

Online Library Anaconda Python Guide On Windows Github Pages Pdf Free Copy

Holub on Patterns May 15 2020 * Allen Holub is a highly regarded instructor for the University of California, Berkeley, Extension. He has taught since 1982 on various topics, including Object-Oriented Analysis and Design, Java, C++, C. Holub will use this book in his Berkeley Extension classes. * Holub is a regular presenter at the Software Development conferences and is Contributing Editor for the online magazine JavaWorld, for whom he writes the Java Toolbox. He also wrote the OO Design Process column for IBM DeveloperWorks. * This book is not time-sensitive. It is an extremely well-thought out approach to learning design patterns, with Java as the example platform, but the concepts presented are not limited to just Java programmers. This is a complement to the Addison-Wesley seminal "Design Patterns" book by the "Gang of Four".

Mastering Visual Studio 2017 May 27 2021 A guide to mastering Visual Studio 2017 About This Book Focus on coding with the new, improved, and powerful tools of VS 2017 Master improved debugging and unit testing support capabilities Accelerate cloud development with the built-in Azure tools Who This Book Is For .NET Developers who would like to master the new features of VS 2017, and would like to delve into newer areas such as cloud computing, would benefit from this book. Basic knowledge of previous versions of Visual Studio is assumed. What You Will Learn Learn what's new in the Visual Studio 2017 IDE, C# 7.0, and how it will help developers to improve their productivity Learn the workloads and components of the new installation wizard and how to use the online and offline installer Build stunning Windows apps using Windows Presentation Foundation (WPF) and Universal Windows Platform (UWP) tools Get familiar with .NET Core and learn how to build

apps targeting this new framework Explore everything about NuGet packages Debug and test your applications using Visual Studio 2017 Accelerate cloud development with Microsoft Azure Integrate Visual Studio with most popular source control repositories, such as TFS and GitHub In Detail Visual Studio 2017 is the all-new IDE released by Microsoft for developers, targeting Microsoft and other platforms to build stunning Windows and web apps. Learning how to effectively use this technology can enhance your productivity while simplifying your most common tasks, allowing you more time to focus on your project. With this book, you will learn not only what VS2017 offers, but also what it takes to put it to work for your projects. Visual Studio 2017 is packed with improvements that increase productivity, and this book will get you started with the new features introduced in Visual Studio 2017 IDE and C# 7.0. Next, you will learn to use XAML tools to build classic WPF apps, and UWP tools to build apps targeting Windows 10. Later, you will learn about .NET Core and then explore NuGet, the package manager for the Microsoft development platform. Then, you will familiarize yourself with the debugging and live unit testing techniques that comes with the IDE. Finally, you'll adapt Microsoft's implementation of cloud computing with Azure, and the Visual Studio integration with Source Control repositories. Style and approach This comprehensive guide covers the advanced features of Visual Studio 2017, and communicates them through a practical approach to explore the underlying concepts of how, when, and why to use it.

Programming Windows Jan 15 2023 "Look it up in Petzold" remains the decisive last word in answering questions about Windows development. And in PROGRAMMING WINDOWS, FIFTH EDITION, the

esteemed Windows Pioneer Award winner revises his classic text with authoritative coverage of the latest versions of the Windows operating system—once again drilling down to the essential API heart of Win32 programming. Topics include: The basics—input, output, dialog boxes An introduction to Unicode Graphics—drawing, text and fonts, bitmaps and metafiles The kernel and the printer Sound and music Dynamic-link libraries Multitasking and multithreading The Multiple-Document Interface Programming for the Internet and intranets Packed as always with definitive examples, this newest Petzold delivers the ultimate sourcebook and tutorial for Windows programmers at all levels working with Microsoft Windows 95, Windows 98, or Microsoft Windows NT. No aspiring or experienced developer can afford to be without it. An electronic version of this book is available on the companion CD. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

Windows Internals Dec 14 2022 The definitive guide—fully updated for Windows 10 and Windows Server 2016 Delve inside Windows architecture and internals, and see how core components work behind the scenes. Led by a team of internals experts, this classic guide has been fully updated for Windows 10 and Windows Server 2016. Whether you are a developer or an IT professional, you'll get critical, insider perspectives on how Windows operates. And through hands-on experiments, you'll experience its internal behavior firsthand—knowledge you can apply to improve application design, debugging, system performance, and support. This book will help you:

- Understand the Windows system architecture and its most important entities, such as processes and threads
- Examine how processes manage resources and threads scheduled for execution inside processes
- Observe how Windows manages virtual and physical memory
- Dig into the Windows I/O system and see how device drivers work and integrate with the rest of the system
- Go inside the Windows security model to see how it manages access, auditing, and authorization, and learn about the new mechanisms in Windows 10 and Server 2016

Windows via C/C++ Apr 18 2023 Master the intricacies of application

development with unmanaged C++ code—straight from the experts. Jeffrey Richter's classic book is now fully revised for Windows XP, Windows Vista, and Windows Server 2008. You get in-depth, comprehensive guidance, advanced techniques, and extensive code samples to help you program Windows-based applications. Discover how to: Architect and implement your applications for both 32-bit and 64-bit Windows Create and manipulate processes and jobs Schedule, manage, synchronize and destroy threads Perform asynchronous and synchronous device I/O operations with the I/O completion port Allocate memory using various techniques including virtual memory, memory-mapped files, and heaps Manipulate the default committed physical storage of thread stacks Build DLLs for delay-loading, API hooking, and process injection Using structured exception handling, Windows Error Recovery, and Application Restart services

Automating Workflows with GitHub Actions Apr 06 2022 Build, test, and deploy code right from your GitHub repository by automating, customizing, and executing software development workflows with GitHub Actions Key Features Enhance your CI/CD and DevOps workflows using GitHub Actions Discover how to create custom GitHub Actions using Docker and JavaScript Get up and running with building a CI/CD pipeline effectively Book Description GitHub Actions is one of the most popular products that enables you to automate development tasks and improve your software development workflow. Automating Workflows with GitHub Actions uses real-world examples to help you automate everyday tasks and use your resources efficiently. This book takes a practical approach to helping you develop the skills needed to create complex YAML files to automate your daily tasks. You'll learn how to find and use existing workflows, allowing you to get started with GitHub Actions right away. Moving on, you'll discover complex concepts and practices such as self-hosted runners and writing workflow files that leverage other platforms such as Docker as well as programming languages such as Java and JavaScript. As you advance, you'll be able to write your own JavaScript, Docker, and composite run steps actions, and publish them in GitHub Marketplace! You'll also find instructions to

migrate your existing CI/CD workflows into GitHub Actions from platforms like Travis CI and GitLab. Finally, you'll explore tools that'll help you stay informed of additions to GitHub Actions along with finding technical support and staying engaged with the community. By the end of this GitHub book, you'll have developed the skills and experience needed to build and maintain your own CI/CD pipeline using GitHub Actions. What you will learn

- Get to grips with the basics of GitHub and the YAML syntax
- Understand key concepts of GitHub Actions
- Find out how to write actions for JavaScript and Docker environments
- Discover how to create a self-hosted runner
- Migrate from other continuous integration and continuous delivery (CI/CD) platforms to GitHub Actions
- Collaborate with the GitHub Actions community and find technical help to navigate technical difficulties
- Publish your workflows in GitHub Marketplace

Who this book is for This book is for anyone involved in the software development life cycle, for those looking to learn about GitHub Actions and what can be accomplished, and for those who want to develop a new skill to help them advance their software development career. If you are new to GitHub and GitHub Actions in general, then this book is for you. Basic knowledge of GitHub as a platform will help you to get the most out of this book.

bookdown Aug 10 2022 bookdown: Authoring Books and Technical Documents with R Markdown presents a much easier way to write books and technical publications than traditional tools such as LaTeX and Word. The bookdown package inherits the simplicity of syntax and flexibility for data analysis from R Markdown, and extends R Markdown for technical writing, so that you can make better use of document elements such as figures, tables, equations, theorems, citations, and references. Similar to LaTeX, you can number and cross-reference these elements with bookdown. Your document can even include live examples so readers can interact with them while reading the book. The book can be rendered to multiple output formats, including LaTeX/PDF, HTML, EPUB, and Word, thus making it easy to put your documents online. The style and theme of these output formats can be customized. We used books and R primarily for examples in this book, but bookdown is not

only for books or R. Most features introduced in this book also apply to other types of publications: journal papers, reports, dissertations, course handouts, study notes, and even novels. You do not have to use R, either. Other choices of computing languages include Python, C, C++, SQL, Bash, Stan, JavaScript, and so on, although R is best supported. You can also leave out computing, for example, to write a fiction. This book itself is an example of publishing with bookdown and R Markdown, and its source is fully available on GitHub.

OpenGL ES 3.0 Programming Guide Jan 03 2022 This text details the entire OpenGL ES 3.0 pipeline with detailed examples in order to provide a guide for developing a wide range of high performance 3D applications for embedded devices.

Windows Subsystem for Linux 2 (WSL 2) Tips, Tricks, and Techniques Nov 13 2022 A practical handbook that will help you bridge the gap between Windows and Linux to develop apps that leverage the best features across both ecosystems with seamless interoperability

- Key Features
- Configure and control WSL to suit your needs and preferences
- Discover tips for working seamlessly between Windows and WSL Linux distros
- Learn how to work effectively with containers in WSL, as well as how to containerize your development environments with Visual Studio Code to isolate your dependencies

Book Description Windows Subsystem for Linux (WSL) allows you to run native Linux tools alongside traditional Windows applications. Whether you're developing applications across multiple operating systems or looking to add more tools to your Windows environment, WSL offers endless possibilities. You'll start by understanding what WSL is and learn how to install and configure WSL along with different Linux distros. Next, you'll learn techniques that allow you to work across both Windows and Linux environments. You'll discover how to install and customize the new Windows Terminal. We'll also show you how to work with code in WSL using Visual Studio Code (VS Code). In addition to this, you'll explore how to work with containers with Docker and Kubernetes, and how to containerize a development environment using VS Code. While Microsoft has announced support for GPU and GUI applications in an upcoming

release of WSL, at the time of writing these features are either not available or only in early preview releases. This book focuses on the stable, released features of WSL and giving you a solid understanding of the amazing techniques that you can use with WSL today. By the end of this book, you'll be able to configure WSL and Windows Terminal to suit your preferences, and productively use Visual Studio Code for developing applications with WSL. What you will learn

- Install and configure Windows Subsystem for Linux and Linux distros
- Access web applications running in Linux from Windows
- Invoke Windows applications, file systems, and environment variables from bash in WSL
- Customize the appearance and behavior of the Windows Terminal to suit your preferences and workflows
- Explore various tips for enhancing the Visual Studio Code experience with WSL
- Install and work with Docker and Kubernetes within Windows Subsystem for Linux
- Discover various productivity tips for working with Command-line tools in WSL

Who this book is for This book is for developers who want to use Linux tools on Windows, including Windows-native programmers looking to ease into a Linux environment based on project requirements or Linux developers who've recently switched to Windows. This book is also for web developers working on open source projects with Linux-first tools such as Ruby or Python, or developers looking to switch between containers and development machines for testing apps. Prior programming or development experience and a basic understanding of running tasks in bash, PowerShell, or the Windows Command Prompt will be required.

Pro Git Oct 12 2022 Pro Git (Second Edition) is your fully-updated guide to Git and its usage in the modern world. Git has come a long way since it was first developed by Linus Torvalds for Linux kernel development. It has taken the open source world by storm since its inception in 2005, and this book teaches you how to use it like a pro. Effective and well-implemented version control is a necessity for successful web projects, whether large or small. With this book you'll learn how to master the world of distributed version workflow, use the distributed features of Git to the full, and extend Git to meet your every need. Written by Git pros Scott Chacon and Ben Straub, Pro Git (Second Edition) builds on the

hugely successful first edition, and is now fully updated for Git version 2.0, as well as including an indispensable chapter on GitHub. It's the best book for all your Git needs.

The Rust Programming Language (Covers Rust 2018) Jun 15 2020 The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: Ownership and borrowing, lifetimes, and traits Using Rust's memory safety guarantees to build fast, safe programs Testing, error handling, and effective refactoring Generics, smart pointers, multithreading, trait objects, and advanced pattern matching Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Efficient R Programming Apr 25 2021 There are many excellent R resources for visualization, data science, and package development. Hundreds of scattered vignettes, web pages, and forums explain how to use R in particular domains. But little has been written on how to simply make R work effectively—until now. This hands-on book teaches novices

and experienced R users how to write efficient R code. Drawing on years of experience teaching R courses, authors Colin Gillespie and Robin Lovelace provide practical advice on a range of topics—from optimizing the set-up of RStudio to leveraging C++—that make this book a useful addition to any R user's bookshelf. Academics, business users, and programmers from a wide range of backgrounds stand to benefit from the guidance in *Efficient R Programming*. Get advice for setting up an R programming environment Explore general programming concepts and R coding techniques Understand the ingredients of an efficient R workflow Learn how to efficiently read and write data in R Dive into data carpentry—the vital skill for cleaning raw data Optimize your code with profiling, standard tricks, and other methods Determine your hardware capabilities for handling R computation Maximize the benefits of collaborative R programming Accelerate your transition from R hacker to R programmer

[Beginning Git and GitHub](#) Jun 27 2021 Learn the fundamentals of version control through step-by-step tutorials that will teach you the ins-and-outs of Git. This book is your complete guide to how Git and GitHub work in a professional team environment. Divided into three parts - Version Control, Project Management and Teamwork - this book reveals what waits for you in the real world and how to resolve the problems you may run into. Once past the basics of Git, you'll see how to manage a software project, and finally how to utilize Git and GitHub to work effectively as a team. You'll examine how to plan, follow and execute a project with GitHub, and then apply those concepts to real-world situations. Workaround the pitfalls that most programmers fall into when driving a project with Git by using proven tactics to avoid them. You will also be taught the easiest and quickest ways to resolve merge conflicts. A lot of modern books on Git don't go into depth about non-technical topics. *Beginning Git and GitHub* will help you cover all the bases right at the start of your career. What You'll Learn Review basic and advanced concepts of GitApply Project Management skills using GitHub Solve conflicts or, ideally, avoid them altogetherUse advanced concepts for a more boosted workflow Who This book Is For New developers,

developers that have never worked in a team environment before, developers with basic knowledge of Git or GitHub, or anyone who works with text documents.

Windows Kernel Programming Aug 22 2023 There is nothing like the power of the kernel in Windows - but how do you write kernel drivers to take advantage of that power? This book will show you how. The book describes software kernel drivers programming for Windows. These drivers don't deal with hardware, but rather with the system itself: processes, threads, modules, registry and more. Kernel code can be used for monitoring important events, preventing some from occurring if needed. Various filters can be written that can intercept calls that a driver may be interested in.

Practical Malware Analysis Jul 09 2022 Malware analysis is big business, and attacks can cost a company dearly. When malware breaches your defenses, you need to act quickly to cure current infections and prevent future ones from occurring. For those who want to stay ahead of the latest malware, *Practical Malware Analysis* will teach you the tools and techniques used by professional analysts. With this book as your guide, you'll be able to safely analyze, debug, and disassemble any malicious software that comes your way. You'll learn how to: -Set up a safe virtual environment to analyze malware -Quickly extract network signatures and host-based indicators -Use key analysis tools like IDA Pro, OllyDbg, and WinDbg -Overcome malware tricks like obfuscation, anti-disassembly, anti-debugging, and anti-virtual machine techniques -Use your newfound knowledge of Windows internals for malware analysis -Develop a methodology for unpacking malware and get practical experience with five of the most popular packers -Analyze special cases of malware with shellcode, C++, and 64-bit code Hands-on labs throughout the book challenge you to practice and synthesize your skills as you dissect real malware samples, and pages of detailed dissections offer an over-the-shoulder look at how the pros do it. You'll learn how to crack open malware to see how it really works, determine what damage it has done, thoroughly clean your network, and ensure that the malware never comes back. Malware analysis is a cat-and-mouse game with rules

that are constantly changing, so make sure you have the fundamentals. Whether you're tasked with securing one network or a thousand networks, or you're making a living as a malware analyst, you'll find what you need to succeed in Practical Malware Analysis.

Learn Git in a Month of Lunches Nov 20 2020 Summary Learn Git in a Month of Lunches introduces the discipline of source code control using Git. Whether you're a newbie or a busy pro moving your source control to Git, you'll appreciate how this book concentrates on the components of Git you'll use every day. In easy-to-follow lessons designed to take an hour or less, you'll dig into Git's distributed collaboration model, along with core concepts like committing, branching, and merging. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Git is the source code control system preferred by modern development teams. Its decentralized architecture and lightning-fast branching let you concentrate on your code instead of tedious version control tasks. At first, Git may seem like a sprawling beast. Fortunately, to get started you just need to master a few essential techniques. Read on! Learn Git in a Month of Lunches introduces the discipline of source code control using Git. Helpful for both newbies who have never used source control and busy pros, this book concentrates on the components of Git you'll use every day. In easy-to-follow lessons that take an hour or less, you'll dig into Git's distributed collaboration model, along with core concepts like committing, branching, and merging. This book is a road map to the commands and processes you need to be instantly productive. What's Inside Start from square one—no experience required The most frequently used Git commands Mental models that show how Git works Learn when and how to branch code About the Reader No previous experience with Git or other source control systems is required. About the Author Rick Umali uses Git daily as a developer and is a skilled consultant, trainer, and speaker. Table of Contents Before you begin An overview of Git and version control Getting oriented with Git Making and using a Git repository Using Git with a GUI Tracking and updating files in Git Committing parts of changes The time machine that is Git Taking a

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fork in the road Merging branches Cloning Collaborating with remotes Pushing your changes Keeping in sync Software archaeology Understanding git rebase Workflows and branching conventions Working with GitHub Third-party tools and Git Sharpening your Git **Hands-On Penetration Testing on Windows** Jun 20 2023 Master the art of identifying vulnerabilities within the Windows OS and develop the desired solutions for it using Kali Linux. Key Features Identify the vulnerabilities in your system using Kali Linux 2018.02 Discover the art of exploiting Windows kernel drivers Get to know several bypassing techniques to gain control of your Windows environment Book Description Windows has always been the go-to platform for users around the globe to perform administration and ad hoc tasks, in settings that range from small offices to global enterprises, and this massive footprint makes securing Windows a unique challenge. This book will enable you to distinguish yourself to your clients. In this book, you'll learn advanced techniques to attack Windows environments from the indispensable toolkit that is Kali Linux. We'll work through core network hacking concepts and advanced Windows exploitation techniques, such as stack and heap overflows, precision heap spraying, and kernel exploitation, using coding principles that allow you to leverage powerful Python scripts and shellcode. We'll wrap up with post-exploitation strategies that enable you to go deeper and keep your access. Finally, we'll introduce kernel hacking fundamentals and fuzzing testing, so you can discover vulnerabilities and write custom exploits. By the end of this book, you'll be well-versed in identifying vulnerabilities within the Windows OS and developing the desired solutions for them. What you will learn Get to know advanced pen testing techniques with Kali Linux Gain an understanding of Kali Linux tools and methods from behind the scenes See how to use Kali Linux at an advanced level Understand the exploitation of Windows kernel drivers Understand advanced Windows concepts and protections, and how to bypass them using Kali Linux Discover Windows exploitation techniques, such as stack and heap overflows and kernel exploitation, through coding principles Who this book is for This book is for penetration testers, ethical hackers, and

individuals breaking into the pentesting role after demonstrating an advanced skill in boot camps. Prior experience with Windows exploitation, Kali Linux, and some Windows debugging tools is necessary

Ruby on Rails Tutorial Apr 13 2020 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords

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Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

Docker on Windows Feb 16 2023 Learn how to run new and old Windows applications in Docker containers. About This Book Package traditional .NET Frameworks apps and new .NET Core apps as Docker images, and run them in containers for increased efficiency, portability, and security Design and implement distributed applications that run across connected containers, using enterprise-grade open source software from public Docker images Build a full Continuous Deployment pipeline for a .NET Framework application, and deploy it to a highly-available Docker swarm running in the cloud Who This Book Is For If you want to modernize an old monolithic application without rewriting it, smooth the deployment to production, or move to DevOps or the cloud, then Docker is the enabler for you. This book gives you a solid grounding in Docker so you can confidently approach all of these scenarios. What You Will Learn Comprehend key Docker concepts: images, containers, registries, and swarms Run Docker on Windows 10, Windows Server 2016, and in the cloud Deploy and monitor distributed solutions across multiple Docker containers Run containers with high availability and fail-over with Docker Swarm Master security in-depth with the Docker platform, making your apps more secure Build a Continuous Deployment pipeline by running Jenkins in Docker Debug applications running in Docker containers using Visual Studio Plan the adoption of Docker in your own organization In Detail Docker is a platform for running server applications in lightweight units called containers. You can run Docker on Windows Server 2016 and Windows 10, and run your existing apps in containers to get significant improvements in efficiency, security, and portability. This book teaches you all you need to know about Docker on Windows, from 101 to deploying highly-available workloads in production. This book takes you on a Docker journey, starting with the

key concepts and simple examples of how to run .NET Framework and .NET Core apps in Windows Docker containers. Then it moves on to more complex examples—using Docker to modernize the architecture and development of traditional ASP.NET and SQL Server apps. The examples show you how to break up monoliths into distributed apps and deploy them to a clustered environment in the cloud, using the exact same artifacts you use to run them locally. To help you move confidently to production, it then explains Docker security, and the management and support options. The book finishes with guidance on getting started with Docker in your own projects, together with some real-world case studies for Docker implementations, from small-scale on-premises apps to very large-scale apps running on Azure. Style and approach Using a step-by-step approach, this book shows you how to use Docker on Windows. It includes practical examples and real-world technical and business scenarios that will help you effectively implement Docker in your environment. There are over 50 examples of Dockerized applications, using C# .NET projects as the source and packaging them into Docker images.

[Introducing GitHub](#) Aug 18 2020 Software is eating the world, and GitHub is where software is built. GitHub is also a powerful way for people to collaborate on text-based documents, from contracts to screenplays to legislation. With this introductory guide, you'll learn how to use GitHub to manage and collaborate with developers, designers and other business professionals more effectively. Topics include project transparency, collaboration tools, the basics of Git version control management and how to make changes yourself - without having to bother your development team.

Earth Observation Data Cubes Jul 17 2020 Satellite Earth observation (EO) data have already exceeded the petabyte scale and are increasingly freely and openly available from different data providers. This poses a number of issues in terms of volume (e.g., data volumes have increased 10× in the last 5 years); velocity (e.g., Sentinel-2 is capturing a new image of any given place every 5 days); and variety (e.g., different types of sensors, spatial/spectral resolutions). Traditional approaches to the

acquisition, management, distribution, and analysis of EO data have limitations (e.g., data size, heterogeneity, and complexity) that impede their true information potential to be realized. Addressing these big data challenges requires a change of paradigm and a move away from local processing and data distribution methods to lower the barriers caused by data size and related complications in data management. To tackle these issues, EO data cubes (EODC) are a new paradigm revolutionizing the way users can store, organize, manage, and analyze EO data. This Special Issue is consequently aiming to cover the most recent advances in EODC developments and implementations to broaden the use of EO data to larger communities of users, support decision-makers with timely and actionable information converted into meaningful geophysical variables, and ultimately unlock the information power of EO data.

Interpretable Machine Learning Dec 02 2021 This book is about making machine learning models and their decisions interpretable. After exploring the concepts of interpretability, you will learn about simple, interpretable models such as decision trees, decision rules and linear regression. Later chapters focus on general model-agnostic methods for interpreting black box models like feature importance and accumulated local effects and explaining individual predictions with Shapley values and LIME. All interpretation methods are explained in depth and discussed critically. How do they work under the hood? What are their strengths and weaknesses? How can their outputs be interpreted? This book will enable you to select and correctly apply the interpretation method that is most suitable for your machine learning project.

Cloud Foundry for Developers May 07 2022 Deploy and scale applications on Cloud Foundry About This Book Gain hands-on experience using Cloud Foundry Implement deployment, management and scaling of applications on Cloud Foundry Learn best practices and troubleshooting tips for running applications on Cloud Foundry Who This Book Is For This book is aimed at developers, engineers and architects who want to learn key aspects of developing and running applications on the Cloud Foundry Platform. Prior knowledge Cloud Foundry is not necessary. What You Will Learn Understand Cloud Foundry (CF) tools

and concepts. Understand the breadth of possibilities unleashed through a lightweight agile approach to building and deploying applications. Design and deploy cloud native applications that run well on Cloud Foundry. Learn Microservice design concepts and worker applications. Customize service brokers to publish your services in the Cloud Foundry marketplace. Using, managing and creating buildpacks for the Cloud Foundry Platform. Troubleshoot applications on Cloud Foundry Perform zero-downtime deployments using blue/green routes, A/B testing, and painless rollbacks to earlier versions of the application. In Detail Cloud Foundry is the open source platform to deploy, run, and scale applications. Cloud Foundry is growing rapidly and a leading product that provides PaaS (Platform as a Service) capabilities to enterprise, government, and organizations around the globe. Giants like Dell Technologies, GE, IBM, HP and the US government are using Cloud Foundry innovate faster in a rapidly changing world. Cloud Foundry is a developer's dream. Enabling them to create modern applications that can leverage the latest thinking, techniques and capabilities of the cloud, including: DevOps Application Virtualization Infrastructure agnosticism Orchestrated containers Automation Zero downtime upgrades A/B deployment Quickly scaling applications out or in This book takes readers on a journey where they will first learn the Cloud Foundry basics, including how to deploy and scale a simple application in seconds. Readers will build their knowledge of how to create highly scalable and resilient cloud-native applications and microservices running on Cloud Foundry. Readers will learn how to integrate their application with services provided by Cloud Foundry and with those external to Cloud Foundry. Readers will learn how to structure their Cloud Foundry environment with orgs and spaces. After that, we'll discuss aspects of continuous integration/continuous delivery (CI/CD), monitoring and logging. Readers will also learn how to enable health checks, troubleshoot and debug applications. By the end of this book, readers will have hands-on experience in performing various deployment and scaling tasks. Additionally, they will have an understanding of what it takes to migrate and develop applications for Cloud Foundry. Style and

Approach A practitioner's guide to Cloud Foundry that covers the areas of application development, deployment and services.

Old New Thing Mar 25 2021 "Raymond Chen is the original raconteur of Windows." --Scott Hanselman, ComputerZen.com "Raymond has been at Microsoft for many years and has seen many nuances of Windows that others could only ever hope to get a glimpse of. With this book, Raymond shares his knowledge, experience, and anecdotal stories, allowing all of us to get a better understanding of the operating system that affects millions of people every day. This book has something for everyone, is a casual read, and I highly recommend it!" --Jeffrey Richter, Author/Consultant, Cofounder of Wintellect "Very interesting read. Raymond tells the inside story of why Windows is the way it is." --Eric Gunnerson, Program Manager, Microsoft Corporation "Absolutely essential reading for understanding the history of Windows, its intricacies and quirks, and why they came about." --Matt Pietrek, MSDN Magazine's Under the Hood Columnist "Raymond Chen has become something of a legend in the software industry, and in this book you'll discover why. From his high-level reminiscences on the design of the Windows Start button to his low-level discussions of GlobalAlloc that only your inner-geek could love, The Old New Thing is a captivating collection of anecdotes that will help you to truly appreciate the difficulty inherent in designing and writing quality software." --Stephen Toub, Technical Editor, MSDN Magazine Why does Windows work the way it does? Why is Shut Down on the Start menu? (And why is there a Start button, anyway?) How can I tap into the dialog loop? Why does the GetWindowText function behave so strangely? Why are registry files called "hives"? Many of Windows' quirks have perfectly logical explanations, rooted in history. Understand them, and you'll be more productive and a lot less frustrated. Raymond Chen--who's spent more than a decade on Microsoft's Windows development team--reveals the "hidden Windows" you need to know. Chen's engaging style, deep insight, and thoughtful humor have made him one of the world's premier technology bloggers. Here he brings together behind-the-scenes explanations, invaluable technical advice, and illuminating anecdotes

that bring Windows to life--and help you make the most of it. A few of the things you'll find inside: What vending machines can teach you about effective user interfaces A deeper understanding of window and dialog management Why performance optimization can be so counterintuitive A peek at the underbelly of COM objects and the Visual C++ compiler Key details about backwards compatibility--what Windows does and why Windows program security holes most developers don't know about How to make your program a better Windows citizen

GitHub For Dummies Jun 08 2022 Get more out of your coding with GitHub For today's coders, GitHub is a must. The world's largest software development platform, GitHub helps developers store, track, and collaborate on software projects. In this easy-to-follow Dummies guide, you'll find insight into creating repositories, establishing projects, collaborating, incorporating open-source resources, and establishing yourself as a valued member of the GitHub community. With a working knowledge of GitHub, you'll be a better, more employable programmer. The simple instructions and interactive examples in this book will get you there quickly. Get the instructions you need for using GitHub to collaborate on software projects Become more attractive to employers with knowledge and experience in the largest development platform Set up GitHub Desktop, create a repository, and launch your first project Use GitHub Skills courses to learn new tricks, for beginners to pros You've learned how to write a little code—now learn how to share it with GitHub.

Electron: From Beginner to Pro Jul 29 2021 Discover how to take your existing web development skills and learn how to create desktop applications for macOS, Windows, and Linux, using GitHub's Electron. Learn how to combine the power of Node.js and Chromium to provide a powerful development platform for creating web applications that break free from the browser. Electron: From Beginner to Pro guides you through the capabilities that you have available to create desktop applications. Learn to use features like file system access, create native menus, OS-specific dialogs and more. The authors will show you how to package your application for distribution for multiple platforms and

enable auto-updating. What You Will Learn Leverage your knowledge of HTML, CSS and JavaScript Use current web applications for the desktop Create and use Electron's main process and render process to create effective desktop applications Communicate between processes and between windows Build desktop applications that can be updated and distributed Who This Book Is For Web developers looking to leverage their HTML, CSS and JavaScript skills to create desktop widgets and applications. Developers wanting to leverage existing a Web application to extend functionality with a desktop application.

Docker on Windows May 19 2023 Learn how to run new and old applications in Docker containers on Windows - modernizing the architecture, improving security and maximizing efficiency. Key FeaturesRun .NET Framework and .NET Core apps in Docker containers for efficiency, security and portabilityDesign distributed containerized apps, using enterprise-grade open source software from Docker HubBuild a CI/CD pipeline with Docker, going from source to a production Docker Swarm in the cloudBook Description Docker on Windows, Second Edition teaches you all you need to know about Docker on Windows, from the 101 to running highly-available workloads in production. You'll be guided through a Docker journey, starting with the key concepts and simple examples of .NET Framework and .NET Core apps in Docker containers on Windows. Then you'll learn how to use Docker to modernize the architecture and development of traditional ASP.NET and SQL Server apps. The examples show you how to break up legacy monolithic applications into distributed apps and deploy them to a clustered environment in the cloud, using the exact same artifacts you use to run them locally. You'll see how to build a CI/CD pipeline which uses Docker to compile, package, test and deploy your applications. To help you move confidently to production, you'll learn about Docker security, and the management and support options. The book finishes with guidance on getting started with Docker in your own projects. You'll walk through some real-world case studies for Docker implementations, from small-scale on-premises apps to very large-scale apps running on Azure. What you will learnUnderstand key Docker concepts: images,

containers, registries and swarmsRun Docker on Windows 10, Windows Server 2019, and in the cloudDeploy and monitor distributed solutions across multiple Docker containersRun containers with high availability and failover with Docker SwarmMaster security in-depth with the Docker platform, making your apps more secureBuild a Continuous Deployment pipeline, running Jenkins and Git in DockerDebug applications running in Docker containers using Visual StudioPlan the adoption of Docker in your organizationWho this book is for If you want to modernize an old monolithic application without rewriting it, smooth the deployment to production, or move to DevOps or the cloud, then Docker is the enabler for you. This book gives you a solid grounding in Docker so you can confidently approach all of these scenarios.

Windows 10 System Programming, Part 1 Jul 21 2023 Delve into programming the Windows operating system through the Windows API in with C++. Use the power of the Windows API to working with processes, threads, jobs, memory, I/O and more. The book covers current Windows 10 versions, allowing you to get the most of what Windows has to offer to developers in terms of productivity, performance and scalability.

Windows® 64-bit Assembly Language Programming Quick Start Mar 05 2022 This book is about programming the Intel(R) X86-X64 in assembly language using the "free" version of Microsoft(R) Visual Studio 17 software. The X86 implies the 16-bit legacy Intel(R) 8086 processor up through the 64-bit Intel(R) core i7 and even beyond.

Windows Graphics Programming Mar 17 2023 Currently, there aren't any good books on Windows graphics programming. Programmers looking for help are left to muddle their way through online documentation and API books that don't focus on this topic. This book paves new ground, covering actual graphics implementation, hidden restrictions, and performance issues programmers need to know about.

How Do You Live? Sep 18 2020 The first English translation of the classic Japanese novel that has sold over 2 million copies—a childhood favorite of anime master Hayao Miyazaki (Spirited Away, My Neighbor Totoro, Howl's Moving Castle), with an introduction by Neil Gaiman.

First published in 1937, Genzaburō Yoshino's *How Do You Live?* has long been acknowledged in Japan as a crossover classic for young readers. Academy Award-winning animator Hayao Miyazaki has called it his favorite childhood book and announced plans to emerge from retirement to make it the basis of his final film. *How Do You Live?* is narrated in two voices. The first belongs to Copper, fifteen, who after the death of his father must confront inevitable and enormous change, including his own betrayal of his best friend. In between episodes of Copper's emerging story, his uncle writes to him in a journal, sharing knowledge and offering advice on life's big questions as Copper begins to encounter them. Over the course of the story, Copper, like his namesake Copernicus, looks to the stars, and uses his discoveries about the heavens, earth, and human nature to answer the question of how he will live. This first-ever English-language translation of a Japanese classic about finding one's place in a world both infinitely large and unimaginably small is perfect for readers of philosophical fiction like *The Alchemist* and *The Little Prince*, as well as Miyazaki fans eager to understand one of his most important influences.

Mastering Windows Presentation Foundation Sep 11 2022 Gain the expertise you need to build custom application frameworks and responsive and visually appealing user interfaces with WPF, C#, and .NET Key FeaturesDiscover a smarter way of working with WPF using the MVVM software architectural patternCreate your own lightweight application framework to build your future applications uponUnderstand data binding and learn how to use it in an applicationBook Description Microsoft Windows Presentation Foundation (WPF) provides several libraries and APIs for developers to create engaging user experiences. This book features a wide range of simple through to complex examples to demonstrate how to develop enterprise-grade applications for Windows desktop with WPF. This updated second edition of *Mastering Windows Presentation Foundation* starts by covering the benefits of using the Model-View-ViewModel (MVVM) software architectural pattern with WPF, before guiding you through debugging your WPF apps. The book will then take you through the application architecture and building

the foundation layer for your apps. As you advance, you'll get to grips with data binding, explore the various built-in WPF controls, and customize them to suit your requirements. You'll learn how to create custom controls to meet your needs when the built-in functionality is not enough. You'll also learn how to enhance your applications using practical animations, stunning visuals, and responsive data validation. To ensure that your app is not only interactive but also efficient, you'll focus on improving application performance, and finally, discover the different methods for deploying your applications. By the end of this book, you'll be proficient in using WPF for developing efficient yet robust user interfaces. What you will learn

Discover MVVM and how it assists development with WPF
Implement your own custom application framework
Become proficient with Data Binding
Understand how to adapt the built-in controls
Get up to speed with animations
Implement responsive data validation
Create visually appealing user interfaces
Improve application performance
Learn how to deploy your applications

Who this book is for
This Windows book is for developers with basic to intermediate-level knowledge of Windows Presentation Foundation and for those interested in simply enhancing their WPF skills. If you're looking to learn more about application architecture and designing user interfaces in a visually appealing manner, you'll find this book useful.

Windows Internals, Part 2 Feb 04 2022 Drill down into Windows architecture and internals, discover how core Windows components work behind the scenes, and master information you can continually apply to improve architecture, development, system administration, and support. Led by three renowned Windows internals experts, this classic guide is now fully updated for Windows 10 and 8.x. As always, it combines unparalleled insider perspectives on how Windows behaves "under the hood" with hands-on experiments that let you experience these hidden behaviors firsthand. Part 2 examines these and other key Windows 10 OS components and capabilities: Startup and shutdown The Windows Registry Windows management mechanisms WMI System mechanisms ALPC ETW Cache Manager Windows file systems The hypervisor and

virtualization UWP Activation Revised throughout, this edition also contains three entirely new chapters: Virtualization technologies Management diagnostics and tracing Caching and file system support

Hands-On Machine Learning with R Dec 22 2020 Hands-on Machine Learning with R provides a practical and applied approach to learning and developing intuition into today's most popular machine learning methods. This book serves as a practitioner's guide to the machine learning process and is meant to help the reader learn to apply the machine learning stack within R, which includes using various R packages such as glmnet, h2o, ranger, xgboost, keras, and others to effectively model and gain insight from their data. The book favors a hands-on approach, providing an intuitive understanding of machine learning concepts through concrete examples and just a little bit of theory. Throughout this book, the reader will be exposed to the entire machine learning process including feature engineering, resampling, hyperparameter tuning, model evaluation, and interpretation. The reader will be exposed to powerful algorithms such as regularized regression, random forests, gradient boosting machines, deep learning, generalized low rank models, and more! By favoring a hands-on approach and using real word data, the reader will gain an intuitive understanding of the architectures and engines that drive these algorithms and packages, understand when and how to tune the various hyperparameters, and be able to interpret model results. By the end of this book, the reader should have a firm grasp of R's machine learning stack and be able to implement a systematic approach for producing high quality modeling results. Features:

- Offers a practical and applied introduction to the most popular machine learning methods.
- Topics covered include feature engineering, resampling, deep learning and more.
- Uses a hands-on approach and real world data.

The Effect Feb 21 2021 The Effect: An Introduction to Research Design and Causality is about research design, specifically concerning research that uses observational data to make a causal inference. It is separated into two halves, each with different approaches to that subject. The first half goes through the concepts of causality, with very little in the way of

estimation. It introduces the concept of identification thoroughly and clearly and discusses it as a process of trying to isolate variation that has a causal interpretation. Subjects include heavy emphasis on data-generating processes and causal diagrams. Concepts are demonstrated with a heavy emphasis on graphical intuition and the question of what we do to data. When we “add a control variable” what does that actually do? Key Features: • Extensive code examples in R, Stata, and Python • Chapters on overlooked topics in econometrics classes: heterogeneous treatment effects, simulation and power analysis, new cutting-edge methods, and uncomfortable ignored assumptions • An easy-to-read conversational tone • Up-to-date coverage of methods with fast-moving literatures like difference-in-differences

Accelerate DevOps with GitHub Jan 23 2021 Take your DevOps and DevSecOps game to the next level by leveraging the power of the GitHub toolset in practice Key Features Release software faster and with confidence Increase your productivity by spending more time on software delivery and less on fixing bugs and administrative tasks Deliver high-quality software that is more stable, scalable, and secure Book Description This practical guide to DevOps uses GitHub as the DevOps platform and shows how you can leverage the power of GitHub for collaboration, lean management, and secure and fast software delivery. The chapters provide simple solutions to common problems, thereby helping teams that are already on their DevOps journey to further advance into DevOps and speed up their software delivery performance. From finding the right metrics to measure your success to learning from other teams' success stories without merely copying what they've done, this book has it all in one place. As you advance, you'll find out how you can leverage the power of GitHub to accelerate your value delivery - by making work visible with GitHub Projects, measuring the right metrics with GitHub Insights, using solid and proven engineering practices with GitHub Actions and Advanced Security, and moving to event-based and loosely coupled software architecture. By the end of this GitHub book, you'll have understood what factors influence software delivery performance and how you can measure your capabilities, thus realizing

where you stand in your journey and how you can move forward. What you will learn Effectively measure software delivery performance Adopt DevOps and lean management techniques in your teams Plan, track, and visualize your work using GitHub Issues and Projects Use continuous delivery with GitHub Actions and Packages Scale quality through testing in production and chaos engineering “Shift left” security and secure your entire software supply chain Use DevSecOps practices with GitHub Advanced Security Secure your code with code scanning, secret scanning, and Dependabot Who this book is for This book is for developers, solutions architects, DevOps engineers, and SREs, as well as for engineering or product managers who want to enhance their software delivery performance. Whether you're new to DevOps, already have experience with GitHub Enterprise, or come from a platform such as Azure DevOps, Team Foundation Server, GitLab, Bitbucket, Puppet, Chef, or Jenkins but struggle to achieve maximum performance, you'll find this book beneficial.

Python Crash Course, 2nd Edition Oct 20 2020 The second edition of the best-selling Python book in the world (over 1 million copies sold!). A fast-paced, no-nonsense guide to programming in Python. Updated and thoroughly revised to reflect the latest in Python code and practices. Python Crash Course is the world's best-selling guide to the Python programming language. This fast-paced, thorough introduction to programming with Python will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn basic programming concepts, such as variables, lists, classes, and loops, and practice writing clean code with exercises for each topic. You'll also learn how to make your programs interactive and test your code safely before adding it to a project. In the second half, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, a set of data visualizations with Python's handy libraries, and a simple web app you can deploy online. As you work through the book, you'll learn how to: • Use powerful Python libraries and tools, including Pygame, Matplotlib, Plotly, and Django • Make 2D games that respond to keypresses and

mouse clicks, and that increase in difficulty • Use data to generate interactive visualizations • Create and customize web apps and deploy them safely online • Deal with mistakes and errors so you can solve your own programming problems If you've been thinking about digging into programming, Python Crash Course will get you writing real programs fast. Why wait any longer? Start your engines and code!

Introducing GitHub Nov 01 2021 If you're new to GitHub, this concise book shows you just what you need to get started and no more. It's perfect for project and product managers, stakeholders, and other team members who want to collaborate on a development project—whether it's to review and comment on work in progress or to contribute specific changes. It's also great for developers just learning GitHub. GitHub has rapidly become the default platform for software development, but it's also ideal for other text-based documents, from contracts to screenplays. This hands-on book shows you how to use GitHub's web interface to view projects and collaborate effectively with your team. Learn how and why people use GitHub to collaborate View the status of a project—recent changes, outstanding work, and historic changes Create and edit files through GitHub without learning Git Suggest changes to projects you don't have permission to edit directly Use tools like issues, pull requests, and branches to specify and collaborate on changes Create a new GitHub repository to control who has access to your project

Building Tools with GitHub Aug 30 2021 For your next project on GitHub, take advantage of the service's powerful API to meet your unique development requirements. This practical guide shows you how to build your own software tools for customizing the GitHub workflow. Each hands-on chapter is a compelling story that walks you through the tradeoffs and considerations for building applications on top of various GitHub technologies. If you're an experienced programmer familiar with GitHub, you'll learn how to build tools with the GitHub API and related open source technologies such as Jekyll (site builder), Hubot (NodeJS chat robot), and Gollum (wiki). Build a simple Ruby server with Gist API command-line tools and Ruby's "Octokit" API client Use the Gollum command-line tool to build an image management application Build a

GUI tool to search GitHub with Python Document interactions between third-party tools and your code Use Jekyll to create a fully-featured blog from material in your GitHub repository Create an Android mobile application that reads and writes information into a Jekyll repository Host an entire single-page JavaScript application on GitHub Use Hubot to automate pull request reviews

Introduction to Data Science Sep 30 2021 Introduction to Data Science: Data Analysis and Prediction Algorithms with R introduces concepts and skills that can help you tackle real-world data analysis challenges. It covers concepts from probability, statistical inference, linear regression, and machine learning. It also helps you develop skills such as R programming, data wrangling, data visualization, predictive algorithm building, file organization with UNIX/Linux shell, version control with Git and GitHub, and reproducible document preparation. This book is a textbook for a first course in data science. No previous knowledge of R is necessary, although some experience with programming may be helpful. The book is divided into six parts: R, data visualization, statistics with R, data wrangling, machine learning, and productivity tools. Each part has several chapters meant to be presented as one lecture. The author uses motivating case studies that realistically mimic a data scientist's experience. He starts by asking specific questions and answers these through data analysis so concepts are learned as a means to answering the questions. Examples of the case studies included are: US murder rates by state, self-reported student heights, trends in world health and economics, the impact of vaccines on infectious disease rates, the financial crisis of 2007-2008, election forecasting, building a baseball team, image processing of hand-written digits, and movie recommendation systems. The statistical concepts used to answer the case study questions are only briefly introduced, so complementing with a probability and statistics textbook is highly recommended for in-depth understanding of these concepts. If you read and understand the chapters and complete the exercises, you will be prepared to learn the more advanced concepts and skills needed to become an expert.