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49 CFR Transportation Architect your .NET applications by breaking them into really small pieces - microservices -using this practical, example-based guide. Key Features Start your microservices journey and get a broader perspective on microservices development using C# 7.0 with .NET Core 2.0 Build, deploy, and test microservices using ASP.Net Core, ASP.NET Core API, and Microsoft Azure Cloud Get the basics of reactive microservices Book Description The microservices architectural style promotes the development of complex applications as a suite of small services based on business capabilities. This book will help you identify the appropriate service boundaries within your business. We'll start by looking at what microservices are and their main characteristics. Moving forward, you will be introduced to real-life application scenarios; after assessing the current issues, we will begin the journey of transforming this application by splitting it into a suite of microservices using C# 7.0 with .NET Core 2.0. You will identify service boundaries, split the application into multiple microservices, and define service contracts. You will find out how to configure, deploy, and monitor microservices, and configure scaling to allow the application to quickly adapt to increased demand in the future. With an introduction to reactive microservices, you'll strategically gain further value to keep your code base simple, focusing on what is more important rather than on messy asynchronous calls. What you will learn Get acquainted with Microsoft Azure Service Fabric Compare microservices with monolithic applications and SOA Learn Docker and Azure API management Define a service interface and implement APIs using ASP.NET Core 2.0 Integrate services using a synchronous approach via RESTful APIs with ASP.NET Core 2.0 Implement microservices security using Azure Active Directory, OpenID Connect, and OAuth 2.0 Understand the operation and scaling of microservices in .NET Core 2.0 Understand the key features of reactive microservices and implement them using reactive extensions Who this book is for This book is for .NET Core developers who want to learn and understand the microservices architecture and implement it in their .NET Core applications. It's ideal for developers who are completely new to microservices or just have a theoretical understanding of this architectural approach and want to gain a practical perspective in order to better manage application complexities. This book is for everybody who would like to learn modern Java web development based on PrimeFaces and is looking for a quick introduction to this matter. Prerequisites for this book are basic JSF, jQuery, and CSS skills. If you are a developer who implements ElasticSearch in your web applications and want to sharpen your understanding of the core elements and applications, this is the book for you. It is assumed that you've got working knowledge of JSON and, if you want to extend ElasticSearch, of Java and related technologies. You will first be introduced to object-oriented programming, then to the basics of objects in JavaScript. This book takes a do-it-yourself approach when it comes to writing code, because the best way to really learn a programming language is by writing code. You are encouraged to type code into Firebug's console, see how it works and then tweak it and play around with it. There are practice questions at the end of each chapter to help you review what you have learned. For new to intermediate JavaScript developer who wants to prepare themselves for web development problems solved by smart JavaSc. This book is aimed at Java developers, system administrators, application testers using WildFly, and anyone who performs a DevOps role. Whether you are completely new to WildFly or just require an understanding of WildFly's new features, this book is for you. Special edition of the Federal Register, containing a codification of documents of general applicability and future effect ... with ancillaries. FreeBSD—the powerful, flexible, and free Unix-like operating system—is the preferred server for many enterprises. But it can be even trickier to use than either Unix or Linux, and harder still to master. Absolute FreeBSD, 2nd Edition is your complete guide to FreeBSD, written by FreeBSD committer Michael W. Lucas. Lucas considers this completely revised and rewritten second edition of his landmark work to be his best work ever; a true product of his love for FreeBSD and the support of the FreeBSD community. Absolute FreeBSD, 2nd Edition covers installation, networking, security, network services, system performance, kernel tweaking, filesystems, SMP, upgrading, crash debugging, and much more, including coverage of how to:–Use advanced security features like packet filtering, virtual machines, and host-based intrusion detection –Build custom live FreeBSD CDs and bootable flash –Manage network services and filesystems –Use DNS and set up email, IMAP, web, and FTP services for both servers and clients –Monitor your system with performance-testing and troubleshooting tools –Run diskless systems –Manage schedulers, remap shared libraries, and optimize your system for your hardware and your workload –Build custom network appliances with embedded FreeBSD –Implement redundant disks, even without special hardware –Integrate FreeBSD-specific SNMP into your network management system. Whether you're just getting started with FreeBSD or you've been using it for years, you'll find this book to be the definitive guide to FreeBSD that you've been waiting for. This book is for system engineers and administrators who have a fundamental understanding of information management systems and infrastructure. It helps if you've already played around with Chef; however, this book covers all the important topics you will need to know. If you don't want to dig through a whole book before you can get started, this book is for you, as it features a set of independent recipes you can try out immediately. Are you an Android Java programmer who needs more performance? Are you a C/C++ developer who doesn't want to bother with the complexity of Java and its out-of-control garbage collector? Do you want to create fast intensive multimedia applications or games? If you've answered yes to any of these questions then this book is for you. With some general knowledge of C/C++ development, you will be able to dive headfirst into native Android development. The book is aimed at intermediate developers with an understanding of core database concepts who want to become a master at implementing Cassandra for their application. Targeted at those with an existing familiarity with R programming, this practical guide will appeal directly to programmers interested in learning effective data visualization techniques with R and a wide-range of its associated libraries. This book is a best fit for backend developers with a basic knowledge of Drupal's APIs and some experience using the command line. Perhaps you already worked on one or two Drupal projects, but have never dived deep into Drush's toolset. In any case, this book will give you a lot of advice by covering real-world challenges in Drupal projects that can be solved using Drush. This is the ideal reference for both new and existing web developers who want to be able to augment their skills and showcase their content in a truly professional manner. If you are a game enthusiast who would like to develop and publish your own game ideas onto different app stores, this is the book for you. Some knowledge of C++ or Java is helpful but not necessary. This book is an easy-to-follow guide with practical examples in each chapter. Suitable for the novice and expert alike, each topic provides a fast and easy way to get started with exciting applications and also guides you through setting up the Raspberry Pi as a secret agent toolbox. Speed up the software delivery process and software productivity using the latest features of Jenkins Key Features Take advantage of a Continuous Integration and Continuous Delivery solution to speed up productivity and achieve faster software delivery See all the new features introduced in Jenkins 2.x, such as Pipeline as code, Multibranch pipeline, Docker Plugin, and more Learn to implement Continuous Integration and Continuous Delivery by orchestrating multiple DevOps tools using Jenkins Book Description In past few years, agile software development has seen tremendous growth. There is a huge demand for software delivery solutions that are fast yet flexible to numerous amendments. As a result, Continuous Integration (CI) and Continuous Delivery (CD) methodologies are gaining popularity. This book starts off by explaining the concepts of CI and its significance in the Agile. Next, you'll learn how to configure and set up Jenkins in many different ways. The book exploits the concept of "pipeline as code" and various other features introduced in the Jenkins 2.x release to their full potential. We also talk in detail about the new Jenkins Blue Ocean interface and the features that help to quickly and easily create a CI pipeline. Then we dive into the various features offered by Jenkins one by one, exploiting them for CI and CD. Jenkins' core functionality and flexibility allows it to fit in a variety of environments and can help streamline the development process for all stakeholders. Next, you'll be introduced to CD and will learn how to achieve it using Jenkins. Through this book's wealth of best practices and real-world tips, you'll discover how easy it is to implement CI and CD using Jenkins. What you will learn Get to know some of the most popular ways to set up Jenkins See all the new features introduced in the latest Jenkins, such as pipeline as code, Multibranch pipeline, and more Manage users, projects, and permissions in Jenkins to ensure better security Leverage the power of plugins in Jenkins Learn how to create a CI pipeline using Jenkins Blue Ocean Create a distributed build farm using Docker and use it with Jenkins Implement CI and CD using Jenkins See the difference between CD and Continuous Deployment Understand the concepts of CI Who this book is for The book is for those with little or no previous experience with Agile or CI and CD. It's a good starting point for anyone new to this field who wants to leverage the benefits of CI and CD to increase productivity and reduce delivery time. It's ideal for Build and Release engineers, DevOps engineers, SCM (Software Configuration Management) engineers, developers, testers, and project managers. If you're already using Jenkins for CI, you can take your project to the next level—CD. This book is for moderate to advanced PostgreSQL database professionals who wish to extend PostgreSQL, utilizing the most updated features of PostgreSQL 9.4. For a better understanding of this book, familiarity with writing SQL, a basic idea of query tuning, and some coding experience in your preferred language is expected. This book is aimed at indie and existing game developers as well as those who want to get started with game development using LibGDX. Basic knowledge of Java programming and game development is required. This book is great for developers who are new to Qt and Qt Creator and who are interested in harnessing the power of Qt for cross-platform development. If you have basic experience programming in C++, you have what it takes to create engaging cross-platform applications using Qt and Qt Creator! If you are a developer with experience in C# and are just getting into mobile development, this is the book for you. If you have experience with desktop applications or the Web, this book will give you a head start on cross-platform development. Create powerful automations with Gulp to improve the efficiency of your web project workflow About This Book Gain a solid understanding of Gulp and write your own custom tasks from scratch Discover ways to add additional functionality to improve your tasks Get up-and-running with new features added to the latest version of Gulp Who This Book Is For This book is targeted at developers who are new to build systems and task runners but who have had prior experience with web development; a basic knowledge of HTML, CSS, and JavaScript is assumed. It guides the reader through the process of using Gulp to automate several common development tasks so that they can save time and focus on what is most important: writing great code. What You Will Learn How to use a command-line interface. Learn about Gulp, Node.js, and npm and how they work together. Create a Gulpfile from scratch and implement it into a project. Write basic tasks that will concatenate, minify, compress, and pre-process your files. Write advanced tasks that will run a local server, sync file changes to your browser, and allow you to write client-side JavaScript using ES2015. In Detail This book is a hands-on guide to get you up to speed with gulp. You will quickly learn how to install, configure, and run your own build system. It will instill you with the ability to automate several common development tasks to vastly improve your development workflow. This book first demonstrates various Gulp use cases before running through the steps of configuring, running, and customizing Gulp, providing you with core concepts of gulp, node.js, and npm. Diving a bit deeper into the gulp ecosystem, we will discuss when and why to use a node module instead of a gulp plugin. We will also go over a few issues that we can run into while using gulp and learn about ways to work around them to improve your gulp experience. By the end of this book, you will be able to create your very own gulp build from scratch, create and maintain tasks and project builds, and automate your workflow with plugins and custom tasks. Style and approach A step-by-step guide to help you get started with the latest features This book is intended for WordPress developers and designers who want to develop quality web applications within a limited time frame and for maximum profit. Prior knowledge of basic web development and design is assumed. If you are a developer who is familiar with Ext JS and want to augment your skills to create even better web applications, this is the book for you. Basic knowledge of JavaScript/HTML/CSS and any server-side language (PHP, Java, C#, Ruby, or Python) is required. If you use CSS for web development tasks and want to learn how to create maintainable and reusable code, this is the book for you. Basic knowledge of web development would be helpful. The Code of Federal Regulations is a codification of the general and permanent rules published in the Federal Register by the Executive departments and agencies of the United States Federal Government.

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