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Jacob Lett

Developing a hacker's mindset Rajat Dey, Dr. Panem Charanarur, Dr. G. Srinivasa Rao, 2023-10-21 Greetings, I'm Rajat Dey, hailing from the enchanting region of Northeast Tripura, and I'm currently a student in the 11th grade at Umakanta Academy. Today, I'm thrilled to share the news that my debut book, *Developing a Hacker's Mindset*, has just been published. Within the pages of this book, I delve into the intricate worlds of cybersecurity and development, highlighting the symbiotic relationship between the two. In the ever-evolving landscape of technology, it's essential for aspiring programmers, developers, and even ethical hackers to comprehend both the defensive and offensive facets of their craft. Understanding the offensive side of things equips us with the insight needed to fortify our digital fortresses. After all, how can we adequately protect ourselves if we remain oblivious to the various types of attacks, their impact, and their inner workings? Conversely, a deep understanding of the development side empowers us to tackle challenges independently and shields us from deceit. Moreover, it encourages us to venture into uncharted territory, fostering creative problem-solving, reverse engineering, and innovation. This dual knowledge also opens doors to developing sophisticated security measures. It's akin to a continuous, intertwined circle. As a developer, comprehending how to build servers and encryption systems is invaluable, as it enables us to deconstruct and explore their inner workings. Simultaneously, thinking like a hacker, scrutinizing every aspect through their lens, unveils vulnerabilities in our code and projects, paving the way for more secure and resilient solutions. In essence, it's a cyclical journey, where technology and cybersecurity are inseparable. Companies worldwide are constantly evolving to secure their applications, driving the growth of the cybersecurity field. With each update in technology, the significance of cybersecurity only deepens, creating an unbreakable bond between the realms of tech and cyber.

Node.js Web Development David Herron, 2020-07-31 Build scalable web applications using Node.js, Express.js, and the latest ECMAScript techniques, along with deploying applications with AWS and Docker with this updated fifth edition Key Features • Learn backend web programming with the JavaScript stack • Explore best practices, right from configuring and building web servers to deploying them on a production cloud hosting system: AWS using Docker and Terraform • Work through the different stages of developing robust and scalable apps using Node.js 14 Book Description Node.js is the leading choice of server-side web development platform, enabling developers to use the same tools and paradigms for both server-side and client-side software. This updated fifth edition of Node.js Web Development focuses on the new features of Node.js

14, Express 4.x, and ECMAScript, taking you through modern concepts, techniques, and best practices for using Node.js. The book starts by helping you get to grips with the concepts of building server-side web apps with Node.js. You'll learn how to develop a complete Node.js web app, with a backend database tier to help you explore several databases. You'll deploy the app to real web servers, including a cloud hosting platform built on AWS EC2 using Terraform and Docker Swarm, while integrating other tools such as Redis and NGINX. As you advance, you'll learn about unit and functional testing, along with deploying test infrastructure using Docker. Finally, you'll discover how to harden Node.js app security, use Let's Encrypt to provision the HTTPS service, and implement several forms of app security with the help of expert practices. With each chapter, the book will help you put your knowledge into practice throughout the entire life cycle of developing a web app. By the end of this Node.js book, you'll have gained practical Node.js web development knowledge and be able to build and deploy your own apps on a public web hosting solution. What you will learn • Install and use Node.js 14 and Express 4.17 for both web development and deployment • Implement RESTful web services using the Restify framework • Develop, test, and deploy microservices using Docker, Docker Swarm, and Node.js, on AWS EC2 using Terraform • Get up to speed with using data storage engines such as MySQL, SQLite3, and MongoDB • Test your web applications using unit testing with Mocha, and headless browser testing with Puppeteer • Implement HTTPS using Let's Encrypt and enhance application security with Helmet Who this book is for If you're looking for an alternative to the 'P' languages (Perl, PHP, and Python), or if you want to get started with server-side web development with JavaScript programming, or if you want a deep dive into deploying services to cloud hosting, this Node.js book is for you. A rudimentary understanding of JavaScript and web application development is a must before you get started with this book. Table of Contents • About Node.js • Setting Up Node.js • Exploring Node.js Modules • HTTP Servers and Clients • Your First Express Application • Implementing the Mobile-First Paradigm • Data Storage and Retrieval • Authenticating Users with a Microservice • Dynamic Client/Server Interaction with Socket.IO • Deploying Node.js Applications to Linux Servers • Deploying Node.js microservices with Docker • Deploying a Docker Swarm to AWS EC2 with Terraform • Unit Testing and Functional Testing • Security in Node.js Applications

Kotlin Programming By Example Iyanu Adelekan, 2018-03-28 Enhance your Kotlin programming skills by building 3 real-world applications Key Features Build three full-fledged, engaging applications from scratch and learn to deploy them Enhance your app development and programming activities with Kotlin's powerful and intuitive tools and utilities. Experience the gentle learning curve, expressiveness, and intuitiveness of Kotlin, as you develop your own applications Book Description Kotlin greatly reduces the verbosity of source code. With Google having announced their support for Kotlin as a first-class language for writing Android apps, now's the time learn how to create apps from scratch with Kotlin Kotlin Programming By Example takes you through the building blocks of Kotlin, such as functions and classes. You'll explore various features of Kotlin by building three applications of varying complexity. For a quick start to Android development, we look at building a

classic game, Tetris, and elaborate on object-oriented programming in Kotlin. Our next application will be a messenger app, a level up in terms of complexity. Before moving onto the third app, we take a look at data persistent methods, helping us learn about the storage and retrieval of useful applications. Our final app is a place reviewer: a web application that will make use of the Google Maps API and Place Picker. By the end of this book, you will have gained experience of creating and deploying Android applications using Kotlin. What you will learn

- Learn the building blocks of the Kotlin programming language
- Develop powerful RESTful microservices for Android applications
- Create reactive Android applications efficiently
- Implement an MVC architecture pattern and dependency management using Kotlin
- Centralize, transform, and stash data with Logstash
- Secure applications using Spring Security
- Deploy Kotlin microservices to AWS and Android applications to the Play Store

Who this book is for This book is for those who are new to Kotlin or are familiar with the basics, having dabbled with Java until now. Basic programming knowledge is mandatory.

Practical Django 2 and Channels 2 Federico Marani, 2018-12-14 Learn how to rapidly build your own ecommerce site by applying Django's battle-tested components. This book demonstrates Django's features and conventions to help you develop modern web applications quickly. You'll adopt a learn by doing approach and gain a deeper understanding Django by working through a project in which the real-time component will be critical. The book starts with the basics and explains the difference between a Django project and a Django app, the most important settings, how to change them, and the fundamentals of packaging. You'll then be introduced to all the standard tools of Django, along with a sample project. The book then moves on to Channels, a recent addition to the Django ecosystem. It extends the framework with support for real-time operations such as Websockets and other asynchronous features. Practical Django 2 and Channels 2 provides the practical concepts needed to create complex, database-driven websites as easily as possible. What You'll Learn

- Build and deploy a simple company site with Django
- Develop more complex, data-heavy sites using the Django ORM
- Integrate Django with Channels
- Unit-test your solutions

Who This Book Is For Python developers and web developers wanting to learn Django 2 and Channels 2

Unlocking Educations Future: A Step-by-Step Practical Guide to Transformative Blockchain DApps in the Academic Landscape Dr. Poornima G. Naik, Dr. Girih R. Naik, 2023-11-20 Blockchain technology has the potential to revolutionize the education sector in several significant ways. Firstly, it can enable the secure and tamper-proof storage of educational records, such as degrees, certifications, and diplomas. This ensures the authenticity and integrity of the credentials, reducing the risk of fraud and facilitating seamless verification processes for employers and educational institutions. Secondly, blockchain can facilitate the creation of decentralized learning platforms, enabling peer-to-peer interactions, transparent tracking of learning progress, and secure sharing of educational content. The book aims at providing insight into how blockchain can be leveraged in education sector. Chapter 1 focuses on overview of fungible and non-fungible tokens,

different ERC standards for creating fungible and non-fungible tokens. The role of OpenZeppelin for simplifying the creation of non-fungible tokens is discussed at length. Chapter 2 unleashes the power of decentralized applications. It explores the development of decentralized applications using Blockchain Technology with React.js as frontend. Two decentralized applications one for transferring fund from one account to another and another for developing a frontend for demo project are discussed. Chapters 3 and 4 provide an overview of decentralized applications for educational domain. The first application elaborated in Chapter 3 targets design and development of decentralized feedback application focusing in detail on the steps pertaining to design of smart contract, testing the smart contract in two versatile environments of Remix IDE, Hardhat environment and Sepolia test environment, designing the frontend in React.

Hands-On IoT: Wi-Fi and Embedded Web Development Erwin Ouyang, 2020-06-19 Rapid advances in IoT technology demand a lot of devices to be connected to the internet. To design such devices, we usually need knowledges about microcontrollers and computer network. As an example, we often found devices that can be connected to the network and can be configured via web interfaces. These devices implement embedded web server. For example, most of network devices usually use embedded web server as the interface for configuration. Although there are a lot of books that discuss about microcontrollers or web development, they usually discuss the topics in separate books. Rarely, there is a book that discusses both of the topics in one book, i.e. the book that discusses how to create a web interface for a microcontroller. Therefore, this book is written to fill that gap. The Arduino library is used to program the ESP32, while HTML, CSS, and JavaScript are used to build the web interface.

Building Serverless Python Web Services with Zappa Abdulwahid Abdulhaque Barguzar, 2018-07-30 Master serverless architectures in Python and their implementation, with Zappa on three different frameworks. Key Features Scalable serverless Python web services using Django, Flask, and Pyramid. Learn Asynchronous task execution on AWS Lambda and scheduling using Zappa. Implementing Zappa in a Docker container. Book Description Serverless applications are becoming very popular these days, not just because they save developers the trouble of managing the servers, but also because they provide several other benefits such as cutting heavy costs and improving the overall performance of the application. This book will help you build serverless applications in a quick and efficient way. We begin with an introduction to AWS and the API gateway, the environment for serverless development, and Zappa. We then look at building, testing, and deploying apps in AWS with three different frameworks--Flask, Django, and Pyramid. Setting up a custom domain along with SSL certificates and configuring them with Zappa is also covered. A few advanced Zappa settings are also covered along with securing Zappa with AWS VPC. By the end of the book you will have mastered using three frameworks to build robust and cost-efficient serverless apps in Python. What you will learn Build, test, and deploy a simple web service using AWS CLI Integrate Flask-based Python applications, via AWS CLI configuration Design Rest APIs integrated with Zappa for Flask and Django Create a

project in the Pyramid framework and configure it with Zappa Generate SSL Certificates using Amazon Certificate Manager Configure custom domains with AWS Route 53 Create a Docker container similar to AWS Lambda Who this book is for Python Developers who are interested in learning how to develop fast and highly scalable serverless applications in Python, will find this book useful

Mastering Bootstrap 4 Benjamin Jakobus, 2018-02-22 Bootstrap 4 is a free CSS and JavaScript framework that allows developers to rapidly build responsive web-interfaces. This book will help you adapt and customize Bootstrap to produce enticing websites that fit your needs.

Mastering OpenCV 4 Roy Shilkrot, David Millán Escrivá, 2018-12-27 Work on practical computer vision projects covering advanced object detector techniques and modern deep learning and machine learning algorithms Key Features Learn about the new features that help unlock the full potential of OpenCV 4 Build face detection applications with a cascade classifier using face landmarks Create an optical character recognition (OCR) model using deep learning and convolutional neural networks Book Description Mastering OpenCV, now in its third edition, targets computer vision engineers taking their first steps toward mastering OpenCV. Keeping the mathematical formulations to a solid but bare minimum, the book delivers complete projects from ideation to running code, targeting current hot topics in computer vision such as face recognition, landmark detection and pose estimation, and number recognition with deep convolutional networks. You'll learn from experienced OpenCV experts how to implement computer vision products and projects both in academia and industry in a comfortable package. You'll get acquainted with API functionality and gain insights into design choices in a complete computer vision project. You'll also go beyond the basics of computer vision to implement solutions for complex image processing projects. By the end of the book, you will have created various working prototypes with the help of projects in the book and be well versed with the new features of OpenCV4. What you will learn Build real-world computer vision problems with working OpenCV code samples Uncover best practices in engineering and maintaining OpenCV projects Explore algorithmic design approaches for complex computer vision tasks Work with OpenCV's most updated API (v4.0.0) through projects Understand 3D scene reconstruction and Structure from Motion (SfM) Study camera calibration and overlay AR using the ArUco Module Who this book is for This book is for those who have a basic knowledge of OpenCV and are competent C++ programmers. You need to have an understanding of some of the more theoretical/mathematical concepts, as we move quite quickly throughout the book.

Hands-On Server-Side Web Development with Swift Angus Yeung, 2018-11-30 Take advantage of using the same programming language for both server and client-side with this hands-on book for building web applications with Swift. Key Features Build a full-stack iOS and web applications using Swift, Vapor, and Kitura Framework Leverage ORM abstraction drivers to make queries to SQL database Develop your very own containerized microservices with Swift, Docker and

KubernetesBook Description This book is about building professional web applications and web services using Swift 4.0 and leveraging two popular Swift web frameworks: Vapor 3.0 and Kitura 2.5. In the first part of this book, we'll focus on the creation of basic web applications from Vapor and Kitura boilerplate projects. As the web apps start out simple, more useful techniques, such as unit test development, debugging, logging, and the build and release process, will be introduced to readers. In the second part, we'll learn different aspects of web application development with server-side Swift, including setting up routes and controllers to process custom client requests, working with template engines such as Leaf and Stencil to create dynamic web content, beautifying the content with Bootstrap, managing user access with authentication framework, and leveraging the Object Relational Mapping (ORM) abstraction layer (Vapor's Fluent and Kitura's Kuery) to perform database operations. Finally, in the third part, we'll develop web services in Swift and build our API Gateway, microservices and database backend in a three-tier architecture design. Readers will learn how to design RESTful APIs, work with asynchronous processes, and leverage container technology such as Docker in deploying microservices to cloud hosting services such as Vapor Cloud and IBM Cloud. What you will learnBuild simple web apps using Vapor 3.0 and Kitura 2.5Test, debug, build, and release server-side Swift applicationsDesign routes and controllers for custom client requestsWork with server-side template enginesDeploy web apps to a host in the cloudEnhance web content with BootstrapManage user access using authentication frameworkDesign for API gatewayDevelop an iPhone app to work with web servicesDeploy your app as a microservice in a clusterDeploy Swift web services with a RESTful API designWho this book is for This book is about building professional web applications and web services using Swift and leveraging two popular Swift web frameworks: Vapor 3.0 and Kitura 2.5. We assume the readers to have some working knowledge of Swift programming language. The readers could be beginners of Swift programming, seasonal iOS or macOS developers, or software developers who want to work on practical Swift applications while learning the language itself. By the end of the book, you would be able to successfully create your own web applications and web services by leveraging the powerful ecosystem of Swift.

Architectural Framework for Web Development and Micro Distributed Applications Rodriguez, Guillermo, 2023-04-17 In recent years, we have ushered in a new age where applications will become smaller, distributed, JavaScript-laden, microservices-infused, and utilize the hardware of the client to operate. A new paradigm has been forced upon us by the large search providers, and because of this, we can now leverage them to help our applications obtain influence where our applications become the voice of authority on the internet and consequently help our organizations reap the benefits of mass adoption. To better understand this, we must first consider the history that has taken us to where we find ourselves. *Architectural Framework for Web Development and Micro Distributed Applications* helps readers to come to an understanding of how the indexing domain may be leveraged by this new wave of JavaScript applications that have been termed micro distributed applications and by whose creation and implementation will allow the enterprise to reap the benefit

of influence by the existing search systems that the masses utilize. It helps to fill in the picture of the evolution that has occurred and will continue to occur in web development whereby the new breed of applications will become JavaScript-laden and highly distributed and whereby the businesses that implement them will stand a chance to win the indexing race and consequently stand to win the attention of the masses. Covering topics such as distributed systems, search engine optimization, and software as a service, this premier reference source is a dynamic resource for web developers, students and educators of higher education, software developers, technical personnel, IT managers, computer scientists, librarians, researchers, and academicians.

IBM Watson Solutions for Machine Learning Arindam Ganguly, 2021-06-19 Utilize Python and IBM Watson to put real-life use cases into production. **KEY FEATURES** ● Use of popular Python packages for building Machine Learning solutions from scratch. ● Practice various IBM Watson Machine Learning tools for Computer Vision and Natural Language Processing applications. ● Expert-led best practices to put your Machine Learning solutions into the production environment. **DESCRIPTION** This book will take you through the journey of some amazing tools IBM Watson has to offer to leverage your machine learning concepts to solve some real-life use cases that are pertinent to the current industry. This book explores the various Machine Learning fundamental concepts and how to use the Python programming language to deal with real-world use cases. It explains how to take your code and deploy it into IBM Cloud leveraging IBM Watson Machine Learning. While doing so, the book also introduces you to several amazing IBM Watson tools such as Watson Assistant, Watson Discovery, and Watson Visual Recognition to ease out various machine learning tasks such as building a chatbot, creating a natural language processing pipeline, or an optical object detection application without a single line of code. It covers Watson Auto AI with which you can apply various machine learning algorithms and pick out the best for your dataset without a single line of code. Finally, you will be able to deploy all of these into IBM Cloud and configure your application to maintain the production-level runtime. After reading this book, you will find yourself confident to administer any machine learning use case and deploy it into production without any hassle. You will be able to take up a complete end-to-end machine learning project with complete responsibility and deliver the best standards the current industry has to offer. Towards the end of this book, you will be able to build an end-to-end production-level application and deploy it into Cloud. **WHAT YOU WILL LEARN** ● Review the basics of Machine Learning and learn implementation using Python. ● Learn deployment using IBM Watson Studio and Watson Machine Learning. ● Learn how to use Watson Auto AI to automate hyperparameter tuning. ● Learn Watson Assistant, Watson Visual Recognition, and Watson Discovery. ● Learn how to implement the various layers of an end-to-end AI application. ● Learn all the configurations needed for production deployment to Cloud. **WHO THIS BOOK IS FOR** This book is for all data professionals, ML enthusiasts, and software developers who are looking for real solutions to be developed. The reader is expected to have a prior knowledge of the web application architecture and basic Python fundamentals. **TABLE OF**

CONTENTS 1. Introduction to Machine Learning 2. Deep Learning 3. Features and Metrics 4. Build Your Own Chatbot 5. First Complete Machine Learning Project 6. Perfecting Our Model 7. Visual Recognition 8. Watson Discovery 9. Deployment and Others 10. Deploying the Food Ordering Bot

WEB APPLICATION DEVELOPMENT Dr. Poonam Sharma ,Rahul Agarwal ,2023-11-01 e-book of WEB APPLICATION DEVELOPMENT, BCA, First Semester for Three/Four Year Undergraduate Programme for University of Rajasthan, Jaipur Syllabus as per NEP (2020).

Advanced Guide to ASO (APP Store Optimization) with Digital Marketing Abhinav Ojha,2020-07-10 This book is particularly written for single developers(without a team and funding support) who make a solid effort to build up their applications yet tragically couldn't receive many downloads on their applications and couldn't bring in money from it. This book covers 20+ ASO that is App Store Optimization strategies alongside a few internet and online-based marketing procedures and digital marketing that will assist the developers with getting increasingly more downloads on their applications and at last, can bring in money from their apps. This book will assist them with each progression from uploading applications to advancing and marketing, to spare marketing cost, maximize their incomes thus on. There are just 3 to 4% of developers who arrive at 100k downloads on google play store. the details are taken from a survey. By perusing this book one can without much of a stretch adjust right ASO methods alongside digital marketing and achieve their objectives and goals and competitive single-handedly in the market.

C# 9 and .NET 5 - Modern Cross-Platform Development Mark J. Price,2020-11-10 Publisher's Note: Microsoft stopped supporting .NET 5 in May 2022. The newer 8th edition of the book is available that covers .NET 8 (end-of-life November 2026) with C# 12 and EF Core 8. Purchase of the print or Kindle book includes a free PDF eBook Key Features Explore the newest additions to C# 9, the .NET 5 class library, Entity Framework Core and Blazor Strengthen your command of ASP.NET Core 5.0 and create professional websites and services Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book DescriptionIn C# 9 and .NET 5 - Modern Cross-Platform Development, Fifth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with a new chapter on the Microsoft Blazor framework. The book's first part teaches the fundamentals of C#, including object-oriented programming and new C# 9 features such as top-level programs, target-typed new object instantiation, and immutable types using the record keyword. Part 2 covers the .NET APIs, for performing tasks like managing and querying data, monitoring and improving performance, and working with the file system, async streams, serialization, and encryption. Part 3 provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core or mobile apps using Xamarin.Forms. The best type of application for learning the C# language constructs and many of the .NET libraries is one that does not distract

with unnecessary application code. For that reason, the C# and .NET topics covered in Chapters 1 to 13 feature console applications. In Chapters 14 to 20, having mastered the basics of the language and libraries, you will build practical applications using ASP.NET Core, Model-View-Controller (MVC), and Blazor. By the end of the book, you will have acquired the understanding and skills you need to use C# 9 and .NET 5 to create websites, services, and mobile apps. What you will learn Build your own types with object-oriented programming Query and manipulate data using LINQ Build websites and services using ASP.NET Core 5 Create intelligent apps using machine learning Use Entity Framework Core and work with relational databases Discover Windows app development using the Universal Windows Platform and XAML Build rich web experiences using the Blazor framework Build mobile applications for iOS and Android using Xamarin.Forms Who this book is for This book is best for C# and .NET beginners, or programmers who have worked with C# in the past but feel left behind by the changes in the past few years. This book doesn't expect you to have any C# or .NET experience; however, you should have a general understanding of programming. Students and professionals with a science, technology, engineering, or mathematics (STEM) background can certainly benefit from this book.

Learn Bootstrap: The Collection Maria Antonietta Perna, Syed Fazle Rahman, Ilya Bodrov-Krukowski, Ahmed Boucheffa, Craig Watson, Rhiana Heath, Ivaylo Gerchev, George Martsoukos, Ashraff Hathibelagal, Manjunath M, Zeeshan Chawdhary, David Attard, Callum Hopkins, Reggie Dawson, 2018-08-06 Bootstrap stands as the most popular open-source, front-end framework on the Web. Since its official release in 2011, it has undergone several changes, and it's now one of the most stable and responsive frameworks available. It's loved by web developers of all levels, as it gives them the capability to build a functional, attractive website design within minutes. A novice developer with just some basic knowledge of HTML and little CSS can easily get started with Bootstrap. This collection presents three books: Your First Week With Bootstrap, a collection of articles introducing Bootstrap 8 Practical Bootstrap Projects, which presents several complete, real world Bootstrap projects Bootstrap: Related Tools & Skills, which contains a collection of articles outlining essential tools and skills that every Bootstrap developer should know. This collection is for all frontend developers who want to build responsive, mobile-first websites with Bootstrap. You'll need to be familiar with HTML and CSS and have a reasonable level of understanding of JavaScript in order to follow the discussion.

C# 8.0 and .NET Core 3.0 - Modern Cross-Platform Development Mark J. Price, 2019-10-31 Publisher's Note: Microsoft stops supporting .NET Core 3.1 in December 2022. The newer 7th edition of this book is available that covers .NET 7 (end-of-life May 2024) or .NET 6 (end-of-life November 2024), with C# 11 and EF Core 7. Key Features Build modern, cross-platform applications with .NET Core 3.0 Get up to speed with C#, and up to date with all the latest features of C# 8.0 Start creating professional web applications with ASP.NET Core 3.0 Book Description In C# 8.0 and .NET Core 3.0 - Modern Cross-Platform Development, Fourth Edition, expert teacher Mark J. Price gives you everything you need to start programming C#

applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with new chapters on Content Management Systems (CMS) and machine learning with ML.NET. The book covers all the topics you need. Part 1 teaches the fundamentals of C#, including object-oriented programming, and new C# 8.0 features such as nullable reference types, simplified switch pattern matching, and default interface methods. Part 2 covers the .NET Standard APIs, such as managing and querying data, monitoring and improving performance, working with the filesystem, async streams, serialization, and encryption. Part 3 provides examples of cross-platform applications you can build and deploy, such as web apps using ASP.NET Core or mobile apps using Xamarin.Forms. The book introduces three technologies for building Windows desktop applications including Windows Forms, Windows Presentation Foundation (WPF), and Universal Windows Platform (UWP) apps, as well as web applications, web services, and mobile apps. What you will learn Build cross-platform applications for Windows, macOS, Linux, iOS, and Android Explore application development with C# 8.0 and .NET Core 3.0 Explore ASP.NET Core 3.0 and create professional web applications Learn object-oriented programming and C# multitasking Query and manipulate data using LINQ Use Entity Framework Core and work with relational databases Discover Windows app development using the Universal Windows Platform and XAML Build mobile applications for iOS and Android using Xamarin.Forms Who this book is for Readers with some prior programming experience or with a science, technology, engineering, or mathematics (STEM) background, who want to gain a solid foundation with C# 8.0 and .NET Core 3.0.

Applied User Data Collection and Analysis Using JavaScript and PHP Kyle Goslin, Markus Hofmann, 2021-04-28
Applied User Data Collection and Analysis Using JavaScript and PHP is designed to provide the technical skills and competency to gather a wide range of user data from web applications in both active and passive methods. This is done by providing the reader with real-world examples of how a variety of different JavaScript- and PHP-based libraries can be used to gather data using custom feedback forms and embedded data gathering tools. Once data has been gathered, this book explores the process of working with numerical data, text analysis, visualization approaches, statistics, and rolling out developed applications to both data analysts and users alike. Using the collected data, this book aims to provide a deeper understanding of user behavior and interests, allowing application developers to further enhance web-application development. Key Features: Complete real-world examples of gathering data from users and web environments Offers readers the fundamentals of text analysis using JavaScript and PHP Allows the user to understand and harness JavaScript data-visualization tools Integration of new and existing data sources into a single, bespoke web-based analysis environment

Bootstrap 4 Quick Start Jacob Lett, 2018-06-22 Want to improve the design of your website or web application without having to write CSS styles from scratch? Learning HTML and CSS is a lot more challenging than it used to be. Responsive web design adds more layers of complexity to design and develop websites. In this book you will become familiar with the

new cards component, setting up the new flexbox grid layout, customizing the look and feel, how to follow the mobile-first development workflow, and more! Web designer and developer Jacob Lett has built 100+ websites and WordPress themes. Let him show you exactly how to build responsive layouts that look great in every browser and device. He shares what you can't learn from the official documentation... the process of actually building a full layout. This book is focused on the workflow and does not duplicate what you can already find in the official documentation. This book will show you how to reference the documentation and use it effectively in your projects. **BONUS:** Includes a link to download a free cheat sheets bundle and a 1 hour training video. Who is this for? You're an absolute beginner and want to become a web developer. You learned HTML and CSS 5-10 years ago but are new to responsive web design basics. You have used Bootstrap before but want to learn new techniques and workflow. What will I learn? Learn what responsive web design is, the history behind it, and how the Bootstrap 4 frontend framework makes it easier to implement. Learn the web design process and workflow necessary to make a responsive website and application with Bootstrap 4. Learn what's new in Bootstrap 4 with a deep focus on CSS3 Flexbox, Cards, and the responsive grid layout. What will I build? Responsive Marketing Homepage - Topics covered: responsive images, image cards, parallax background images, Google fonts, carousel cross-fade, and vertical centered text. Bootstrap Admin Dashboard - Topics covered: 100% height sidebar, card deck, FontAwesome icons, responsive charts and tables, and custom navigation tree menu. How is this training unique? Learn by doing as you build two professional responsive layouts examples step-by-step. Focused on the workflow vs duplicating what you can find in the official documentation. This book will show you how to reference the documentation and use it effectively in your projects. Uses hyperlinks to point to code demos, snippets, videos, and external resources. What do I need? Some experience with HTML and CSS is helpful but not necessary. Does not require knowing Sass, command line, or Photoshop. A computer with Google Chrome. A text editor like Atom and an internet connection. You want to build a beautiful website or user interface that works on all major browsers. Let Jacob show you how step by step. If you like detailed step by step guides, plenty of examples, and printable cheat sheets, then you'll love Jacob Lett's approach at how he creates responsive layouts using Bootstrap 4. Buy the Bootstrap 4 Quick Start today and start building responsive layouts in less time and with less effort!

Getting MEAN with Mongo, Express, Angular, and Node Simon Holmes, clive harber, 2019-04-22 Summary Getting MEAN, Second Edition teaches you how to develop full-stack web applications using the MEAN stack. This edition was completely revised and updated to cover MongoDB 4, Express 4, Angular 7, Node 11, and the latest mainstream release of JavaScript ES2015. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Juggling languages mid-application can radically slow down a full-stack web project. The MEAN stack—MongoDB, Express, Angular, and Node—uses JavaScript end to end, maximizing developer productivity and minimizing context switching. And you'll love the results! MEAN apps are fast, powerful, and beautiful. About the Book

Getting MEAN, Second Edition teaches you how to develop full-stack web applications using the MEAN stack. Practical from the very beginning, the book helps you create a static site in Express and Node. Expanding on that solid foundation, you'll integrate a MongoDB database, build an API, and add an authentication system. Along the way, you'll get countless pro tips for building dynamic and responsive data-driven web applications! What's inside MongoDB 4, Express 4, Angular 7, and Node.js 11 MEAN stack architecture Mobile-ready web apps Best practices for efficiency and reusability About the Reader Readers should be comfortable with standard web application designs and ES2015-style JavaScript. About the Author Simon Holmes and Clive Harber are full-stack developers with decades of experience in JavaScript and other leading-edge web technologies. Table of Contents PART 1 - SETTING THE BASELINE Introducing full-stack development Designing a MEAN stack architecture PART 2 - BUILDING A NODE WEB APPLICATION Creating and setting up a MEAN project Building a static site with Node and Express Building a data model with MongoDB and Mongoose Writing a REST API: Exposing the MongoDB database to the application Consuming a REST API: Using an API from inside Express PART 3 - ADDING A DYNAMIC FRONT END WITH ANGULAR Creating an Angular application with TypeScript Building a single-page application with Angular: Foundations Building a single-page application with Angular: The next level PART 4 - MANAGING AUTHENTICATION AND USER SESSIONS Authenticating users, managing sessions, and securing APIs Using an authentication API in Angular applications

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