
Manning Java 8 9 In Action Second Edition

Vert.x in Action
 Modern Java in Action Video Edition
 Optimizing Java
 Kafka Streams in Action
 Modern Fortran
 The Well-Grounded Java Developer
 Introduction to Information Retrieval
 Modern Java in Action
 Modernizing Enterprise Java
 Wicket in Action
 The Little Elixir & OTP Guidebook
 Modern Java Recipes
 Kotlin in Action
 Java Persistence with Hibernate
 Java Concurrency in Practice
 Functional Programming in Scala
 Generative Art
 Graph Databases in Action
 Phoenix in Action
 Java SE 8 for the Really Impatient
 Java 8 in Action
 HTTP/2 in Action
 Making Java Groovy
 Spring Boot in Practice
 OCA Java SE 8 Programmer I Certification Guide
 The Java Module System
 Grokking Simplicity
 Gradle in Action
 Spring Start Here
 Modern Java in Action
 Machine Learning in Action
 Flex on Java
 Java 8 Lambdas
 Seriously Good Software
 The Well-Grounded Java Developer, Second Edition
 Continuous Delivery in Java
 Enterprise Java Microservices
 Microservices Patterns
 Functional Programming in Java

Manning Java 8 9 In Action Second Edition

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HAYNES RICHARD

Vert.x in Action Simon and Schuster

"A comprehensive and practical introduction to the modern features of the latest Java releases with excellent examples!" Oleksandr Mandryk, EPAM Systems Manning's bestselling Java 8 book has been revised for Java 9 and 10! In *Modern Java in Action*, you'll build on your existing Java language skills with the newest features and techniques. Modern applications take advantage of innovative designs, including microservices, reactive architectures, and streaming data. Modern Java features like lambdas, streams, and the long-awaited Java Module System make implementing these designs significantly easier. It's time to upgrade your skills and meet these challenges head on! *Modern Java in Action* connects new features of the Java language with their practical applications. Using crystal-clear examples and careful attention to detail, this book respects your time. It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System, explore new approaches to concurrency, and

learn how functional concepts can help you write code that's easier to read and maintain. Inside: Thoroughly revised edition of Manning's bestselling *Java 8 in Action* New features in Java 8, Java 9, and beyond Streaming data and reactive programming The Java Module System Written for developers familiar with core Java features. Raoul-Gabriel Urma is CEO of Cambridge Spark. Mario Fusco is a senior software engineer at Red Hat. Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation. My Java code improved significantly after reading this book. I was able to take the clear examples and immediately put them into practice. Holly Cummins, *IBM Hands-on Java 8 and 9*, simply and elegantly explained. Deepak Bhaskaran, *Salesforce A lot of great examples and use cases for streams, concurrency, and reactive programming*. Rob Pacheco, *Synopsys NARRATED BY SARAH DAWE AND LOU FERNANDEZ*.

Modern Java in Action Video Edition Manning Publications

"Spring Start Here teaches Java developers how to build applications using Spring framework. Informative graphics, relevant examples, and author Laurențiu Spilcă's clear and lively writing make it easy to pick up the skills you need. You'll discover how to plan, write, and test applications. And by concentrating on

the most important features, this no-nonsense book gives you a firm foundation for exploring Spring's rich ecosystem"--Back cover.

Optimizing Java Simon and Schuster

Summary Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to build a full-fledged, real-world project. Along the way, it touches on advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. About the Technology Gradle is a general-purpose build automation tool. It extends the usage patterns established by its forerunners, Ant and Maven, and allows builds that are expressive, maintainable, and easy to understand. Using a flexible Groovy-based DSL, Gradle provides declarative and extendable language elements that let you model your project's needs the way you want. About the Book Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to establish an effective build process for a full-fledged, real-world project. Along the way, it covers advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. The book assumes a basic background in Java, but no knowledge of Groovy. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Whats Inside A comprehensive guide to Gradle Practical, real-world examples Transitioning from Ant and Maven In-depth plugin development Continuous delivery with Gradle About the Author Benjamin Muschko is a member of the Gradleware engineering team and the author of several popular Gradle plugins. Table of Contents PART 1 INTRODUCING GRADLE Introduction to project automation Next-generation builds with Gradle Building a Gradle project by example PART 2 MASTERING THE FUNDAMENTALS Build script essentials Dependency management Multiproject builds Testing with Gradle Extending Gradle Integration and migration PART 3 FROM BUILD TO DEPLOYMENT IDE support and tooling Building polyglot projects Code quality management and monitoring Continuous integration Artifact assembly and publishing Infrastructure provisioning and deployment

Kafka Streams in Action Simon and Schuster

Summary Kafka Streams in Action teaches you everything you need to know to implement stream processing on data flowing into your Kafka platform, allowing you to focus on getting more from your data without sacrificing time or effort. Foreword by Neha Narkhede, Cocreator of Apache Kafka Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Not all stream-based applications require a dedicated processing cluster. The lightweight Kafka Streams library provides exactly the power and simplicity you need for message handling in microservices and real-time event processing. With the Kafka Streams API, you filter and transform data streams with just Kafka and your application. About the Book Kafka Streams in Action teaches you to implement stream processing within the Kafka platform. In this easy-to-follow book, you'll explore real-world examples to collect, transform, and aggregate data, work with multiple processors, and handle real-time events. You'll even dive into streaming SQL with KSQL! Practical to the very end, it finishes with testing and operational aspects, such as monitoring and debugging. What's inside Using the KStreams API Filtering, transforming, and splitting data Working with the Processor API Integrating with external systems About the Reader Assumes some experience with distributed systems. No knowledge of Kafka or streaming

applications required. About the Author Bill Bejeck is a Kafka Streams contributor and Confluent engineer with over 15 years of software development experience. Table of Contents PART 1 - GETTING STARTED WITH KAFKA STREAMS Welcome to Kafka Streams Kafka quicklyPART 2 - KAFKA STREAMS DEVELOPMENT Developing Kafka Streams Streams and state The KTable API The Processor APIPART 3 - ADMINISTERING KAFKA STREAMS Monitoring and performance Testing a Kafka Streams applicationPART 4 - ADVANCED CONCEPTS WITH KAFKA STREAMS Advanced applications with Kafka StreamsAPPENDIXES Appendix A - Additional configuration information Appendix B - Exactly once semantics

Modern Fortran "O'Reilly Media, Inc."

Summary Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to the everyday business of coding. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Functional programming (FP) is a style of software development emphasizing functions that don't depend on program state. Functional code is easier to test and reuse, simpler to parallelize, and less prone to bugs than other code. Scala is an emerging JVM language that offers strong support for FP. Its familiar syntax and transparent interoperability with Java make Scala a great place to start learning FP. About the Book Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to their everyday work. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. This book assumes no prior experience with functional programming. Some prior exposure to Scala or Java is helpful. What's Inside Functional programming concepts The whys and hows of FP How to write multicore programs Exercises and checks for understanding About the Authors Paul Chiusano and Rúnar Bjarnason are recognized experts in functional programming with Scala and are core contributors to the Scalaz library. Table of Contents PART 1 INTRODUCTION TO FUNCTIONAL PROGRAMMING What is functional programming? Getting started with functional programming in Scala Functional data structures Handling errors without exceptions Strictness and laziness Purely functional state PART 2 FUNCTIONAL DESIGN AND COMBINATOR LIBRARIES Purely functional parallelism Property-based testing Parser combinators PART 3 COMMON STRUCTURES IN FUNCTIONAL DESIGN Monoids Monads Applicative and traversable functors PART 4 EFFECTS AND I/O External effects and I/O Local effects and mutable state Stream processing and incremental I/O

The Well-Grounded Java Developer Pearson Education

"Java 8 in Action is a clearly written guide to the new features of Java 8. It begins with a practical introduction to lambdas, using real-world Java code. Next, it covers the new Streams API and shows how you can use it to make collection-based code radically easier to understand and maintain. It also explains other major Java 8 features including default methods, Optional, CompletableFuture, and the new Date and Time API ... This book/course is written for programmers familiar with Java and basic OO programming."-- Resource description page.

Introduction to Information Retrieval Simon and Schuster

"A comprehensive overview of the challenges teams face when moving to microservices, with industry-tested solutions to these problems." - Tim Moore, Lightbend 44 reusable patterns to develop and deploy reliable production-quality microservices-

based applications, with worked examples in Java Key Features 44 design patterns for building and deploying microservices applications Drawing on decades of unique experience from author and microservice architecture pioneer Chris Richardson A pragmatic approach to the benefits and the drawbacks of microservices architecture Solve service decomposition, transaction management, and inter-service communication Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book *Microservices Patterns* teaches you 44 reusable patterns to reliably develop and deploy production-quality microservices-based applications. This invaluable set of design patterns builds on decades of distributed system experience, adding new patterns for composing services into systems that scale and perform under real-world conditions. More than just a patterns catalog, this practical guide with worked examples offers industry-tested advice to help you design, implement, test, and deploy your microservices-based application. What You Will Learn How (and why!) to use microservices architecture Service decomposition strategies Transaction management and querying patterns Effective testing strategies Deployment patterns This Book Is Written For Written for enterprise developers familiar with standard enterprise application architecture. Examples are in Java. About The Author Chris Richardson is a Java Champion, a JavaOne rock star, author of Manning's *POJOs in Action*, and creator of the original *CloudFoundry.com*. Table of Contents Escaping monolithic hell Decomposition strategies Interprocess communication in a microservice architecture Managing transactions with sagas Designing business logic in a microservice architecture Developing business logic with event sourcing Implementing queries in a microservice architecture External API patterns Testing microservices: part 1 Testing microservices: part 2 Developing production-ready services Deploying microservices Refactoring to microservices *Modern Java in Action* "O'Reilly Media, Inc."

This book concisely introduces Java 8's most valuable new features, including lambda expressions (closures) and streams. If you're an experienced Java programmer, the author's practical insights and sample code will help you quickly take advantage of these and other Java language and platform improvements.

[Modernizing Enterprise Java](#) Simon and Schuster

Summary Functional Programming in Java teaches Java developers how to incorporate the most powerful benefits of functional programming into new and existing Java code. You'll learn to think functionally about coding tasks in Java and use FP to make your applications easier to understand, optimize, maintain, and scale. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Here's a bold statement: learn functional programming and you'll be a better Java developer. Fortunately, you don't have to master every aspect of FP to get a big payoff. If you take in a few core principles, you'll see an immediate boost in the scalability, readability, and maintainability of your code. And did we mention that you'll have fewer bugs? Let's get started! About the Book *Functional Programming in Java* teaches you how to incorporate the powerful benefits of functional programming into new and existing Java code. This book uses easy-to-grasp examples, exercises, and illustrations to teach core FP principles such as referential transparency, immutability, persistence, and laziness. Along the way, you'll discover which of the new functionally inspired features of Java 8 will help you most. What's Inside Writing code that's easier to read and reason about Safer concurrent and parallel programming Handling errors without exceptions Java 8 features like lambdas, method references, and

functional interfaces About the Reader Written for Java developers with no previous FP experience. About the Author Pierre-Yves Saumont is a seasoned Java developer with three decades of experience designing and building enterprise software. He is an R&D engineer at Alcatel-Lucent Submarine Networks. Table of Contents What is functional programming? Using functions in Java Making Java more functional Recursion, corecursion, and memoization Data handling with lists Dealing with optional data Handling errors and exceptions Advanced list handling Working with laziness More data handling with trees Solving real problems with advanced trees Handling state mutation in a functional way Functional input/output Sharing mutable state with actors Solving common problems functionally Manning Publications

Unlike many Flex books that presume readers want to develop applications from scratch, *Flex on Java* is for developers in the real world-where Flex is one more technology being added to existing systems developed in Java, and where integration is the key indicator of success. Written for Java developers beginning to use Flex, *Flex on Java* shows how to use Flex alongside existing Java applications, and how to integrate Flex using familiar server-side technologies such as Spring, EJBs, JMS, and more. The authors, both Agile development experts, focus on Agile and test-driven development to enable readers to redesign applications that deliver more value and with zero defects. Throughout the book, readers will apply these techniques to refactoring a single application into a rich internet application using Flex and the BlazeDS framework. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

[Wicket in Action](#) Simon and Schuster

Understanding Java from the JVM up gives you a solid foundation to grow your expertise and take on advanced techniques for performance, concurrency, containerization, and more. In *The Well-Grounded Java Developer, Second Edition* you will learn: The new Java module system and why you should use it Bytecode for the JVM, including operations and classloading Performance tuning the JVM Working with Java's built-in concurrency and expanded options Programming in Kotlin and Clojure on the JVM Maximizing the benefits from your build/CI tooling with Maven and Gradle Running the JVM in containers Planning for future JVM releases *The Well-Grounded Java Developer, Second Edition* introduces both the modern innovations and timeless fundamentals you need to know to become a Java master.

Authors Ben Evans, Martijn Verburg, and Jason Clark distill their decades of experience as Java Champions, veteran developers, and key contributors to the Java ecosystem into this clear and practical guide. You'll discover how Java works under the hood and learn design secrets from Java's long history. Each concept is illustrated with hands-on examples, including a fully modularized application/library and creating your own multithreaded application. Foreword by Heinz Kabutz. About the technology Java is the beating heart of enterprise software engineering.

Developers who really know Java can expect easy job hunting and interesting work. Written by experts with years of boots-on-the-ground experience, this book upgrades your Java skills. It dives into powerful features like modules and concurrency models and even reveals some of Java's deep secrets. About the book *With The Well-Grounded Java Developer, Second Edition* you will go beyond feature descriptions and learn how Java operates at the bytecode level. Master high-value techniques for concurrency and performance optimization, along with must-know practices for build, test, and deployment. You'll even look at alternate JVM languages like Kotlin and Clojure. Digest this book and stand out from the pack. What's inside *The new Java*

module system Performance tuning the JVM Maximizing CI/CD with Maven and Gradle Running the JVM in containers Planning for future JVM releases About the reader For intermediate Java developers. About the author Benjamin J. Evans is a senior principal engineer at Red Hat. Martijn Verburg is the principal SWE manager for Microsoft's Java Engineering Group. Both Benjamin and Martijn are Java Champions. Jason Clark is a principal engineer and architect at New Relic. Table of Contents PART 1 - FROM 8 TO 11 AND BEYOND! 1 Introducing modern Java 2 Java modules 3 Java 17 PART 2 - UNDER THE HOOD 4 Class files and bytecode 5 Java concurrency fundamentals 6 JDK concurrency libraries 7 Understanding Java performance PART 3 - NON-JAVA LANGUAGES ON THE JVM 8 Alternative JVM languages 9 Kotlin 10 Clojure: A different view of programming PART 4 - BUILD AND DEPLOYMENT 11 Building with Gradle and Maven 12 Running Java in containers 13 Testing fundamentals 14 Testing beyond JUnit PART 5 - JAVA FRONTIERS 15 Advanced functional programming 16 Advanced concurrent programming 17 Modern internals 18 Future Java

The Little Elixir & OTP Guidebook Simon and Schuster Summary OCA Java SE 8 Programmer I Certification Guide prepares you for the 1Z0-808 with complete coverage of the exam. You'll explore important Java topics as you systematically learn what's required to successfully pass the test. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book To earn the OCA Java SE 8 Programmer I Certification, you have to know your Java inside and out, and to pass the exam you need to understand the test itself. This book cracks open the questions, exercises, and expectations you'll face on the OCA exam so you'll be ready and confident on test day. OCA Java SE 8 Programmer I Certification Guide prepares Java developers for the 1Z0-808 with thorough coverage of Java topics typically found on the exam. Each chapter starts with a list of exam objectives mapped to section numbers, followed by sample questions and exercises that reinforce key concepts. You'll learn techniques and concepts in multiple ways, including memorable analogies, diagrams, flowcharts, and lots of well-commented code. You'll also get the scoop on common exam mistakes and ways to avoid traps and pitfalls. What's Inside Covers all exam topics Hands-on coding exercises Flowcharts, UML diagrams, and other visual aids How to avoid built-in traps and pitfalls Complete coverage of the OCA Java SE 8 Programmer I exam (1Z0-808) About the Reader Written for developers with a working knowledge of Java who want to earn the OCA Java SE 8 Programmer I Certification. About the Author Mala Gupta is a Java coach and trainer who holds multiple Java certifications. Since 2006 she has been actively supporting Java certification as a path to career advancement. Table of Contents Introduction Java basics Working with Java data types Methods and encapsulation Selected classes from the Java API and arrays Flow control Working with inheritance Exception handling Full mock exam

Modern Java Recipes Simon and Schuster

Summary Kotlin in Action guides experienced Java developers from the language basics of Kotlin all the way through building applications to run on the JVM and Android devices. Foreword by Andrey Breslav, Lead Designer of Kotlin. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Developers want to get work done - and the less hassle, the better. Coding with Kotlin means less hassle. The Kotlin programming language offers an expressive syntax, a strong intuitive type system, and great tooling support along with seamless interoperability with existing Java code, libraries, and frameworks. Kotlin can be compiled to Java bytecode, so you can use it everywhere Java is used,

including Android. And with an efficient compiler and a small standard library, Kotlin imposes virtually no runtime overhead. About the Book Kotlin in Action teaches you to use the Kotlin language for production-quality applications. Written for experienced Java developers, this example-rich book goes further than most language books, covering interesting topics like building DSLs with natural language syntax. The authors are core Kotlin developers, so you can trust that even the gnarly details are dead accurate. What's Inside Functional programming on the JVM Writing clean and idiomatic code Combining Kotlin and Java Domain-specific languages About the Reader This book is for experienced Java developers. About the Author Dmitry Jemerov and Svetlana Isakova are core Kotlin developers at JetBrains. Table of Contents PART 1 - INTRODUCING KOTLIN Kotlin: what and why Kotlin basics Defining and calling functions Classes, objects, and interfaces Programming with lambdas The Kotlin type system PART 2 - EMBRACING KOTLIN Operator overloading and other conventions Higher-order functions: lambdas as parameters and return values Generics Annotations and reflection DSL construction

Kotlin in Action Pearson Education

Summary Java Persistence with Hibernate, Second Edition explores Hibernate by developing an application that ties together hundreds of individual examples. In this revised edition, authors Christian Bauer, Gavin King, and Gary Gregory cover Hibernate 5 in detail with the Java Persistence 2.1 standard (JSR 338). All examples have been updated for the latest Hibernate and Java EE specification versions. About the Technology Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Persistence—the ability of data to outlive an instance of a program—is central to modern applications. Hibernate, the most popular Java persistence tool, offers automatic and transparent object/relational mapping, making it a snap to work with SQL databases in Java applications. About the Book Java Persistence with Hibernate, Second Edition explores Hibernate by developing an application that ties together hundreds of individual examples. You'll immediately dig into the rich programming model of Hibernate, working through mappings, queries, fetching strategies, transactions, conversations, caching, and more. Along the way you'll find a well-illustrated discussion of best practices in database design and optimization techniques. In this revised edition, authors Christian Bauer, Gavin King, and Gary Gregory cover Hibernate 5 in detail with the Java Persistence 2.1 standard (JSR 338). All examples have been updated for the latest Hibernate and Java EE specification versions. What's Inside Object/relational mapping concepts Efficient database application design Comprehensive Hibernate and Java Persistence reference Integration of Java Persistence with EJB, CDI, JSF, and JAX-RS * Unmatched breadth and depth About the Reader The book assumes a working knowledge of Java. About the Authors Christian Bauer is a member of the Hibernate developer team and a trainer and consultant. Gavin King is the founder of the Hibernate project and a member of the Java Persistence expert group (JSR 220). Gary Gregory is a principal software engineer working on application servers and legacy integration. Table of Contents PART 1 GETTING STARTED WITH ORM Understanding object/relational persistence Starting a project Domain models and metadata PART 2 MAPPING STRATEGIES Mapping persistent classes Mapping value types Mapping inheritance Mapping collections and entity associations Advanced entity association mappings Complex and legacy schemas PART 3 TRANSACTIONAL DATA PROCESSING Managing data Transactions and concurrency Fetch plans, strategies, and profiles Filtering data PART 4 WRITING QUERIES Creating and executing queries The query

languages Advanced query options Customizing SQL
Java Persistence with Hibernate Simon and Schuster
 Summary HTTP/2 in Action is a complete guide to HTTP/2, one of the core protocols of the web. Because HTTP/2 has been designed to be easy to transition to, including keeping it backwards compatible, adoption is rapid and expected to increase over the next few years. Concentrating on practical matters, this interesting book presents key HTTP/2 concepts such as frames, streams, and multiplexing and explores how they affect the performance and behavior of your websites. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology HTTP—Hypertext Transfer Protocol—is the standard for exchanging messages between websites and browsers. And after 20 years, it's gotten a much-needed upgrade. With support for streams, server push, header compression, and prioritization, HTTP/2 delivers vast improvements in speed, security, and efficiency. About the Book HTTP/2 in Action teaches you everything you need to know to use HTTP/2 effectively. You'll learn how to optimize web performance with new features like frames, multiplexing, and push. You'll also explore real-world examples on advanced topics like flow control and dependencies. With ready-to-implement tips and best practices, this practical guide is sure to get you—and your websites—up to speed! What's Inside HTTP/2 for web developers Upgrading and troubleshooting Real-world examples and case studies QUIC and HTTP/3 About the Reader Written for web developers and site administrators. About the Authors Barry Pollard is a professional developer with two decades of experience developing, supporting, and tuning software and infrastructure. Table of Contents PART 1 MOVING TO HTTP/2 Web technologies and HTTP The road to HTTP/2 Upgrading to HTTP/2 PART 2 USING HTTP/2 HTTP/2 protocol basics Implementing HTTP/2 push Optimizing for HTTP/2 PART 3 ADVANCED HTTP/2 Advanced HTTP/2 concepts HPACK header compression PART 4 THE FUTURE OF HTTP TCP, QUIC, and HTTP/3 Where HTTP goes from here

Java Concurrency in Practice "O'Reilly Media, Inc."

While containers, microservices, and distributed systems dominate discussions in the tech world, the majority of applications in use today still run monolithic architectures that follow traditional development processes. This practical book helps developers examine long-established Java-based models and demonstrates how to bring these monolithic applications successfully into the future. Relying on their years of experience modernizing applications, authors Markus Eisele and Natale Vinto walk you through the steps necessary to update your organization's Java applications. You'll discover how to dismantle your monolithic application and move to an up-to-date software stack that works across cloud and on-premises installations. Learn cloud native application basics to understand what parts of your organization's Java-based applications and platforms need to migrate and modernize Understand how enterprise Java specifications can help you transition projects and teams Build a cloud native platform that supports effective development without falling into buzzword traps Find a starting point for your migration projects by identifying candidates and staging them through modernization steps Discover how to complement a traditional enterprise Java application with components on top of containers and Kubernetes

Functional Programming in Scala Pragmatic Bookshelf
 Continuous delivery adds enormous value to the business and the entire software delivery lifecycle, but adopting this practice means mastering new skills typically outside of a developer's comfort zone. In this practical book, Daniel Bryant and Abraham Marín-Pérez provide guidance to help experienced Java

developers master skills such as architectural design, automated quality assurance, and application packaging and deployment on a variety of platforms. Not only will you learn how to create a comprehensive build pipeline for continually delivering effective software, but you'll also explore how Java application architecture and deployment platforms have affected the way we rapidly and safely deliver new software to production environments. Get advice for beginning or completing your migration to continuous delivery Design architecture to enable the continuous delivery of Java applications Build application artifacts including fat JARs, virtual machine images, and operating system container (Docker) images Use continuous integration tooling like Jenkins, PMD, and find-sec-bugs to automate code quality checks Create a comprehensive build pipeline and design software to separate the deploy and release processes Explore why functional and system quality attribute testing is vital from development to delivery Learn how to effectively build and test applications locally and observe your system while it runs in production

Generative Art Simon and Schuster

Summary Java's much-awaited "Project Jigsaw" is finally here! Java 11 includes a built-in modularity framework, and *The Java Module System* is your guide to discovering it. In this new book, you'll learn how the module system improves reliability and maintainability, and how it can be used to reduce tight coupling of system components. Foreword by Kevlin Henney. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. You'll find registration instructions inside the print book. About the Technology Packaging code into neat, well-defined units makes it easier to deliver safe and reliable applications. The Java Platform Module System is a language standard for creating these units. With modules, you can closely control how JARs interact and easily identify any missing dependencies at startup. This shift in design is so fundamental that starting with Java 9, all core Java APIs are distributed as modules, and libraries, frameworks, and applications will benefit from doing the same. About the Book *The Java Module System* is your in-depth guide to creating and using Java modules. With detailed examples and easy-to-understand diagrams, you'll learn the anatomy of a modular Java application. Along the way, you'll master best practices for designing with modules, debugging your modular app, and deploying to production. What's inside The anatomy of a modular Java app Building modules from source to JAR Migrating to modular Java Decoupling dependencies and refining APIs Handling reflection and versioning Customizing runtime images Updated for Java 11 About the Reader Perfect for developers with some Java experience. About the Author Nicolai Parlog is a developer, author, speaker, and trainer. His home is codefx.org. Table of Contents PART 1 - Hello, modules First piece of the puzzle Anatomy of a modular application Defining modules and their properties Building modules from source to JAR Running and debugging modular applications PART 2 - Adapting real-world projects Compatibility challenges when moving to Java 9 or later Recurring challenges when running on Java 9 or later Incremental modularization of existing projects Migration and modularization strategies PART 3 - Advanced module system features Using services to decouple modules Refining dependencies and APIs Reflection in a modular world Module versions: What's possible and what's not Customizing runtime images with jlink Putting the pieces together

Graph Databases in Action Simon and Schuster

Performance tuning is an experimental science, but that doesn't mean engineers should resort to guesswork and folklore to get the job done. Yet that's often the case. With this practical book, intermediate to advanced Java technologists working with

complex technology stacks will learn how to tune Java applications for performance using a quantitative, verifiable approach. Most resources on performance tend to discuss the theory and internals of Java virtual machines, but this book focuses on the practicalities of performance tuning by examining a wide range of aspects. There are no simple recipes, tips and tricks, or algorithms to learn. Performance tuning is a process of defining and determining desired outcomes. And it requires diligence. Learn how Java principles and technology make the best use of modern hardware and operating systems Explore several performance tests and common anti-patterns that can vex your team Understand the pitfalls of measuring Java performance numbers and the drawbacks of microbenchmarking Dive into JVM garbage collection logging, monitoring, tuning, and tools Explore JIT compilation and Java language performance techniques Learn performance aspects of the Java Collections API and get an overview of Java concurrency

Phoenix in Action Cambridge University Press

Summary Machine Learning in Action is unique book that blends the foundational theories of machine learning with the practical realities of building tools for everyday data analysis. You'll use the flexible Python programming language to build programs that implement algorithms for data classification, forecasting, recommendations, and higher-level features like summarization and simplification. About the Book A machine is said to learn when its performance improves with experience. Learning requires algorithms and programs that capture data and ferret out the interesting or useful patterns. Once the specialized

domain of analysts and mathematicians, machine learning is becoming a skill needed by many. Machine Learning in Action is a clearly written tutorial for developers. It avoids academic language and takes you straight to the techniques you'll use in your day-to-day work. Many (Python) examples present the core algorithms of statistical data processing, data analysis, and data visualization in code you can reuse. You'll understand the concepts and how they fit in with tactical tasks like classification, forecasting, recommendations, and higher-level features like summarization and simplification. Readers need no prior experience with machine learning or statistical processing. Familiarity with Python is helpful. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside A no-nonsense introduction Examples showing common ML tasks Everyday data analysis Implementing classic algorithms like Apriori and Adaboos Table of Contents PART 1 CLASSIFICATION Machine learning basics Classifying with k-Nearest Neighbors Splitting datasets one feature at a time: decision trees Classifying with probability theory: naïve Bayes Logistic regression Support vector machines Improving classification with the AdaBoost meta algorithm PART 2 FORECASTING NUMERIC VALUES WITH REGRESSION Predicting numeric values: regression Tree-based regression PART 3 UNSUPERVISED LEARNING Grouping unlabeled items using k-means clustering Association analysis with the Apriori algorithm Efficiently finding frequent itemsets with FP-growth PART 4 ADDITIONAL TOOLS Using principal component analysis to simplify data Simplifying data with the singular value decomposition Big data and MapReduce

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