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GO WEB PROGRAMMING

[Simon and Schuster](#) **Summary Go Web Programming** teaches you how to build scalable, high-performance web applications in Go using modern design principles. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Go language handles the demands of scalable, high-performance web applications by providing clean and fast compiled code, garbage collection, a simple concurrency model, and a fantastic standard library. It's perfect for writing microservices or building scalable, maintainable systems. About the Book Go Web Programming teaches you how to build web applications in Go using modern design principles. You'll learn how to implement the dependency injection design pattern for writing test doubles, use concurrency in web applications, and create and consume JSON and XML in web services. Along the way, you'll discover how to minimize your dependence on external frameworks, and you'll pick up valuable productivity techniques for testing and deploying your applications. What's Inside Basics Testing and benchmarking Using concurrency Deploying to standalone servers, PaaS, and Docker Dozens of tips, tricks, and techniques About the Reader This book assumes you're familiar with Go language basics and the general concepts of web development. About the Author Sau Sheong Chang is Managing Director of Digital Technology at Singapore Power and an active contributor to the Ruby and Go communities. Table of Contents PART 1 GO AND WEB APPLICATIONS Go and web applications Go ChitChat PART 2 BASIC WEB APPLICATIONS Handling requests Processing requests Displaying content Storing data PART 3 BEING REAL Go web services Testing your application Leveraging Go concurrency Deploying Go

NETWORK PROGRAMMING WITH GO

ESSENTIAL SKILLS FOR USING AND SECURING NETWORKS

[Apress](#) Dive into key topics in network architecture and Go, such as data serialization, application level protocols, character sets and encodings. This book covers network architecture and gives an overview of the Go language as a primer, covering the latest Go release. Beyond the fundamentals, Network Programming with Go covers key networking and security issues such as HTTP and HTTPS, templates, remote procedure call (RPC), web sockets including HTML5 web sockets, and more. Additionally, author Jan Newmarch guides you in building and connecting to a complete web server based on Go. This book can serve as both as an essential learning guide and reference on Go networking. What You Will Learn Master network programming with Go Carry out data serialization Use application-level protocols Manage character sets and encodings Deal with HTTP(S) Build a complete Go-based web server Work with RPC, web sockets, and more Who This Book Is For Experienced Go programmers and other programmers with some experience with the Go language.

WEB DEVELOPMENT WITH GO

BUILDING SCALABLE WEB APPS AND RESTFUL SERVICES

[Apress](#) Take a deep dive into web development using the Go programming language to build web apps and RESTful services to create reliable and efficient software. Web Development with Go provides Go language fundamentals and then moves on to advanced web development concepts and successful deployment of Go web apps to the cloud. Web Development with Go will teach you how to develop scalable real-world web apps, RESTful services, and backend systems with Go. The book starts off by covering Go programming language fundamentals as a prerequisite for web development. After a thorough understanding of the basics, the book delves into web development using the built-in package, net/http. With each chapter you'll be introduced to new concepts for gradually building a real-world web system. The book further shows you how to integrate Go with other technologies. For example, it provides an overview of using MongoDB as a means of persistent storage, and provides an end-to-end REST API sample as well. The book then moves on to demonstrate how to deploy web apps to the cloud using the Google Cloud platform. Web Development with Go provides: Fundamentals for building real-world web apps in Go Thorough coverage of prerequisites and practical code examples Demo web apps for attaining a deeper understanding of web development A reference REST API app which can be used to build scalable real-world backend services in Go A thorough demonstration of deploying web apps to the Cloud using the Google Cloud platform Go is a high-performance language while providing greater level of developer productivity, therefore Web Development with Go equips you with the necessary skills and knowledge required for effectively building robust and efficient web apps by leveraging the features of Go.

THE GO PROGRAMMING LANGUAGE

Addison-Wesley Professional **The Go Programming Language** is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from <http://gopl.io/> and may be conveniently fetched, built, and installed using the go get command.

WEB PROGRAMMING WITH HTML5, CSS, AND JAVASCRIPT

Jones & Bartlett Learning **Web Programming with HTML5, CSS, and JavaScript** is written for the undergraduate, client-side web programming course. It covers the three client-side technologies (HTML5, CSS, and JavaScript) in depth, with no dependence on server-side technologies.

GO IN ACTION

Simon and Schuster **Summary Go in Action** introduces the Go language, guiding you from inquisitive developer to Go guru. The book begins by introducing the unique features and concepts of Go. Then, you'll get hands-on experience writing real-world applications including websites and network servers, as well as techniques to manipulate and convert data at speeds that will make your friends jealous. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Application development can be tricky enough even when you aren't dealing with complex systems programming problems like web-scale concurrency and real-time performance. While it's possible to solve these common issues with additional tools and frameworks, Go handles them right out of the box, making for a more natural and productive coding experience. Developed at Google, Go powers nimble startups as well as big enterprises—companies that rely on high-performing services in their infrastructure. About the Book Go in Action is for any intermediate-level developer who has experience with other programming languages and wants a jump-start in learning Go or a more thorough understanding of the language and its internals. This book provides an intensive, comprehensive, and idiomatic view of Go. It focuses on the specification and implementation of the language, including topics like language syntax, Go's type system, concurrency, channels, and testing. What's Inside Language specification and implementation Go's type system Internals of Go's data structures Testing and benchmarking About the Reader This book assumes you're a working developer proficient with another language like Java, Ruby, Python, C#, or C++. About the Authors William Kennedy is a seasoned software developer and author of the blog GoingGo.Net. Brian Ketelsen and Erik St. Martin are the organizers of GopherCon and coauthors of the Go-based Skynet framework. Table of Contents Introducing Go Go quick-start Packaging and tooling Arrays, slices, and maps Go's type system Concurrency Concurrency patterns Standard library Testing and benchmarking

GO PROGRAMMING LANGUAGE FOR DUMMIES

John Wiley & Sons **Ready, set, program with Go! Now** is the perfect time to learn the Go Programming Language. It's one of the most in-demand languages among tech recruiters and developers love its simplicity and power. **Go Programming Language For Dummies** is an easy way to add this top job skill to your toolkit. Written for novice and experienced coders alike, this book traverses basic syntax, writing functions, organizing data, building packages, and interfacing with APIs. Go—or GoLang, as it's also known—has proven to be a strong choice for developers creating applications for the cloud-based world we live in. This book will put you on the path to using the language that's created some of today's leading web applications, so you can steer your career where you want to Go! Learn how Go works and start writing programs and modules Install and implement the most powerful third-party Go packages Use Go in conjunction with web services and MySQL databases Keep your codebase organized and use Go to structure data With this book, you can join the growing numbers of developers using Go to create 21st century solutions. Step inside to take start writing code that puts data in users' hands.

THE WAY TO GO

A THOROUGH INTRODUCTION TO THE GO PROGRAMMING LANGUAGE

[iUniverse](#) This book provides the reader with a comprehensive overview of the new open source programming language Go (in its first stable and maintained release Go 1) from Google. The language is devised with Java / C#-like syntax so as to feel familiar to the bulk of programmers today, but Go code is much cleaner and simpler to read, thus increasing the productivity of developers. You will see how Go: simplifies programming with slices, maps, structs and interfaces incorporates functional programming makes error-handling easy and secure simplifies concurrent and parallel programming with goroutines and channels And you will learn how to: make use of Go's excellent standard library program Go the idiomatic way using patterns and best practices in over 225 working examples and 135 exercises This book focuses on the aspects that the reader needs to take part in the coming software revolution using Go.

GO PROGRAMMING BY EXAMPLE

[PE Press](#) Go, commonly referred to as golang, is a programming language initially developed at Google in 2007. This book helps you to get started with Go programming. It describes all the elements of the language and illustrates their use with code examples. The following is highlight topics in this book: * Development Environment * Go Programming Language * Arrays, Slices and Maps * Functions * Pointers * Structs and Methods * String Operations * File Operations * Error Handling and Logging * Building Own Go Package * Concurrency * Encoding * Hashing and Cryptography * Database Programming * Socket Programming

GO PROGRAMMING BLUEPRINTS

[Packt Publishing Ltd](#) Build real-world, production-ready solutions in Go using cutting-edge technology and techniques About This Book Get up to date with Go and write code capable of delivering massive world-class scale performance and availability Learn to apply the nuances of the Go language, and get to know the open source community that surrounds it to implement a wide range of start-up quality projects Write interesting and clever but simple code, and learn skills and techniques that are directly transferrable to your own projects Who This Book Is For If you are familiar with Go and are want to put your knowledge to work, then this is the book for you. Go programming knowledge is a must. What You Will Learn Build quirky and fun projects from scratch while exploring patterns, practices, and techniques, as well as a range of different technologies Create websites and data services capable of massive scale using Go's net/http package, exploring RESTful patterns as well as low-latency WebSocket APIs Interact with a variety of remote web services to consume capabilities ranging from authentication and authorization to a fully functioning thesaurus Develop high-quality command-line tools that utilize the powerful shell capabilities and perform well using Go's in-built concurrency mechanisms Build microservices for larger organizations using the Go Kit library Implement a modern document database as well as high-throughput messaging queue technology to put together an architecture that is truly ready to scale Write concurrent programs and gracefully manage the execution of them and communication by smartly using channels Get a feel for app deployment using Docker and Google App Engine In Detail Go is the language of the Internet age, and the latest version of Go comes with major architectural changes. Implementation of the language, runtime, and libraries has changed significantly. The compiler and runtime are now written entirely in Go. The garbage collector is now concurrent and provides dramatically lower pause times by running in parallel with other Go routines when possible. This book will show you how to leverage all the latest features and much more. This book shows you how to build powerful systems and drops you into real-world situations. You will learn to develop high-quality command-line tools that utilize the powerful shell capabilities and perform well using Go's in-built concurrency mechanisms. Scale, performance, and high availability lie at the heart of our projects, and the lessons learned throughout this book will arm you with everything you need to build world-class solutions. You will get a feel for app deployment using Docker and Google App Engine. Each project could form the basis of a start-up, which means they are directly applicable to modern software markets. Style and approach This book provides fun projects that involve building applications from scratch. These projects will teach you to build chat applications, a distributed system, and a recommendation system.

TOUCHDEVELOP

PROGRAMMING ON THE GO

[Apress](#) "The book is great! It's clear and easy to read, with loads of examples that showed my students what to do." -- Larry Snyder, Emeritus Professor, University of Washington, Department of Computer Science and Engineering "Having the TouchDevelop book available made our events so much easier. Students could figure things out for themselves with help from the book." -- Jennifer Marsman, Microsoft Principal Developer Evangelist Mobiledevices such as smartphones and tablets are set to become the main computers that virtually all people will own and carry with them at all times. And yet, mobile devices are not yet used for all computing tasks. A project at Microsoft Research was created to answer a simple question: "It is possible to create interesting apps directly on a smartphone or tablet, without using a separate PC or a keyboard?" The result is TouchDevelop, a programming environment that runs on all modern mobile devices such as Windows Phone, iPhone, iPad, Android phones and tablets, and also on PCs and Macs. This book walks you through all of the screens of the TouchDevelop app, and it points out similarities and differences of the TouchDevelop language compared to other programming languages. For users, the book can serve as a handy reference

next to the phone. The book systematically addresses all programming language constructs, starting from the very basic constructs such as variables and loops. The book also explores many of the phone sensors and data sources which make creating apps for mobile devices so rewarding. If you are new to programming with TouchDevelop, or if you have not yet worked on touchscreen devices, we suggest that you read the book starting from Chapter 1. If you are already familiar with the basic paradigm of the TouchDevelop programming environment, then feel free to jump ahead to the later chapters that address particular topic areas. This book is written from the perspective of a person developing their code using a web browser. The TouchDevelop Web App runs in many modern browsers on many different devices including smartphones and tablets, Macs, PC. All screenshots and navigation instructions refer to the TouchDevelop Web App running in a browser. For Windows Phone, there is a dedicated TouchDevelop app in the Windows Phone Store which gives access to many more sensors and data sources. Starting with the TouchDevelop app v3.0 for Windows Phone 8, the phone app will share the same look and navigation structure and all features of the Web App. What you'll learn

The little tricks to programming on your mobile devices and for a mobile device

The scripting language and cloud-based ecosystem

Using cameras, video and audio, and other sensors such as a microphone, accelerometer, compass, and gyroscope

Access to the web, authorized access to web services

How to write simple games using a built-in physics engine

Who this book is for

This programming language was written for people who wish to be able to create apps from their phone. This scenario is particularly appealing to enthusiastic end-users who own mobile devices and students, who are the target audience of this book.

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PROGRAMMING IN GO

CREATING APPLICATIONS FOR THE 21ST CENTURY

Addison-Wesley **Your Hands-On Guide to Go, the Revolutionary New Language Designed for Concurrency, Multicore Hardware, and Programmer Convenience**

Today's most exciting new programming language, Go, is designed from the ground up to help you easily leverage all the power of today's multicore hardware. With this guide, pioneering Go programmer Mark Summerfield shows how to write code that takes full advantage of Go's breakthrough features and idioms. Both a tutorial and a language reference, **Programming in Go** brings together all the knowledge you need to evaluate Go, think in Go, and write high-performance software with Go. Summerfield presents multiple idiom comparisons showing exactly how Go improves upon older languages, calling special attention to Go's key innovations. Along the way, he explains everything from the absolute basics through Go's lock-free channel-based concurrency and its flexible and unusual duck-typing type-safe approach to object-orientation. Throughout, Summerfield's approach is thoroughly practical. Each chapter offers multiple live code examples designed to encourage experimentation and help you quickly develop mastery. Wherever possible, complete programs and packages are presented to provide realistic use cases, as well as exercises. Coverage includes

Quickly getting and installing Go, and building and running Go programs

Exploring Go's syntax, features, and extensive standard library

Programming Boolean values, expressions, and numeric types

Creating, comparing, indexing, slicing, and formatting strings

Understanding Go's highly efficient built-in collection types: slices and maps

Using Go as a procedural programming language

Discovering Go's unusual and flexible approach to object orientation

Mastering Go's unique, simple, and natural approach to fine-grained concurrency

Reading and writing binary, text, JSON, and XML files

Importing and using standard library packages, custom packages, and third-party packages

Creating, documenting, unit testing, and benchmarking custom packages

GET PROGRAMMING WITH GO

Simon and Schuster **Summary** **Get Programming with Go** introduces you to the powerful Go language without confusing jargon or high-level theory. By working through 32 quick-fire lessons, you'll quickly pick up the basics of the innovative Go programming language! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology

Go is a small programming language designed by Google to tackle big problems. Large projects mean large teams with people of varying levels of experience. Go offers a small, yet capable, language that can be understood and used by anyone, no matter their experience.

About the Book

Hobbyists, newcomers, and professionals alike can benefit from a fast, modern language; all you need is the right resource! **Get Programming with Go** provides a hands-on introduction to Go language fundamentals, serving as a solid foundation for your future programming projects. You'll master Go syntax, work with types and functions, and explore bigger ideas like state and concurrency, with plenty of exercises to lock in what you learn.

What's inside

Language concepts like slices, interfaces, pointers, and concurrency

Seven capstone projects featuring spacefaring gophers, Mars rovers, ciphers, and simulations

All examples run in the Go Playground - no installation required!

About the Reader

This book is for anyone familiar with computer programming, as well as anyone with the desire to learn.

About the Author

Nathan Youngman organizes the Edmonton Go meetup and is a mentor with Canada Learning Code. Roger Peppé contributes to Go and runs the Newcastle upon Tyne Go meetup.

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HANDS-ON SYSTEM PROGRAMMING WITH GO

BUILD MODERN AND CONCURRENT APPLICATIONS FOR UNIX AND LINUX SYSTEMS USING GOLANG

[Packt Publishing Ltd](#) Explore the fundamentals of systems programming starting from kernel API and filesystem to network programming and process communications Key Features Learn how to write Unix and Linux system code in Golang v1.12 Perform inter-process communication using pipes, message queues, shared memory, and semaphores Explore modern Go features such as goroutines and channels that facilitate systems programming Book Description System software and applications were largely created using low-level languages such as C or C++. Go is a modern language that combines simplicity, concurrency, and performance, making it a good alternative for building system applications for Linux and macOS. This Go book introduces Unix and systems programming to help you understand the components the OS has to offer, ranging from the kernel API to the filesystem, and familiarize yourself with Go and its specifications. You'll also learn how to optimize input and output operations with files and streams of data, which are useful tools in building pseudo terminal applications. You'll gain insights into how processes communicate with each other, and learn about processes and daemon control using signals, pipes, and exit codes. This book will also enable you to understand how to use network communication using various protocols, including TCP and HTTP. As you advance, you'll focus on Go's best feature-concurrency helping you handle communication with channels and goroutines, other concurrency tools to synchronize shared resources, and the context package to write elegant applications. By the end of this book, you will have learned how to build concurrent system applications using Go What you will learn Explore concepts of system programming using Go and concurrency Gain insights into Golang's internals, memory models and allocation Familiarize yourself with the filesystem and IO streams in general Handle and control processes and daemons' lifetime via signals and pipes Communicate with other applications effectively using a network Use various encoding formats to serialize complex data structures Become well-versed in concurrency with channels, goroutines, and sync Use concurrency patterns to build robust and performant system applications Who this book is for If you are a developer who wants to learn system programming with Go, this book is for you. Although no knowledge of Unix and Linux system programming is necessary, intermediate knowledge of Go will help you understand the concepts covered in the book

AN INTRODUCTION TO PROGRAMMING IN GO

This book is a short, concise introduction to computer programming using the language Go. Designed by Google, Go is a general purpose programming language with modern features, clean syntax and a robust well-documented common library, making it an ideal language to learn as your first programming language.

LEARN GO

[Manning Publications](#) Are you unsatisfied by the dichotomy between happiness-optimized scripting languages and high performance workhorse languages? Created at Google, Go is designed by and for working programmers who care about performance, reliability, and the experience of writing software. With its restrained and well considered design, Go is approachable to newcomers and refreshing for seasoned polyglots. With Go, you have the tools you need for rapidly building web, cloud, and systems applications. Best of all, it doesn't take long to become productive in Go. Are you ready? Learn Go is a beginner's guide to the Go programming language, aimed squarely at hobbyists and new developers. It's chock-full of exercises that you can tackle with nothing more than a web browser. Move forward each day with succinctly written chapters punctuated by elaborate challenges. By the end you will have cracked ancient ciphers, discovered the wonders of cellular automata, planned a vacation on Mars, and directed rovers to gather weather data. This is just the beginning. What you build next is up to you. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

LEARNING FUNCTIONAL PROGRAMMING IN GO

CHANGE THE WAY YOU APPROACH YOUR APPLICATIONS USING FUNCTIONAL PROGRAMMING IN GO

[Packt Publishing Ltd](#) Function literals, Monads, Lazy evaluation, Currying, and more About This Book Write concise and maintainable code with streams and high-order functions Understand the benefits of currying your Golang functions Learn the most effective design patterns for functional programming and learn when to apply each of them Build distributed MapReduce solutions using Go Who This Book Is For This book is for Golang developers comfortable with OOP and interested in learning how to apply the functional paradigm to create robust and testable apps. Prior programming experience with Go would be helpful, but not mandatory. What You Will Learn Learn how to compose reliable applications using high-order functions Explore techniques to eliminate side-effects using FP techniques such as currying Use first-class functions to implement pure functions Understand how to implement a lambda expression in Go Compose a working application using the decorator pattern Create faster programs using lazy evaluation Use Go concurrency constructs to compose a functionality pipeline Understand category theory and what it has to do with FP In Detail Functional programming is a popular programming paradigm that is used to simplify many tasks and will help

you write flexible and succinct code. It allows you to decompose your programs into smaller, highly reusable components, without applying conceptual restraints on how the software should be modularized. This book bridges the language gap for Golang developers by showing you how to create and consume functional constructs in Golang. The book is divided into four modules. The first module explains the functional style of programming; pure functional programming (FP), manipulating collections, and using high-order functions. In the second module, you will learn design patterns that you can use to build FP-style applications. In the next module, you will learn FP techniques that you can use to improve your API signatures, to increase performance, and to build better Cloud-native applications. The last module delves into the underpinnings of FP with an introduction to category theory for software developers to give you a real understanding of what pure functional programming is all about, along with applicable code examples. By the end of the book, you will be adept at building applications the functional way. Style and approach This book takes a pragmatic approach and shows you techniques to write better functional constructs in Golang. We'll also show you how use these concepts to build robust and testable apps.

HOW TO CODE IN GO

DigitalOcean

DATA MINING

METHODS, APPLICATIONS AND SYSTEMS

BoD - Books on Demand **Data mining** is a branch of computer science that is used to automatically extract meaningful, useful knowledge and previously unknown, hidden, interesting patterns from a large amount of data to support the decision-making process. This book presents recent theoretical and practical advances in the field of data mining. It discusses a number of data mining methods, including classification, clustering, and association rule mining. This book brings together many different successful data mining studies in various areas such as health, banking, education, software engineering, animal science, and the environment.

PROGRAMMING COLLECTIVE INTELLIGENCE

BUILDING SMART WEB 2.0 APPLICATIONS

"O'Reilly Media, Inc.:" **Want to tap the power behind search rankings, product recommendations, social bookmarking, and online matchmaking?** This fascinating book demonstrates how you can build Web 2.0 applications to mine the enormous amount of data created by people on the Internet. With the sophisticated algorithms in this book, you can write smart programs to access interesting datasets from other web sites, collect data from users of your own applications, and analyze and understand the data once you've found it. **Programming Collective Intelligence** takes you into the world of machine learning and statistics, and explains how to draw conclusions about user experience, marketing, personal tastes, and human behavior in general -- all from information that you and others collect every day. Each algorithm is described clearly and concisely with code that can immediately be used on your web site, blog, Wiki, or specialized application. This book explains: Collaborative filtering techniques that enable online retailers to recommend products or media Methods of clustering to detect groups of similar items in a large dataset Search engine features -- crawlers, indexers, query engines, and the PageRank algorithm Optimization algorithms that search millions of possible solutions to a problem and choose the best one Bayesian filtering, used in spam filters for classifying documents based on word types and other features Using decision trees not only to make predictions, but to model the way decisions are made Predicting numerical values rather than classifications to build price models Support vector machines to match people in online dating sites Non-negative matrix factorization to find the independent features in a dataset Evolving intelligence for problem solving -- how a computer develops its skill by improving its own code the more it plays a game Each chapter includes exercises for extending the algorithms to make them more powerful. Go beyond simple database-backed applications and put the wealth of Internet data to work for you. "Bravo! I cannot think of a better way for a developer to first learn these algorithms and methods, nor can I think of a better way for me (an old AI dog) to reinvigorate my knowledge of the details." -- Dan Russell, Google "Toby's book does a great job of breaking down the complex subject matter of machine-learning algorithms into practical, easy-to-understand examples that can be directly applied to analysis of social interaction across the Web today. If I had this book two years ago, it would have saved precious time going down some fruitless paths." -- Tim Wolters, CTO, Collective Intellect

.NET 4 WROX PDF BUNDLE

PROFESSIONAL ASP.NET 4, PROFESSIONAL C# 4, VB 2010 PROGRAMMER'S REF, WPF PROGRAMMER'S REF, PROFESSIONAL VISUAL STUDIO 2010

John Wiley & Sons The books included in this set are: 9780470502204 Professional ASP.NET 4: in C# and VB: Written by three highly recognized and regarded ASP.NET experts, this book provides comprehensive coverage on ASP.NET 4 with a unique approach featuring examples in both C# and VB, as is the incomparable coverage of core ASP.NET. After a fast-paced refresher on essentials such as server controls, the book delves into expert coverage of all the latest capabilities of ASP.NET 4. 9780470502259 Professional C# 4 and .NET 4: After a quick refresher on C# basics, the author dream team moves on to provide you with details of language and framework features including LINQ, LINQ to SQL, LINQ to XML, WCF, WPF, Workflow, and Generics. Coverage also spans ASP.NET programming with C#, working in Visual Studio 2010 with C#, and more. With this book, you'll quickly get up to date on all the newest capabilities of C#

4. 9780470548653 Professional Visual Studio 2010: This book gets you quickly up to speed on what you can expect from Visual Studio 2010. Packed with helpful examples, this comprehensive guide explains examines the features of Visual Studio 2010, which allows you to create and manage programming projects for the Windows platform. It walks you through every facet of the Integrated Development Environment (IDE), from common tasks and functions to its powerful tools

9780470499832 Visual Basic 2010 Programmer's Reference: This reference guide provides you with a broad, solid understanding of essential Visual Basic 2010 topics and clearly explains how to use this powerful programming language to perform a variety of tasks. As a tutorial, the book describes the Visual Basic language and covers essential Visual Basic topics. The material presents categorized information regarding specific operations and reveals useful tips, tricks, and tidbits to help you make the most of the new Visual Basic 2010.

9780470477229 WPF Programmer's Reference: Windows Presentation Foundation with C# 2010 and .NET 4: Written by a leading expert on Microsoft graphics programming, this richly illustrated book provides an introduction to WPF development and explains fundamental WPF concepts. It is packed with helpful examples and progresses through a range of topics that gradually increase in their complexity.

9780470257029 Professional SQL Server 2008 Programming: This expanded best-seller includes new coverage of SQL Server 2008's new datatypes, new indexing structures, manageability features, and advanced time-zone handling. As an added bonus, also includes Professional SQL Server 2005 Programmers for .NET 4 developers still working in a SQL Server 2005 setting.

THE RUST PROGRAMMING LANGUAGE (COVERS RUST 2018)

No Starch Press 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.

GO PROGRAMMING COOKBOOK

OVER 85 RECIPES TO BUILD MODULAR, READABLE, AND TESTABLE GOLANG APPLICATIONS ACROSS VARIOUS DOMAINS, 2ND EDITION

Packt Publishing Ltd Tackle the trickiest of problems in Go programming with this practical guide **Key Features** Develop applications for different domains using modern programming techniques Tackle common problems when it comes to parallelism, concurrency, and reactive programming in Go Work with ready-to-execute code based on the latest version of Go **Book Description** Go (or Golang) is a statically typed programming language developed at Google. Known for its vast standard library, it also provides features such as garbage collection, type safety, dynamic-typing capabilities, and additional built-in types. This book will serve as a reference while implementing Go features to build your own applications. This Go cookbook helps you put into practice the advanced concepts and libraries that Golang offers. The recipes in the book follow best practices such as documentation, testing, and vendoring with Go modules, as well as performing clean abstractions using interfaces. You'll learn how code works and the common pitfalls to watch out for. The book covers basic type and error handling, and then moves on to explore applications, such as websites, command-line tools, and filesystems, that interact with users. You'll even get to grips with parallelism, distributed systems, and performance tuning. By the end of the book, you'll be able to use open source code and concepts in Go programming to build enterprise-class applications without any hassle. What you will learn **Work with third-party Go projects and modify them for your use** **Write Go code using modern best practices** **Manage your dependencies with the new Go module system** **Solve common problems encountered when dealing with backend systems or DevOps** **Explore the Go standard library and its uses** **Test, profile, and fine-tune Go applications** **Who this book is for** If you're a web developer, programmer, or enterprise developer looking for quick solutions to common and not-so-common problems in Go programming, this book is for you. Basic knowledge of the Go language is assumed.

HEAD FIRST GO

O'Reilly Media What will you learn from this book? Go makes it easy to build software that's simple, reliable, and efficient. And this book makes it easy for programmers like you to get started. Googledesigned Go for high-performance networking and multiprocessing, but—like Python and JavaScript—the language is easy to read and use. With this practical hands-on guide, you'll learn how to write Go code using clear examples that demonstrate the language in action. Best of all, you'll understand the conventions and techniques that employers want entry-level Go developers to

know. Why does this book look so different? Based on the latest research in cognitive science and learning theory, HeadFirst Go uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

THE GO PROGRAMMING LANGUAGE PHRASEBOOK

[Addison-Wesley](#) **The Go Programming Language Phrasebook** Essential Go code and idioms for all facets of the development process This guide gives you the code “phrases” you need to quickly and effectively complete a wide variety of projects with Go, today’s most exciting new programming language. Tested, easy-to-adapt code examples illuminate every step of Go development, helping you write highly scalable, concurrent software. You’ll master Go-specific idioms for working with strings, collections, arrays, error handling, goroutines, slices, maps, channels, numbers, dates, times, files, networking, web apps, the runtime, and more. Concise and Accessible Easy to carry and easy to use: Ditch all those bulky books for one portable pocket guide Flexible and Functional Packed with more than 100 customizable code snippets: Quickly create solid Go code to solve just about any problem Register your book at informit.com/register for convenient access to downloads, updates, and corrections as they become available.

GET PROGRAMMING WITH NODE.JS

[Simon and Schuster](#) **Summary Get Programming with Node.js** teaches you to build web servers using JavaScript and Node. In this engaging tutorial, you'll work through eight complete projects, from writing the code for your first web server to adding live chat to a web app. Your hands will stay on the keyboard as you explore the most important aspects of the Node development process, including security, database management, authenticating user accounts, and deploying to production. You'll especially appreciate the easy-to-follow discussions, illuminating diagrams, and carefully explained code! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Node.js delivers the speed and reliability you need for ecommerce, social media, and gaming applications. It comes with thousands of prebuilt packages to help you get started immediately. If you want to use JavaScript on the server, Node.js is your choice. What's inside New features from ES2015 and later Writing asynchronous code Creating data models Debugging JavaScript modules About the Reader Written for front-end web developers with intermediate JavaScript skills. Table of Contents GETTING SET UP Lesson 0 - Setting up Node.js and the JavaScript engine Lesson 1 - Configuring your environment Lesson 2 - Running a Node.js application UNIT 1 - GETTING STARTED WITH NODE.JS Lesson 3 - Creating a Node.js module Lesson 4 - Building a simple web server in Node.js Lesson 5 - Handling incoming data Lesson 6 - Writing better routes and serving external files Lesson 7 - Capstone: Creating your first web application UNIT 2 - EASIER WEB DEVELOPMENT WITH EXPRESS.JS Lesson 8 - Setting up an app with Express.js Lesson 9 - Routing in Express.js Lesson 10 - Connecting views with templates Lesson 11 - Configurations and error handling Lesson 12 - Capstone: Enhancing the Confetti Cuisine site with Express.js UNIT 3 - CONNECTING TO A DATABASE Lesson 13 - Setting up a MongoDB database Lesson 14 - Building models with Mongoose Lesson 15 - Connecting controllers and models Using promises with Mongoose Lesson 16 - Capstone: Saving user subscriptions UNIT 4 - BUILDING A USER MODEL Lesson 17 - Improving your data models Lesson 18 - Building the user model Lesson 19 - Creating and reading your models Lesson 20 - Updating and deleting your models Lesson 21 - Capstone: Adding CRUD models to Confetti Cuisine Creating controllers UNIT 5 - AUTHENTICATING USER ACCOUNTS Lesson 22 - Adding sessions and flash messages Lesson 23 - Building a user login and hashing passwords Lesson 24 - Adding user authentication Lesson 25 - Capstone: Adding user authentication to Confetti Cuisine UNIT 6 - BUILDING AN API Lesson 26 - Adding an API to your application Lesson 27 - Accessing your API from your application Lesson 28 - Adding API security Lesson 29 - Capstone: Implementing an API UNIT 7 - ADDING CHAT FUNCTIONALITY Lesson 30 - Working with Socket.io Lesson 31 - Saving chat messages Lesson 32 - Adding a chat notification indicator UNIT 8 - DEPLOYING AND MANAGING CODE IN PRODUCTION Lesson 33 - Capstone: Adding a chat feature to Confetti Cuisine Lesson 34 - Deploying your application Lesson 35 - Managing in production Lesson 36 - Testing your application Lesson 37 - Capstone: Deploying Confetti Cuisine

LEARNING GO PROGRAMMING

[Packt Publishing Ltd](#) **An insightful guide to learning the Go programming language** About This Book Insightful coverage of Go programming syntax, constructs, and idioms to help you understand Go code effectively Push your Go skills, with topics such as, data types, channels, concurrency, object-oriented Go, testing, and network programming Each chapter provides working code samples that are designed to help reader quickly understand respective topic Who This Book Is For If you have prior exposure to programming and are interested in learning the Go programming language, this book is designed for you. It will quickly run you through the basics of programming to let you exploit a number of features offered by Go programming language. What You Will Learn Install and configure the Go development environment to quickly get started with your first program. Use the basic elements of the language including source code structure, variables, constants, and control flow primitives to quickly get started with Go Gain practical insight into the use of Go's type system including basic and composite types such as maps, slices, and structs. Use interface types and techniques such as embedding to create idiomatic object-oriented programs in Go. Develop effective functions that are encapsulated in well-organized package structures with support for error handling and panic recovery. Implement goroutine, channels, and other concurrency primitives to write highly-concurrent and safe Go code Write tested and benchmarked code using Go's built test tools Access OS resources by calling C libraries and interact with program environment at runtime In Detail The Go programming language has firmly established itself as a favorite for building

complex and scalable system applications. Go offers a direct and practical approach to programming that let programmers write correct and predictable code using concurrency idioms and a full-featured standard library. This is a step-by-step, practical guide full of real world examples to help you get started with Go in no time at all. We start off by understanding the fundamentals of Go, followed by a detailed description of the Go data types, program structures and Maps. After this, you learn how to use Go concurrency idioms to avoid pitfalls and create programs that are exact in expected behavior. Next, you will be familiarized with the tools and libraries that are available in Go for writing and exercising tests, benchmarking, and code coverage. Finally, you will be able to utilize some of the most important features of GO such as, Network Programming and OS integration to build efficient applications. All the concepts are explained in a crisp and concise manner and by the end of this book; you would be able to create highly efficient programs that you can deploy over cloud. Style and approach The book is written to serve as a reader-friendly step-by-step guide to learning the Go programming language. Each topic is sequentially introduced to build on previous materials covered. Every concept is introduced with easy-to-follow code examples that focus on maximizing the understanding of the topic at hand.

AUTOMATE THE BORING STUFF WITH PYTHON, 2ND EDITION

PRACTICAL PROGRAMMING FOR TOTAL BEGINNERS

No Starch Press The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

GAME PROGRAMMING PATTERNS

Genever Benning The biggest challenge facing many game programmers is completing their game. Most game projects fizzle out, overwhelmed by the complexity of their own code. Game Programming Patterns tackles that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized as independent recipes so you can pick just the patterns you need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of the CPUs cache to improve your performance. You'll dive deep into how scripting engines encode behavior, how quadrees and other spatial partitions optimize your engine, and how other classic design patterns can be used in games.

GET PROGRAMMING WITH JAVASCRIPT

Simon and Schuster Summary Get Programming with JavaScript is a hands-on introduction to programming for readers who have never programmed. You'll be writing your own web apps, games, and programs in no time! Foreword by Remy Sharp. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Are you ready to start writing your own web apps, games, and programs? You're in the right place! Get Programming with JavaScript is a hands-on introduction to programming for readers who have never written a line of code. Since you're just getting started, this friendly book offers you lots of examples backed by careful explanations. As you go along, you'll find exercises to check your understanding and plenty of opportunities to practice your new skills. You don't need anything special to follow the examples—just the text editor and web browser already installed on your computer. We even give you links to working online code so you can see how everything should look live on your screen. What's Inside All the basics—objects, functions, responding to users, and more Think like a coder and design your own programs Create a text-based adventure game Enhance web pages with JavaScript Run your programs in a web browser Four bonus chapters available online About the Reader No experience required! All you need is a web browser and an internet connection. About the Author John Larsen is a mathematics and computing teacher with an interest in educational research. He has an MA in mathematics and an MSc in information technology. He started programming in 1982, writing simple programs for teaching mathematics in 1993, building websites in 2001, and developing data-driven web-based applications for education in 2006. Table of Contents PART 1 CORE CONCEPTS ON THE CONSOLE Programming, JavaScript, and JS Bin Variables: storing data in your program Objects: grouping your data Functions: code on demand Arguments: passing data to functions Return values: getting data from

functions Object arguments: functions working with objects Arrays: putting data into lists Constructors: building objects with functions Bracket notation: flexible property names PART 2 ORGANIZING YOUR PROGRAMS Scope: hiding information Conditions: choosing code to run Modules: breaking a program into pieces Models: working with data Views: displaying data Controllers: linking models and views PART 3 JAVASCRIPT IN THE BROWSER HTML: building web pages Controls: getting user input Templates: filling placeholders with data XHR: loading data Conclusion: get programming with JavaScript BONUS ONLINE CHAPTERS Node: running JavaScript outside the browser Express: building an API Polling: repeating requests with XHR Socket.IO: real-time messaging

PRO GO

THE COMPLETE GUIDE TO PROGRAMMING RELIABLE AND EFFICIENT SOFTWARE USING GOLANG

Apress Best-selling author Adam Freeman explains how to get the most from Go, starting from the basics and building up to the most advanced and sophisticated features. You will learn how Go builds on a simple and consistent type system to create a comprehensive and productive development experience that produces fast and robust applications that run across platforms. Go, also known as Golang, is the concise and efficient programming language designed by Google for creating high-performance, cross-platform applications. Go combines strong static types with simple syntax and a comprehensive standard library to increase programmer productivity, while still supporting features such as concurrent/parallel programming. Each topic is covered in a clear, concise, no-nonsense approach that is packed with the details you need to learn to be truly effective. Chapters include common problems and how to avoid them. **What You Will Learn** Gain a solid understanding of the Go language and tools Gain in-depth knowledge of the Go standard library Use Go for concurrent/parallel tasks Use Go for client- and server-side development Who This Book Is For Experienced developers who want to use Go to create applications

WEB CODING & DEVELOPMENT ALL-IN-ONE FOR DUMMIES

John Wiley & Sons Speak the languages that power the web With more high-paying web development jobs opening every day, people with coding and web/app building skills are having no problems finding employment. If you're a would-be developer looking to gain the know-how to build the interfaces, databases, and other features that run modern websites, web apps, and mobile apps, look no further. Web Coding & Development All-in-One For Dummies is your go-to interpreter for speaking the languages that handle those tasks. Get started with a refresher on the rules of coding before diving into the languages that build interfaces, add interactivity to the web, or store and deliver data to sites. When you're ready, jump into guidance on how to put it all together to build a site or create an app. Get the lowdown on coding basics Review HTML and CSS Make sense of JavaScript, jQuery, PHP, and MySQL Create code for web and mobile apps There's a whole world of opportunity out there for developers—and this fast-track boot camp is here to help you acquire the skills you need to take your career to new heights!

INTRODUCING GO

BUILD RELIABLE, SCALABLE PROGRAMS

"O'Reilly Media, Inc." Perfect for beginners familiar with programming basics, this hands-on guide provides an easy introduction to Go, the general-purpose programming language from Google. Author Caleb Doxsey covers the language's core features with step-by-step instructions and exercises in each chapter to help you practice what you learn. Go is a general-purpose programming language with a clean syntax and advanced features, including concurrency. This book provides the one-on-one support you need to get started with the language, with short, easily digestible chapters that build on one another. By the time you finish this book, not only will you be able to write real Go programs, you'll be ready to tackle advanced techniques. Jump into Go basics, including data types, variables, and control structures Learn complex types, such as slices, functions, structs, and interfaces Explore Go's core library and learn how to create your own package Write tests for your code by using the language's go test program Learn how to run programs concurrently with goroutines and channels Get suggestions to help you master the craft of programming

LEARN WEB DEVELOPMENT WITH PYTHON

GET HANDS-ON WITH PYTHON PROGRAMMING AND DJANGO WEB DEVELOPMENT

Packt Publishing Ltd A comprehensive guide to Python programming for web development using the most popular Python web framework - Django Key Features Learn the fundamentals of programming with Python and building web apps Build web applications from scratch with Django Create real-world RESTful web services with the latest Django framework Book Description If you want to develop complete Python web apps with Django, this Learning Path is for you. It will walk you through Python programming techniques and guide you in implementing them when creating 4 professional Django projects, teaching you how to solve common problems and develop RESTful web services with Django and Python. You will learn how to build a blog application, a social image bookmarking website, an online shop, and an e-learning platform. Learn Web Development with Python will get you started with Python programming techniques, show you how to enhance your applications with AJAX, create RESTful APIs, and set up a production environment for your Django projects. Last but not least, you'll learn the best practices for creating real-world applications. By the end of this Learning Path, you will have a full understanding of how Django works and how to use it to build web applications from scratch. This Learning Path includes content from the following Packt products: Learn Python Programming by Fabrizio Romano Django RESTful Web Services by Gastón C. Hillar Django Design Patterns and

Best Practices by Arun Ravindran What you will learn Explore the fundamentals of Python programming with interactive projects Grasp essential coding concepts along with the basics of data structures and control flow Develop RESTful APIs from scratch with Django and the Django REST Framework Create automated tests for RESTful web services Debug, test, and profile RESTful web services with Django and the Django REST Framework Use Django with other technologies such as Redis and Celery Who this book is for If you have little experience in coding or Python and want to learn how to build full-fledged web apps, this Learning Path is for you. No prior experience with RESTful web services, Python, or Django is required, but basic Python programming experience is needed to understand the concepts covered.

WEB PUBLISHING WITH ADOBE/ACROBAT/PDF

Springer Science & Business Media Although the World Wide Web is enjoying enormous growth rates, many Web publishers have discovered that HTML is not up to the requirements of modern corporate communication. For them, Adobe Acrobat offers a wealth of design possibilities. The close integration of Acrobat in the World Wide Web unites the structural advantages of HTML with the comprehensive layout possibilities of Portable Document Format (PDF). On the basis of practical examples and numerous tricks, this book describes how to produce PDF documents efficiently. Numerous tips on integrating Acrobat into CGI, JavaScript, VBScript, Active Server Pages, search engines, and so on make the book a mine of information for all designers and administrators of Web sites.

PYTHON CRASH COURSE

A HANDS-ON, PROJECT-BASED INTRODUCTION TO PROGRAMMING

No Starch Press Learn Python—Fast! Python Crash Course is a fast-paced, thorough introduction to Python that 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 about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, data visualizations with Python's super-handful libraries, and a simple web app you can deploy online. As you work through Python Crash Course you'll learn how to: *Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal *Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses *Work with 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 seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code! Uses Python 2 and 3

R FOR DATA SCIENCE

IMPORT, TIDY, TRANSFORM, VISUALIZE, AND MODEL DATA

"O'Reilly Media, Inc." Learn how to use R to turn raw data into insight, knowledge, and understanding. This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience, R for Data Science is designed to get you doing data science as quickly as possible. Authors Hadley Wickham and Garrett Grolemund guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results. You'll get a complete, big-picture understanding of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to help you practice what you've learned along the way. You'll learn how to: Wrangle—transform your datasets into a form convenient for analysis Program—learn powerful R tools for solving data problems with greater clarity and ease Explore—examine your data, generate hypotheses, and quickly test them Model—provide a low-dimensional summary that captures true "signals" in your dataset Communicate—learn R Markdown for integrating prose, code, and results

BEGINNING PROGRAMMING WITH PYTHON FOR DUMMIES

John Wiley & Sons The easy way to learn programming fundamentals with Python Python is a remarkably powerful and dynamic programming language that's used in a wide variety of application domains. Some of its key distinguishing features include a very clear, readable syntax, strong introspection capabilities, intuitive object orientation, and natural expression of procedural code. Plus, Python features full modularity, supporting hierarchical packages, exception-based error handling, and modules easily written in C, C++, Java, R, or .NET languages, such as C#. In addition, Python supports a number of coding styles that include: functional, imperative, object-oriented, and procedural. Due to its ease of use and flexibility, Python is constantly growing in popularity—and now you can wear your programming hat with pride and join the ranks of the pros with the help of this guide. Inside, expert author John Paul Mueller gives a complete step-by-step overview of all there is to know about Python. From performing common and advanced tasks, to collecting data, to interacting with package—this book covers it all! Use Python to create and run your first application Find out how to troubleshoot and fix errors Learn to work with Anaconda and use Magic Functions Benefit from completely updated and revised information since the last edition If you've never used Python or are new to programming in general, Beginning Programming with Python For Dummies is a helpful resource that will set you up for success.

LEARN YOU SOME ERLANG FOR GREAT GOOD!

A BEGINNER'S GUIDE

No Starch Press Erlang is the language of choice for programmers who want to write robust, concurrent applications, but its strange syntax and functional design can intimidate the uninitiated. Luckily, there's a new weapon in the battle against Erlang-phobia: Learn You Some Erlang for Great Good! Erlang maestro Fred Hébert starts slow and eases you into the basics: You'll learn about Erlang's unorthodox syntax, its data structures, its type system (or lack thereof!), and basic functional programming techniques. Once you've wrapped your head around the simple stuff, you'll tackle the real meat-and-potatoes of the language: concurrency, distributed computing, hot code loading, and all the other dark magic that makes Erlang such a hot topic among today's savvy developers. As you dive into Erlang's functional fantasy world, you'll learn about: -Testing your applications with EUnit and Common Test -Building and releasing your applications with the OTP framework -Passing messages, raising errors, and starting/stopping processes over many nodes -Storing and retrieving data using Mnesia and ETS -Network programming with TCP, UDP, and the inet module -The simple joys and potential pitfalls of writing distributed, concurrent applications Packed with lighthearted illustrations and just the right mix of offbeat and practical example programs, Learn You Some Erlang for Great Good! is the perfect entry point into the sometimes-crazy, always-thrilling world of Erlang.

PRACTICAL COMMON LISP

Apress * Treats LISP as a language for commercial applications, not a language for academic AI concerns. This could be considered to be a secondary text for the Lisp course that most schools teach . This would appeal to students who sat through a LISP course in college without quite getting it - so a "nostalgia" approach, as in "wow-lisp can be practical..."

- * Discusses the Lisp programming model and environment. Contains an introduction to the language and gives a thorough overview of all of Common Lisp's main features.
- * Designed for experienced programmers no matter what languages they may be coming from and written for a modern audience—programmers who are familiar with languages like Java, Python, and Perl.
- * Includes several examples of working code that actually does something useful like Web programming and database access.