating infrastructure You ll also develop practical processes for deciding whether to rewrite or refactor organizing teams and convincing management that quality matters Core topics include deciphering and modularizing awkward code structures integrating and automating tests replacing outdated build systems and using tools like Vagrant and Ansible for infrastructure automation What s Inside Refactoring legacy codebases Continuous inspection and integration Automating legacy infrastructure New tests for old code Modularizing monolithic projects About the Reader This book is written for developers and team leads comfortable with an OO language like Java or C About the Author Chris Birchall is a senior developer at the Guardian in London working on the back end services that power the website Table of Contents PART 1 GETTING STARTED Understanding the challenges of legacy projects Finding your starting point PART 2 REFACTORING TO IMPROVE THE CODEBASE Preparing to refactor Refactoring Re architecting The Big Rewrite PART 3 BEYOND REFACTORING IMPROVING PROJECT WORKFLOW AND INFRASTRUCTURE Automating the development environment Extending automation to test staging and production environments Modernizing the development building and deployment of legacy software Stop writing legacy code **Testing Microservices with Mountebank** Brandon Byars, 2018-12-01 Summary Testing Microservices with Mountebank is your guide to the ins and outs of testing microservices with service virtualization The book offers unique insights into microservices application design and state of the art testing practices that will deepen your microservices skills and improve your applications Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Even if you lab test each service in isolation it s challenging and potentially dangerous to test a live microservices system that s changing and growing Fortunately you can use Mountebank to imitate the components of a distributed microservices application to give you a good approximation of the runtime conditions as you test individual services About the Book Testing Microservices with Mountebank introduces the powerful practice of service virtualization In it author Brandon Byars Mountebank s creator offers unique insights into microservices application design and state of the art testing practices You ll expand your

understanding of microservices as you work with Mountebank's imposters, responses, behaviors, and programmability. By mastering the powerful testing techniques in this unique book, your microservices skills will deepen and your applications will improve. For real! What's inside: The core concepts of service virtualization; Testing using canned responses; Programming Mountebank; Performance testing. About the Reader: Written for developers familiar with SOA or microservices systems. About the Author: Brandon Byars is the author and chief maintainer of Mountebank and a principal consultant at ThoughtWorks.

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**The Programmer's Brain** Felienne Hermans, 2021-09-07 The Programmer's Brain explores the way your brain works when it's thinking about code. In it, you'll master practical ways to apply these cognitive principles to your daily programming life. You'll improve your code comprehension by turning confusion into a learning tool and pick up awesome techniques for reading code and quickly memorizing syntax. This practical guide includes tips for creating your own flashcards and study resources that can be applied to any new language you want to master. By the time you're done, you'll not only be better at teaching yourself, you'll be an expert at bringing new colleagues and junior programmers up to speed.

**D3 for the Impatient** Philipp K. Janert, 2019-05-02 If you're in a hurry to learn D3.js, the leading JavaScript library for web-based graphics and visualization, this book is for you. Written for technically savvy readers with a background in programming or data science, the book moves quickly, emphasizing unifying concepts and patterns. Anticipating common difficulties, author Philipp K. Janert teaches you how to apply D3 to your own problems. Assuming only a general programming background but no previous experience with contemporary web development, this book explains supporting technologies such as SVG, HTML5, CSS, and the DOM as needed, making it a convenient one-stop resource for a technical audience. Understand D3 selections, the library's fundamental organizing principle. Learn how to create data-driven documents with data binding. Create animated graphs and interactive user interfaces. Draw figures with curves, shapes, and colors. Use the built-in facilities for heatmaps, tree graphs, and networks. Simplify your work by writing your own reusable components.

**An R Companion to Political Analysis** Philip H. Pollock III, Philip H. Pollock (III.), Barry C. Edwards, 2022-07-18 The Third Edition of *An R Companion to Political Analysis* by Philip H. Pollock III and Barry C. Edwards teaches your students to conduct research with R, the open-source programming language for statistical computing and graphics. This workbook offers the same easy-to-use style as other Companions tailored for R.

**NHibernate in Action** Pierre Henri Kuate, Christian Bauer, Gavin King, 2009-03-10 This book is a translation from Java to .NET as well as an expansion of the bestselling *Hibernate in Action*. All traces of Java have been carefully replaced by their .NET equivalents in order to guide readers through complex business operations.

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