

Camel IN ACTION



Claus Ibsen
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Forewords by
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SAMPLE CHAPTER



MANNING

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Joacim Rocklöv



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Design Charts for Open-channel Flow United States. Federal Highway Administration, 1979 The design of a highway drainage channel to carry a given discharge is accomplished in two parts The first part of the design involves the computation of a channel section which will carry the design discharge on the available slope This chapter briefly discusses the principles of flow in open channels and the use of the Manning equation for computing the channel capacity The second part of the design is the determination of the degree of protection required to prevent erosion in the drainage channel This can be done by computing the velocity in the channel at the design discharge using the Manning equation and comparing the calculated velocity with that permissible for the type of channel lining used A change in the type of channel lining will require a change in channel size unless both linings have the same roughness coefficient **Hydraulic Design Series** United States. Bureau of Public Roads, 1961 *Design Charts for Open-channel Flow* United States. Bureau of Public Roads, 1961

.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 Make applications ready for internationalization Benchmarking and analyzing application performance .NET in Action Second Edition offers a clear headed introduction to implementing full featured cross platform professional applications on the Microsoft .NET platform It compiles the must know skills of .NET into a format that's clear and easy to follow In each chapter you'll build new applications pick up essential .NET skills and test your knowledge against handy exercises Foreword by Scott Hanselman About the technology The Microsoft .NET platform is a godsend for application developers .NET provides a comprehensive framework with consistent tooling for web mobile and line of business applications high performance games and massive distributed systems A perfect blend of power and flexibility it's just in time compiler runs multiple languages including C# Visual Basic and F# About the book .NET in Action Second Edition teaches you to build cross platform applications and services on the .NET platform It gives you the big picture systematically presenting the features you need to ship high quality apps without bogging you down in low level details You'll learn to benchmark and analyze performance issues secure your sites and products and explore modern architectures like microservices This totally revised new edition now covers .NET 8 and new C# language features along with updates to ASP.NET Core and Entity Framework Core What's inside Take advantage of the latest C# and .NET features Secure your applications Performance

analysis and tuning Modern application design techniques About the reader For beginning to intermediate developers on any platform No NET experience required About the author Dustin Metzgar is a seasoned developer and architect At Microsoft Dustin contributed to the NET Framework NET Core and the open sourcing of NET The technical editor on this book was Gerald Versluis Table of Contents PART 1 1 Why NET 2 Building a console application 3 Creating web services and applications with ASP NET Core PART 2 4 File and network I O 5 Using Entity Framework Core with relational databases PART 3 6 Unit testing fundamentals 7 Substituting dependencies in tests 8 Integration testing PART 4 9 Security 10 Performance and profiling 11 Handling failures 12 Building world ready applications 13 Working with containers

Acing the System Design Interview Zhiyong Tan, 2024-01-30 Ace the toughest system design interview questions and land the job and salary you want For software engineers software architects and engineering managers looking to advance their careers Acing the System Design Interview tackles the hardest part of the software engineering hiring process the system design interview Never fear In this book Zhiyong Tan reveals his unique system design interview techniques that have earned him job offers from Amazon Apple PayPal and Uber The book goes well beyond typical soft skills You will master a structured and organised approach to present system design ideas like Scaling databases to support heavy traffic Distributed transactions techniques to ensure data consistency Services for functional partitioning such as API gateway service mesh and metadata Common API paradigms including REST RPC and GraphQL Caching strategies including their tradeoffs Logging monitoring and alerting concepts that are critical in any system design Communication skills that demonstrate your engineering maturity The interview's open ended nature often makes nailing it more art than science and notoriously difficult to prepare for With this book you will dive deep into the common technical topics that arise during interviews learning how to apply them to mentally perfect different kinds of systems About the technology Any senior role in software engineering will include system design interviews in the hiring process Built around open ended questions with no standard answer these interviews test how well you understand the design of complex systems You will need to demonstrate that you can balance trade offs to design a system that both meets current requirements and is flexible to future modifications and extensions all in a 50 minute interview

Practical Machine Learning for Data Analysis Using Python Abdulhamit Subasi, 2020-06-05 Practical Machine Learning for Data Analysis Using Python is a problem solver's guide for creating real world intelligent systems It provides a comprehensive approach with concepts practices hands on examples and sample code The book teaches readers the vital skills required to understand and solve different problems with machine learning It teaches machine learning techniques necessary to become a successful practitioner through the presentation of real world case studies in Python machine learning ecosystems The book also focuses on building a foundation of machine learning knowledge to solve different real world case studies across various fields including biomedical signal analysis healthcare security economics and finance Moreover it covers a wide range of machine learning models including regression classification and forecasting The

goal of the book is to help a broad range of readers including IT professionals analysts developers data scientists engineers and graduate students to solve their own real world problems Offers a comprehensive overview of the application of machine learning tools in data analysis across a wide range of subject areas Teaches readers how to apply machine learning techniques to biomedical signals financial data and healthcare data Explores important classification and regression algorithms as well as other machine learning techniques Explains how to use Python to handle data extraction manipulation and exploration techniques as well as how to visualize data spread across multiple dimensions and extract useful features

Data-intensive Systems Tomasz Wiktorski,2019-01-01 Data intensive systems are a technological building block supporting Big Data and Data Science applications This book familiarizes readers with core concepts that they should be aware of before continuing with independent work and the more advanced technical reference literature that dominates the current landscape The material in the book is structured following a problem based approach This means that the content in the chapters is focused on developing solutions to simplified but still realistic problems using data intensive technologies and approaches The reader follows one reference scenario through the whole book that uses an open Apache dataset The origins of this volume are in lectures from a master s course in Data intensive Systems given at the University of Stavanger Some chapters were also a base for guest lectures at Purdue University and Lodz University of Technology Smart Cities Stan McClellan,Jesus A. Jimenez,George Koutitas,2017-08-03 This book reviews the applications technologies standards and other issues related to Smart Cities The book is divided into broad topical sections including Vision the authors have each participated in the development and or deployment of constituent technologies standards and applications and share unique perspectives on key areas of the Smart City *Microservices and Automation Excellence: Full-Stack Development for the Intelligent Enterprise 2025* AUTHOR:1-VAMSI KRISNA KONDREDDY, AUTHOR:2-DR DEEPENDRA RASTOGI, PREFACE In an era defined by agility intelligence and automation modern software architectures have undergone a dramatic transformation Enterprises are increasingly moving beyond monolithic systems to embrace microservices serverless functions and event driven platforms This paradigm shift is not only architectural but deeply cultural blending DevOps philosophies AI driven insights and cloud native technologies to create intelligent self optimizing ecosystems Microservices and Automation Excellence Full Stack Development for the Intelligent Enterprise is the result of years of research practical experience and emerging trends observed across industries from finance and healthcare to logistics and retail This book was written with a singular goal to provide a structured practitioner focused roadmap for engineers architects and leaders who are building the next generation of distributed scalable and intelligent applications Across twelve comprehensive chapters we explore a wide spectrum of topics ranging from the fundamentals of microservices and CI CD pipelines to innovative concepts like AIOps platform engineering and edge native microservices Each chapter is designed to be modular enriched with real world examples industry case studies tool comparisons and the latest insights from the field Whether you re an

architect designing resilient systems a DevOps engineer automating delivery pipelines or a product leader aligning technology with business goals this book aims to serve as both a foundational guide and a forward looking companion We hope this work not only informs your decisions but also inspires new thinking around how to build and operate software in a world increasingly powered by intelligence autonomy and scale In addition the book addresses the ethical challenges and privacy concerns associated with voice recognition technologies While the potential for these tools is vast they raise important questions about data security user consent and the potential for misuse As we look to the future we must balance innovation with responsibility to ensure that these technologies serve the broader interests of society The purpose of this book is not only to present the current state of the art in generative AI for voice recognition but also to offer a forward looking perspective on the trends and research directions that will shape the next generation of voice enabled applications With emerging technologies such as neural text to speech TTS multilingual speech models and real time voice translation the possibilities seem limitless and the need for understanding these advanced AI applications is more pressing than ever Whether you are a researcher seeking a deep understanding of generative AI in voice recognition or a developer looking for practical knowledge to build the next big voice enabled application this book aims to provide the knowledge and insights needed to navigate this exciting and transformative field The world of voice recognition is evolving at an astonishing pace and with the help of generative AI we are only beginning to scratch the surface of its potential Join us on this journey through the realm of voice recognition and generative AI where we will explore the technologies applications and innovations that are defining the future of human computer interaction

Authors Vamsi Krisna Kondreddy Dr Deependra Rastogi [Getting started with Spring Framework: covers Spring 5 \(4th Edition\)](#) Ashish Sarin,J Sharma,2017-11-28 Chapter 1 of this book is now available online [bit ly 2z8ErGg](https://bit.ly/2z8ErGg) 4th Edition reflects changes to Spring 5 and includes new chapters on Functional and Reactive application development Reactive application development chapters cover Reactive Streams specification RxJava 2 Reactor Spring WebFlux and reactive support in Spring Data and Spring Security The examples consisting of 88 sample projects that accompany this book are based on Spring 5 0 1 and Java 9 You can download the examples described in this book from the following GitHub project [github com getting started with spring](https://github.com/getting-started-with-spring) 4thEdition This book covers Spring Framework basics Aspect oriented programming Database interaction using Spring and Hibernate JPA Spring Data JPA Spring Data MongoDB Messaging emailing and caching support Spring Web MVC Developing RESTful web services using Spring Web MVC Functional programming using lambdas and method references Stream API Reactive programming using RxJava 2 and Reactor Spring WebFlux Reactive support in Spring Data MongoDB and Spring Security Developing reactive RESTful web services using Spring WebFlux Spring Security and Spring Data MongoDB [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 Understanding AI, IoT, 6G and The Infrastructure Revolution Walter Goralski, 2024-12-31 This book offers a comprehensive analysis of the essential technologies that enable the smooth functioning of the Internet on a global scale It explains how these technologies work together to enable a variety of online experiences including sports and entertainment intelligent shopping and financial transactions This invaluable reference provides the reader with a solid understanding of the innovations and advancements in technologies like Artificial Intelligence 6G fiber optics cloud computing and more Instead of investigating each technology in isolation this book shows how they all fit together to reinforce and enhance a particular network capability This hands-on guide is a unique jargon-free examination of current technologies for general audiences with only a basic knowledge of terminology it is a foundational text and no specialized knowledge is needed to understand the technologies discussed *Parallel and High Performance Computing* Robert Robey, Yuliana Zamora, 2021-06-22 Complex calculations like training deep learning models or running large-scale simulations can take an extremely long time Efficient parallel programming can save hours or even days of computing time Parallel and High Performance Computing shows you how to deliver faster run times greater scalability and increased energy efficiency to your programs by mastering parallel techniques for multicore processor and GPU hardware about the technology Modern computing hardware comes equipped with multicore CPUs and GPUs that can process numerous instruction sets simultaneously Parallel computing takes advantage of this now standard computer architecture to execute multiple operations at the same time offering the potential for applications that run faster are more energy efficient and can be scaled to tackle problems that demand large computational capabilities But to get these benefits you must change the way you design and write software Taking advantage of the tools algorithms and design patterns created specifically for parallel processing is essential to creating top-performing applications about the book Parallel and High Performance Computing is an irreplaceable guide for anyone who needs to maximize application performance and reduce execution time Parallel computing experts Robert Robey and Yuliana Zamora take a fundamental approach to parallel programming providing novice practitioners the skills needed to tackle any high-performance computing project with modern CPU and GPU hardware Get under the hood of parallel computing architecture and learn to evaluate hardware performance scale up your resources to tackle larger problem sizes and deliver a level of energy efficiency that makes high performance possible on hand-held devices When you're done you'll be able to build parallel programs that are reliable robust and require minimal code maintenance This book is unique in its breadth with discussions of parallel algorithms techniques to successfully develop parallel programs and wide coverage of the most effective languages for the CPU and GPU The

programming paradigms include MPI OpenMP threading and vectorization for the CPU For the GPU the book covers OpenMP and OpenACC directive based approaches and the native based CUDA and OpenCL languages what s inside Steps for planning a new parallel project Choosing the right data structures and algorithms Addressing underperforming kernels and loops The differences in CPU and GPU architecture about the reader For experienced programmers with proficiency in a high performance computing language such as C C or Fortran about the authors Robert Robey has been active in the field of parallel computing for over 30 years He works at Los Alamos National Laboratory and has previously worked at the University of New Mexico where he started up the Albuquerque High Performance Computing Center Yuliana Zamora has lectured on efficient programming of modern hardware at national conferences based on her work developing applications running on tens of thousands of processing cores and the latest GPU architectures **Jetan** Fredrik Ekman,2022-09-27 Throughout its hundred year history the game Jetan has influenced many writers and game designers Invented by author Edgar Rice Burroughs for his 1922 novel The Chessmen of Mars Jetan has been played by enthusiastic fans and serious gamers alike This first ever book on Jetan explores the game s rules in depth and provides new interpretations based on up to date research It chronicles the game s history explores tactics and variants and provides a complete standard for notating games Also included are three annotated Jetan playthroughs and several practice exercises Over 80 diagrams and photographs are used as illustrations and an essay about Edgar Rice Burroughs lifelong interest in sports and games further contextualizes the game **Learning Domain-Driven Design** Vlad Khononov,2021-10-08 Building software is harder than ever As a developer you not only have to chase ever changing technological trends but also need to understand the business domains behind the software This practical book provides you with a set of core patterns principles and practices for analyzing business domains understanding business strategy and most importantly aligning software design with its business needs Author Vlad Khononov shows you how these practices lead to robust implementation of business logic and help to future proof software design and architecture You ll examine the relationship between domain driven design DDD and other methodologies to ensure you make architectural decisions that meet business requirements You ll also explore the real life story of implementing DDD in a startup company With this book you ll learn how to Analyze a company s business domain to learn how the system you re building fits its competitive strategy Use DDD s strategic and tactical tools to architect effective software solutions that address business needs Build a shared understanding of the business domains you encounter Decompose a system into bounded contexts Coordinate the work of multiple teams Gradually introduce DDD to brownfield projects **Test-Driven Development** Thomas Hammell,David Gold,Tom Snyder,2007-03-01 This will be the first book to show how to implement a test driven development process in detail as it applies to real world J2EE applications Combines the tools and methodologies of test driven development with real world use cases unlikely most titles which cover one or the other Looks at the complete process including test coverage strategies test organization incorporating TDD into new and

existing projects as well as how to automate it all This book is not version specific Principles of Modeling and Simulation
John A. Sokolowski, Catherine M. Banks, 2011-09-20 Explores wide ranging applications of modeling and simulation techniques that allow readers to conduct research and ask What if Principles of Modeling and Simulation A Multidisciplinary Approach is the first book to provide an introduction to modeling and simulation techniques across diverse areas of study Numerous researchers from the fields of social science engineering computer science and business have collaborated on this work to explore the multifaceted uses of computational modeling while illustrating their applications in common spreadsheets The book is organized into three succinct parts Principles of Modeling and Simulation provides a brief history of modeling and simulation outlines its many functions and explores the advantages and disadvantages of using models in problem solving Two major reasons to employ modeling and simulation are illustrated through the study of a specific problem in conjunction with the use of related applications thus gaining insight into complex concepts Theoretical Underpinnings examines various modeling techniques and introduces readers to two significant simulation concepts discrete event simulation and simulation of continuous systems This section details the two primary methods in which humans interface with simulations and it also distinguishes the meaning importance and significance of verification and validation Practical Domains delves into specific topics related to transportation business medicine social science and enterprise decision support The challenges of modeling and simulation are discussed along with advanced applied principles of modeling and simulation such as representation techniques integration into the application infrastructure and emerging technologies With its accessible style and wealth of real world examples Principles of Modeling and Simulation A Multidisciplinary Approach is a valuable book for modeling and simulation courses at the upper undergraduate and graduate levels It is also an indispensable reference for researchers and practitioners working in statistics mathematics engineering computer science economics and the social sciences who would like to further develop their understanding and knowledge of the field **Getting Started with Hibernate 3** James Elliott, 2006-08-07 Hibernate has clearly arrived Are you ready to benefit from its simple way of working with relational databases as Java objects This PDF updates the introductory material from the award winning Hibernate A Developer s Notebook to teach you how to jump right in and get productive with the current release of Hibernate You ll be walked through the ins and outs of setting up Hibernate and some related tools that make it easier to use and that may give you new ideas about how to store information in your Java programs In short this PDF gives you exactly the information you need to start using Hibernate today *Spark in Action, Second Edition* Jean-Georges Perrin, 2020-06-02 Summary The Spark distributed data processing platform provides an easy to implement tool for ingesting streaming and processing data from any source In Spark in Action Second Edition you ll learn to take advantage of Spark s core features and incredible processing speed with applications including real time computation delayed evaluation and machine learning Spark skills are a hot commodity in enterprises worldwide and with Spark s powerful and flexible Java APIs you can reap all

the benefits without first learning Scala or Hadoop Foreword by Rob Thomas Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the technology Analyzing enterprise data starts by reading filtering and merging files and streams from many sources The Spark data processing engine handles this varied volume like a champ delivering speeds 100 times faster than Hadoop systems Thanks to SQL support an intuitive interface and a straightforward multilanguage API you can use Spark without learning a complex new ecosystem About the book Spark in Action Second Edition teaches you to create end to end analytics applications In this entirely new book you ll learn from interesting Java based examples including a complete data pipeline for processing NASA satellite data And you ll discover Java Python and Scala code samples hosted on GitHub that you can explore and adapt plus appendixes that give you a cheat sheet for installing tools and understanding Spark specific terms What s inside Writing Spark applications in Java Spark application architecture Ingestion through files databases streaming and Elasticsearch Querying distributed datasets with Spark SQL About the reader This book does not assume previous experience with Spark Scala or Hadoop About the author Jean Georges Perrin is an experienced data and software architect He is France s first IBM Champion and has been honored for 12 consecutive years Table of Contents PART 1 THE THEORY CRIPPLED BY AWESOME EXAMPLES 1 So what is Spark anyway 2 Architecture and flow 3 The majestic role of the dataframe 4 Fundamentally lazy 5 Building a simple app for deployment 6 Deploying your simple app PART 2 INGESTION 7 Ingestion from files 8 Ingestion from databases 9 Advanced ingestion finding data sources and building your own 10 Ingestion through structured streaming PART 3 TRANSFORMING YOUR DATA 11 Working with SQL 12 Transforming your data 13 Transforming entire documents 14 Extending transformations with user defined functions 15 Aggregating your data PART 4 GOING FURTHER 16 Cache and checkpoint Enhancing Spark s performances 17 Exporting data and building full data pipelines 18 Exploring deployment

Web 2.0 Architectures James Governor, Dion Hinchcliffe, Duane Nickull, 2009-05-05 Web 2 0 is more pervasive than ever with business analysts and technologists struggling to comprehend the opportunity it represents So what exactly is Web 2 0 a marketing term or technical reality This fascinating book finally puts substance behind the phenomenon by identifying the core patterns of Web 2 0 and by introducing an abstract model and reference architecture to help you take advantage of them In Web 2 0 Architectures authors Duane Nickull Dion Hinchcliffe and James Governor who have 40 years of combined experience with technical specifications and industry trends examine what makes successful Web 2 0 services such as Google AdSense Flickr BitTorrent MySpace Facebook and Wikipedia work The result is a base of knowledge that developers business people futurists and entrepreneurs can understand and use as a source of ideas and inspiration This book reveals A Web 2 0 model How the classic Client Server model evolved into a more detailed Web 2 0 model Web 2 0 reference architecture A generic component view of basic Web 2 0 patterns that can be repurposed for other commercial ventures Specific Web 2 0 patterns How service oriented architecture SOA Software as a Service SaaS participation collaboration

mashups rich user experience collaborative tagging systems Folksonomy and more can be used in your business If you want to understand what makes Web 2 0 tick and how it will enhance your business Web 2 0 Architectures takes you right to the core

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