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Hands-on Application Development using Spring Boot Shagun Bakliwal 2021-10-30 A pragmatic guide for Java developers to help build Microservices and Cloud Apps using Spring Boot. **KEY FEATURES** ? Develops microservices from start to finish using the Spring Boot Framework. ? Creates cloud-native applications using Spring Boot's production-ready features. ? Covers the API gateway, unit testing, cloud deployments, and managing high-traffic applications. **DESCRIPTION** Spring is an excellent framework for developing both web and cloud-native applications. This book on application development using Spring Boot simplifies the process of writing boilerplate code for complex software. It allows developers to concentrate on the application's concept rather than on the internal Java configuration. This book will guide you on how to make the best use of the strength that Spring Boot provides. You'll gain an understanding of how Spring Boot configuration works in conjunction with application development, including auto-configuration and overriding default configurations. You will learn to develop scalable, dependable microservices to accelerate the development lifecycle of a cloud-based application. Each chapter will walk you through the features of Spring Boot as a Software Development Framework, such as performing Create, Read, Update, and Delete (CRUD) operations on a database and securing web services with appropriate logging. By the end of this book, you will develop, test, and deploy applications ready for production and how to establish them as cloud-based applications. The readers will also gain the expertise of writing unit and integration test cases. **WHAT YOU WILL LEARN** ? Get to know Spring Boot and all its capabilities. ? Build start-to-end production-ready applications. ? Explore the API Gateway and practice how to run request routing. ? Learn API doc tools like Swagger and host your apps on Cloud. ? Practice how to balance the application's load when the system is under high traffic. ? Learn to write unit tests and integration tests for bug-free coding. **WHO THIS BOOK IS FOR** This book is for Java developers who want to quickly develop, test, and deploy production-ready applications. This book will also appeal to cloud-native application developers and cloud engineers. No prior Spring Boot

knowledge is required as the basics are covered in the book. TABLE OF CONTENTS
1. Getting Started with Spring Boot 2. Developing Your First Spring Boot Application 3. Spring Boot Starter Dependencies and Auto-Configuration 4. Spring Boot Annotations 5. Working with Spring Data JPA and Caching 6. Building RESTful Microservices 7. Securing a Web Application 8. Building Resilient System 9. Logging 10. Working with the Swagger API Management Tool 11. Testing a Spring Boot Application 12. Deploying a Spring Boot Application

High-Density and De-Densified Smart Campus Communications Daniel Minoli 2021-12-06 High-Density and De-Densified Smart Campus Communications Design, deliver, and implement high-density communications solutions High-density campus communications are critical in the operation of densely populated airports, stadiums, convention centers, shopping malls, classrooms, hospitals, dense smart cities, and more. They also drive Smart City and Smart Building use cases as High-Density Communications (HDC) become recognized as an essential fourth utility. However, the unique requirements and designs demanded by HDC make implementation challenging. In High-Density and De-Densified Smart Campus Communications: Technologies, Integration, Implementation and Applications, a team of experienced technology strategists delivers a one-of-a-kind treatment of the requirements, technologies, designs, solutions, and trends associated with HDC. From the functional requirements for HDC and emerging data/Wi-Fi 6/internet access/5G cellular/OTT video, and IoT automation—including pandemic-related de-densification—to the economics of broad deployment of HDC, this book includes coverage of every major issue faced by the professionals responsible for the design, installation, and maintenance of high-density communication networks. It also includes: A thorough introduction to traditional and emerging voice/cellular design for campus applications, including the Distributed Antenna System (DAS) Comprehensive explorations of traditional sensor networks and Internet of Things services approaches Practical discussions of high-density Wi-Fi hotspot connectivity and related technologies, like Wi-Fi 5, Wi-Fi 6, spectrum, IoT, VoWiFi, DASs, microcells issues, and 5G versus Wi-Fi issues In-depth examinations of de-densification, office social distancing, and Ultra-Wideband (UWB) technologies Perfect for telecommunication researchers and engineers, networking professionals, technology planners, campus administrators, and equipment vendors, High-Density Smart Campus Communications will also earn a place in the libraries of senior undergraduate and graduate students in applied communications technologies.

Google Compute Engine Marc Cohen 2014-12-15 Learn how to run large-scale, data-intensive workloads with Compute Engine, Google's cloud platform. Written by Google engineers, this tutorial walks you through the details of this Infrastructure as a Service by showing you how to develop a project with it from beginning to end. You'll learn best practices for using Compute Engine, with a focus on solving practical problems. With programming examples written in Python and JavaScript, you'll also learn how to use Compute Engine with Docker containers and other platforms, frameworks, tools, and services. Discover how this IaaS helps you gain unparalleled performance and scalability with Google's advanced storage and computing technologies. Access and manage Compute Engine resources with a web UI, command-line interface, or RESTful interface Configure, customize, and work with Linux VM instances Explore storage

options: persistent disk, Cloud Storage, Cloud SQL (MySQL in the cloud), or Cloud Datastore NoSQL service Use multiple private networks, and multiple instances on each network Build, deploy, and test a simple but comprehensive cloud computing application step-by-step Use Compute Engine with Docker, Node.js, ZeroMQ, Web Starter Kit, AngularJS, WebSocket, and D3.js

Internal Revenue Cumulative Bulletin United States. Internal Revenue Service 1982 Building Tools with GitHub Chris Dawson 2016-02-08 For your next project on GitHub, take advantage of the service's powerful API to meet your unique development requirements. This practical guide shows you how to build your own software tools for customizing the GitHub workflow. Each hands-on chapter is a compelling story that walks you through the tradeoffs and considerations for building applications on top of various GitHub technologies. If you're an experienced programmer familiar with GitHub, you'll learn how to build tools with the GitHub API and related open source technologies such as Jekyll (site builder), Hubot (NodeJS chat robot), and Gollum (wiki). Build a simple Ruby server with Gist API command-line tools and Ruby's "Octokit" API client Use the Gollum command-line tool to build an image management application Build a GUI tool to search GitHub with Python Document interactions between third-party tools and your code Use Jekyll to create a fully-featured blog from material in your GitHub repository Create an Android mobile application that reads and writes information into a Jekyll repository Host an entire single-page JavaScript application on GitHub Use Hubot to automate pull request reviews

Building Micro-Frontends Luca Mezzalana 2021-11-17 What's the answer to today's increasingly complex web applications? Micro-frontends. Inspired by the microservices model, this approach lets you break interfaces into separate features managed by different teams of developers. With this practical guide, Luca Mezzalana shows software architects, tech leads, and software developers how to build and deliver artifacts atomically rather than use a big bang deployment. You'll learn how micro-frontends enable your team to choose any library or framework. This gives your organization technical flexibility and allows you to hire and retain a broad spectrum of talent. Micro-frontends also support distributed or colocated teams more efficiently. Pick up this book and learn how to get started with this technological breakthrough right away. Explore available frontend development architectures Learn how microservice principles apply to frontend development Understand the four pillars for creating a successful micro-frontend architecture Examine the benefits and pitfalls of existing micro-frontend architectures Learn principles and best practices for creating successful automation strategies Discover patterns for integrating micro-frontend architectures using microservices or a monolith API layer

Flex Solutions Marco Casario 2008-02-26 This book is for any Flex developer who is comfortable with the basics and wants to take their knowledge to the next level. It provides a library of over 100 solutions to common problems. Each solution takes you through the workings of the example step-by-step and then presents some expert's tips, which will take your understanding further and give you unique insights into Flex development. Coverage includes Flex 2 components, charting, working with remote data, data validation, displaying data with list based controls, controlling the look and feel of applications, application security, and working with dynamic data sources.

Designing APIs with Swagger and OpenAPI Josh Ponelat 2022-07-19 Follow real-world

API projects from concept to production, and learn hands-on how to describe and design APIs using OpenAPI. In *Designing APIs with Swagger and OpenAPI* you will learn how to: Understand OpenAPI syntax and structure Use Swagger and other tooling to create OpenAPI definitions Design authentication and authorization Turn an OpenAPI description into online documentation Automate processes and generating code Iterate an API design with user stories Build a frontend against a mock server Generate backend code with Swagger Codegen Versioning an API and dodging breaking changes Work with cross-functional teams *Designing APIs with Swagger and OpenAPI* is a comprehensive guide to designing and describing your first RESTful API using the most widely adopted standards. Following expert instruction from Swagger core contributor Josh Ponelat and API consultant Lukas Rosenstock, you'll spend each chapter progressively expanding the kind of APIs you'll want to build in the real world. You'll utilize OpenAPI and Swagger to help automate your workflow, and free up your time to work on more exciting features. Learn the syntax and structure of OpenAPI definitions, create and iterate on an API design with common tools, and release your API to the public. About the technology Create web APIs that customers and developers will love! Using Swagger, a collection of tools for defining and documenting REST APIs, you will build safe, controlled access to your software. And because Swagger implements the vendor-neutral OpenAPI specification, you'll be building to the same standards adopted by Google, Microsoft, and Amazon. About the book *Designing APIs with Swagger and OpenAPI* introduces a design-first approach. Written for developers new to API design, it follows the lifecycle of an API project from concept to production. You'll explore the dos and don'ts of APIs through progressively complete examples. You'll get hands-on experience designing APIs for specific business needs, using open source tools to generate documentation, and building developer-friendly components like mocks and client SDKs. What's inside OpenAPI syntax and structure Using Swagger to create OpenAPI definitions Automating processes and generating code Working with cross-functional teams About the reader For web developers. No prior knowledge of Swagger or OpenAPI required. About the author Josh Ponelat is the Swagger Open Source lead at SmartBear. Lukas Rosenstock is an independent software developer and API consultant.

The Art of Rails Edward Benson 2008-07-28 Ruby on Rails offers the ability to rapidly design and write high-quality code with elegance and maintainability. Written by an experienced web application developer, this book explains how to take good Rails code and turn it into beautiful Rails code: simple, effective, reusable, evolvable code. He discusses the very latest in design patterns, programming abstractions, and development methodologies that have emerged for the modern web. With each design technique, you'll discover how to make your own additions to Rails and craft a development environment tailored to your specific needs.

Proceedings 2003

BDD in Action John Smart 2014-09-29 Summary BDD in Action teaches you the Behavior-Driven Development model and shows you how to integrate it into your existing development process. First you'll learn how to apply BDD to requirements analysis to define features that focus your development efforts on underlying business goals. Then, you'll discover how to automate acceptance criteria and use tests to guide and report on the development process. Along the way, you'll apply BDD principles at

the coding level to write more maintainable and better documented code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology You can't write good software if you don't understand what it's supposed to do. Behavior-Driven Development (BDD) encourages teams to use conversation and concrete examples to build up a shared understanding of how an application should work and which features really matter. With an emerging body of best practices and sophisticated new tools that assist in requirement analysis and test automation, BDD has become a hot, mainstream practice.

About the Book BDD in Action teaches you BDD principles and practices and shows you how to integrate them into your existing development process, no matter what language you use. First, you'll apply BDD to requirements analysis so you can focus your development efforts on underlying business goals. Then, you'll discover how to automate acceptance criteria and use tests to guide and report on the development process. Along the way, you'll apply BDD principles at the coding level to write more maintainable and better documented code. No prior experience with BDD is required.

What's Inside BDD theory and practice How BDD will affect your team BDD for acceptance, integration, and unit testing Examples in Java, .NET, JavaScript, and more Reporting and living documentation About the Author John Ferguson Smart is a specialist in BDD, automated testing, and software lifecycle development optimization.

Table of Contents PART 1: FIRST STEPS Building software that makes a difference BDD—the whirlwind tour PART 2: WHAT DO I WANT? DEFINING REQUIREMENTS USING BDD Understanding the business goals: Feature Injection and related techniques Defining and illustrating features From examples to executable specifications Automating the scenarios PART 3: HOW DO I BUILD IT? CODING THE BDD WAY From executable specifications to rock-solid automated acceptance tests Automating acceptance criteria for the UI layer Automating acceptance criteria for non-UI requirements BDD and unit testing PART 4: TAKING BDD FURTHER Living Documentation: reporting and project management BDD in the build process From Ruby to Golang Joel Bryan Juliano 2019-07-15

Imagine that you like to learn a new programming language, and you start by leveraging what you already know and bridge the gap in learning specific parts of the new language. This book was created on that idea, it starts with using my existing language knowledge and experience to breakdown Go into familiar Ruby concepts and implementations. The first thing I did to learn Go professionally is to relate to what I know in Ruby. I've been a professional Ruby programmer since 2009 and in over a decade of professional experience working as a software engineer, I have worked on multiple programming languages. And proven personally that it's easier to learn a programming concept from something familiar to me. This helps me to learn the new language faster, which also means being productive much faster as well. This book was created on my first-hand experience of learning Go from my existing knowledge and experience in Ruby. The book was carefully thought from ground-up, collecting familiar patterns, abstracts, and analogs in Ruby, and relate it with a proper implementation in Go. By teaching familiar implementations found in Ruby, you will see the correlation between the two languages, establishing familiar concepts to give you enough knowledge to be comfortable with Go and to start programming with it. Go is an easy language to work with, it's modern, flexible, powerful and fast. It compiles to binary which gives it an

ability for a binary distribution that runs on different platforms, and Go has almost in par performance with C, with package support, memory safety, automatic garbage collection and concurrency built-in. And you get all the nice features from a statically typed language, which IDEs can make use of, and so also improving your development workflow. Notable open-source projects are built using Go (i.e. Docker, Kubernetes, Ethereum and Terraform to name a few), this gives you an advantage because those platforms have APIs and SDKs readily available in Go natively for you to use. And many global companies have been using Go in production (i.e. Google, Netflix, Dropbox, Heroku and Uber to name a few), proving that it has been battle-tested and powerful mature language to based your work into. Go is created by an interesting mixed of people. Google is the company that funded Go's development, and the authors of Go who designed the language are mainly Robert Griesemer (worked on V8 Javascript Engine, Java HotSpot VM, and the Strongtalk system), Rob Pike (known for Plan 9 and UTF-8), and Ken Thompson (known for Unix, C programming language, Plan 9, UTF-8 and Inferno to name a few). This book will definitely help you get started with Go from your existing Ruby knowledge, and start to hit the ground fast, running!

Object Magazine 1998

Programming in the .NET Environment Damien Watkins 2003 Demonstrates how to create generic frameworks, libraries, classes, and tools that can be used in the .NET environment and provides instructions on how to select the right language to develop parts of a system and how to integrate them at runtime.

Developing Your Own 32-bit Operating System Richard A. Burgess 1995 This tutorial builds upon an intermediate programmer's knowledge and explains how to design and develop a feature-rich operating system. With Developing Your Own 32-Bit Operating System, you'll not only get the theory behind basic operating system design, but also learn how to build your own operating system from scratch. Meet MMURTL, a full-featured, 32-bit, message-based, multitasking, real-time operating system that you can modify and use. In addition to learning how to program an operating system, you'll gain a general understanding of 32-bit programming and how other 32-bit operating systems work. Developing Your Own 32-Bit Operating System prepares you for the future in 32-bit systems programming.

Building Microservices with ASP.NET Core Kevin Hoffman 2017-08-31 At a time when nearly every vertical, regardless of domain, seems to need software running in the cloud to make money, microservices provide the agility and drastically reduced time to market you require. This hands-on guide shows you how to create, test, compile, and deploy microservices, using the ASP.NET Core free and open-source framework. Along the way, you'll pick up good, practical habits for building powerful and robust services. Building microservices isn't about learning a specific framework or programming language; it's about building applications that thrive in elastically scaling environments that don't have host affinity, and that can start and stop at a moment's notice. This practical book guides you through the process. Learn test-driven and API-first development concepts Communicate with other services by creating and consuming backing services such as databases and queues Build a microservice that depends on an external data source Learn about event sourcing, the event-centric approach to persistence Use ASP.NET Core to build web applications designed to thrive in the cloud Build a service that consumes, or is consumed by, other services

Create services and applications that accept external configuration Explore ways to secure ASP.NET Core microservices and applications

WebLogic Jon Mountjoy 2004 BEA's WebLogic Server implements the full range of J2EE technologies, and includes many additional features such as advanced management, clustering, and web services. Widely adopted, it forms the core of the WebLogic platform, providing a stable framework for building scalable, highly available, and secure applications. In fact, in the long list of WebLogic's strengths and features, only one shortcoming stands out: the documentation that comes with the WebLogic server often leaves users clamoring for more information. *WebLogic: The Definitive Guide* presents a 360-degree view of the world of WebLogic. Providing in-depth coverage of the WebLogic server, the book takes the concept of "definitive" to a whole new level. Exhaustive treatment of the WebLogic server and management console answers any question that developers or administrators might think to ask. Developers will find a useful guide through the world of WebLogic to help them apply their J2EE expertise to build and manage applications. Administrators will discover all they need to manage a WebLogic-based setup. And system architects will appreciate the detailed analysis of the different system architectures supported by WebLogic, the overall organization of a WebLogic domain and supporting network infrastructure, and more. *WebLogic: The Definitive Guide* is divided into three sections that explore WebLogic and J2EE, Managing the WebLogic Environment, and WebLogic Enterprise APIs. Some of the topics covered in this comprehensive volume include: Building web applications on the WebLogic Server Building and optimizing RMI applications Using EJBs with WebLogic, including CMP entity beans Packaging and deploying applications Understanding WebLogic's support for clustering Performance tuning and related configuration settings Configuring WebLogic's SSL support Maximizing WebLogic's security features Building web services with XML Using WebLogic's JMX services and MBeans Anyone who has struggled with mastering the WebLogic server will appreciate the thorough, clearly written explanations and examples in this book. *WebLogic: The Definitive Guide* is the definitive documentation for this popular J2EE application server.

Continuous API Management Mehdi Medjaoui 2018-11-14 A lot of work is required to release an API, but the effort doesn't always pay off. Overplanning before an API matures is a wasted investment, while underplanning can lead to disaster. This practical guide provides maturity models for individual APIs and multi-API landscapes to help you invest the right human and company resources for the right maturity level at the right time. How do you balance the desire for agility and speed with the need for robust and scalable operations? Four experts from the API Academy show software architects, program directors, and product owners how to maximize the value of their APIs by managing them as products through a continuous life cycle. Learn which API decisions you need to govern and how and where to do so Design, deploy, and manage APIs using an API-as-a-product (AaaP) approach Examine ten pillars that form the foundation of API product work Learn how the continuous improvement model governs changes throughout an API's lifetime Explore the five stages of a complete API product life cycle Delve into team roles needed to design, build, and maintain your APIs Learn how to manage your API landscape—the set of APIs published by your

organization

Scalatra in Action Ross Baker 2016-05-04 Summary Scalatra in Action introduces the Scalatra framework and the Sinatra model. It covers the framework in its entirety, starting with concepts like request routing, input handling, actions, and HTTP responses, then proceeds to more advanced topics, such as data access, handling heavy load, asynchronicity, securing applications, designing and documenting RESTful APIs, and real-time web programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Scalatra is a lightweight Scala web framework similar to the popular Ruby-based Sinatra. It's perfect for running real-time applications on multicore servers, and is a fast way to spin up web apps and build HTTP APIs for mobile, Backbone.js, and AngularJS apps. About the Book Scalatra in Action covers the Scalatra framework in its entirety, starting with concepts such as request routing, input handling, actions, and HTTP responses. For readers who don't already know Scala, the book introduces the Scala language and sbt, the Simple Build Tool. You'll learn how to use Scalatra's powerful templating engine, Scalate. It also covers advanced topics such as data access, handling heavy load, asynchronicity, securing your application, designing RESTful APIs, and real-time web programming. What's Inside Make clean templates using Scalate Integrate with libraries that supplement Scalatra Write tests using Specs2 Integrate Scalatra with databases About the Reader Readers should be familiar with the basics of HTTP, REST, and web applications. No experience with Scalatra, Sinatra, or Scala is required. About the Authors Dave Hrycyszyn is technical director for a London-based agency specializing in agile software design and development. Stefan Ollinger is an active Scalatra contributor. Ross A. Baker is a Senior Cloud Engineer, a Scalate committer, and organizer of the Indy Scala meetup. Table of Contents PART 1 INTRODUCTION TO SCALATRA Introduction A taste of Scalatra Routing Working with user input PART 2 COMMON DEVELOPMENT TASKS Handling JSON Handling files Server-side templating Testing Configuration, build, and deployment Working with a database PART 3 ADVANCED TOPICS Authentication Asynchronous programming Creating a RESTful JSON API with Swagger

Access 1987

Swift Development with Cocoa Jonathon Manning 2014-12-10 Ready to build apps for iPhone, iPad, and Mac now that Swift has landed? If you're an experienced programmer who's never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS and OS X apps, using Cocoa and Cocoa Touch. Learn how to use Swift in a wide range of real-world situations, with Cocoa features such as Event Kit and Core Animation. You'll pick up Swift language features and syntax along the way, and understand why using Swift (instead of Objective-C) makes iOS and Mac app development easier, faster, and safer. You'll also work with several exercises to help you practice as you learn. Learn the OS X and iOS application lifecycle Use storyboards to design adaptive interfaces Explore graphics systems, including the built-in 2D and 3D game frameworks Display video and audio with AVFoundation Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Build apps that let users create, edit, and work with documents Use MapKit, Core Location, and Core

Motion to interact with the world

Documenting APIs James F. Bisso 2006-06-01

Restlet in Action Thierry Templier 2012-09-25 Summary Restlet in Action gets you started with the Restlet Framework and the REST architecture style. You'll create and deploy applications in record time while learning to use popular RESTful Web APIs effectively. This book looks at the many aspects of web development, on both the server and client side, along with cloud computing, mobile Android devices, and Semantic Web applications. About the Technology In a RESTful architecture any component can act, if needed, as both client and server—this is flexible and powerful, but tricky to implement. The Restlet project is a reference implementation with a Java-based API and everything you need to build servers and web clients that integrate with most web and enterprise technologies. About the Book Restlet in Action introduces the Restlet Framework and RESTful web APIs. You'll see how to easily create and deploy your own web API while learning to consume other web APIs effectively. You'll learn about designing, securing, versioning, documentation, optimizing, and more on both the server and client side, as well as about cloud computing, mobile Android devices, and Semantic Web applications. The book requires a basic knowledge of Java and the web, but no prior exposure to REST or Restlet. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Written by the creators of Restlet! How to create your own web API How to deploy on cloud and mobile platforms Focus on Android, Google App Engine, Google Web Toolkit, and OSGi technologies Table of Contents PART 1 GETTING STARTED Introducing the Restlet Framework Beginning a Restlet application Deploying a Restlet application PART 2 GETTING READY TO ROLL OUT Producing and consuming Restlet representations Securing a Restlet application Documenting and versioning a Restlet application Enhancing a Restlet application with recipes and best practices PART 3 FURTHER USE POSSIBILITIES Using Restlet with cloud platforms Using Restlet in browsers and mobile devices Embracing hypermedia and the Semantic Web The future of Restlet

Ajax Anthony T. Holdener 2008-03-05 Provides information on the basics of Ajax to create Web applications that function like desktop programs.

Internal Revenue Bulletin United States. Internal Revenue Service 1982

Pulmonary Drug Delivery Ali Nokhodchi 2015-05-18 Drug therapy via inhalation route is at the cutting edge of modern drug delivery research. There has been significant progress on the understanding of drug therapy via inhalation products. However, there are still problems associated with their formulation design, including the interaction between the active pharmaceutical ingredient(s) (APIs), excipients and devices. This book seeks to cover some of the most pertinent issues and challenges of such formulation design associated with industrial production and desirable clinical outcome. The chapter topics have been selected with a view to integrating the factors that require consideration in the selection and design of device and formulation components which impact upon patient usability and clinical effectiveness. The challenges involved with the delivery of macromolecules by inhalation to both adult and pediatric patients are also covered. Written by leading international experts from both academia and industry, the book will help readers (formulation design scientists, researchers and post-graduate and specialized undergraduate students) develop a deep understanding of key aspects

of inhalation formulations as well as detail ongoing challenges and advances associated with their development.

Proceedings of the Biological Society of Washington 1895

Migrating to the Solaris Operating System Ken Pepple 2003 & Sun estimates 80% of the Solaris installed base will migrate to version 9 within the next two years & & Covers migrations to the Solaris operating system as well as migrations from earlier versions of Solaris & & Part of the Sun BluePrints Series, which distills best practices gathered from a variety of customers; significant co-marketing opportunities with Sun

Designing APIs for the Web Mike Amundsen 2014 Learn a better way to do distributed computing, using the ideas underlying the most successful distributed system in history: the World Wide Web. In this video course, Mike Amundsen demonstrates three ways to design APIs for the Web, including tunneling-style with SOAP, URI-style with HTTP, and hypermedia style with REST. After exploring the basics of HTTP and other standards, you'll learn important design considerations, tooling, and implementation models for each API style, whether you're building a public API, a purely internal API, or an API accessible by trusted partners. Identify your target audience: are you looking to strengthen existing services, deepen relationships, or explore new spaces? Learn the design discovery phase, such as collecting information from stakeholders Consider the pros and cons of SOAP, HTTP, and REST styles through examples Learn the details of documenting, publishing, and registering your API Go through the steps required for client and server implementation Walk through techniques for web API deployment, versioning, and sunseting...

Intelligent Transport Systems Standards Bob Williams 2008 To list, summarize, and categorize intelligent transportation standards (ITS). Reviews best practices and provides listings for standards developing organizations at national and international levels. Provides guidance as to where to look in the future to find relevant standards for ITS. Presents strategies for integrating standards in IRS planning, deployment, and operation.

Designing Distributed Systems Brendan Burns 2018-02-20 In the race to compete in today's fast-moving markets, large enterprises are busy adopting new technologies for creating new products, processes, and business models. But one obstacle on the road to digital transformation is placing too much emphasis on technology, and not enough on the types of processes technology enables. What if different lines of business could build their own services and applications—and decision-making was distributed rather than centralized? This report explores the concept of a digital business platform as a way of empowering individual business sectors to act on data in real time. Much innovation in a digital enterprise will increasingly happen at the edge, whether it involves business users (from marketers to data scientists) or IoT devices. To facilitate the process, your core IT team can provide these sectors with the digital tools they need to innovate quickly. This report explores: Key cultural and organizational changes for developing business capabilities through cross-functional product teams A platform for integrating applications, data sources, business partners, clients, mobile apps, social networks, and IoT devices Creating internal API programs for building innovative edge services in low-code or no-code environments Tools including Integration Platform as a Service, Application Platform as a Service, and Integration Software as a Service The challenge of integrating microservices and serverless architectures Event-

driven architectures for processing and reacting to events in real time You'll also learn about a complete pervasive integration solution as a core component of a digital business platform to serve every audience in your organization.

Spring Boot in Practice Somnath Musib 2022-07-05 Go beyond the basics with Spring Boot! This practical guide presents dozens of relevant scenarios in a convenient problem-solution-discussion format. Spring Boot in Practice covers dozens of handy Spring Boot development techniques, from basic functions to hidden features you probably didn't even know existed. Each recipe is built around a real-world problem, complete with a full solution and thoughtful discussion. You'll work your way from fundamentals to advanced functionalities as you take deep dives into auto-configuration, security implementation, and even support for reactive application development. Learn how to work with Spring Boot and Kotlin, handling connections for multiple platforms, and how Spring Boot can simplify building microservices and APIs. You're sure to keep this practical book on hand as a reference as you build your next Spring Boot apps. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Learning Cocoa with Objective-C Paris Buttfield-Addison 2014-02-19 Get up to speed on Cocoa and Objective-C, and start developing applications on the iOS and OS X platforms. If you don't have experience with Apple's developer tools, no problem! From object-oriented programming to storing app data in iCloud, the fourth edition of this book covers everything you need to build apps for the iPhone, iPad, and Mac. You'll learn how to work with the Xcode IDE, Objective-C's Foundation library, and other developer tools such as Event Kit framework and Core Animation. Along the way, you'll build example projects, including a simple Objective-C application, a custom view, a simple video player application, and an app that displays calendar events for the user. Learn the application lifecycle on OS X and iOS Work with the user-interface system in Cocoa and Cocoa Touch Use AV Foundation to display video and audio Build apps that let users create, edit, and work with documents Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Interact with the outside world with Core Location and Core Motion Use blocks and operation queues for multiprocessing

API Testing and Development with Postman Dave Westerveld 2021-05-07 Explore the world of APIs and learn how to integrate them with production-ready applications using Postman and the Newman CLI Key FeaturesLearn the tenets of effective API testing and API designGain an in-depth understanding of the various features Postman has to offerKnow when and how to use Postman for creating high-quality APIs for software and web appsBook Description Postman enables the exploration and testing of web APIs, helping testers and developers figure out how an API works. With Postman, you can create effective test automation for any APIs. If you want to put your knowledge of APIs to work quickly, this practical guide to using Postman will help you get started. The book provides a hands-on approach to learning the implementation and associated methodologies that will have you up and running with Postman in no time. Complete with step-by-step explanations of essential concepts, practical examples, and self-assessment questions, this book begins by taking you through the principles of effective API testing. A combination of theory coupled with real-world examples will help you learn how to use Postman to create well-designed, documented, and tested

APIs. You'll then be able to try some hands-on projects that will teach you how to add test automation to an already existing API with Postman, and guide you in using Postman to create a well-designed API from scratch. By the end of this book, you'll be able to use Postman to set up and run API tests for any API that you are working with. What you will learn

- Find out what is involved in effective API testing
- Use data-driven testing in Postman to create scalable API tests
- Understand what a well-designed API looks like
- Become well-versed with API terminology, including the different types of APIs
- Get to grips with performing functional and non-functional testing of an API
- Discover how to use industry standards such as OpenAPI and mocking in Postman

Who this book is for The book is for software testing professionals and software developers looking to improve product and API quality through API test automation. You will find this book useful if understand APIs and want to build your skills for creating, testing, and documenting APIs. The book assumes beginner-level knowledge of JavaScript and API development.

Software Architecture Patterns for Serverless Systems John Gilbert 2021-07-30 A professional's guide to solving complex problems while designing modern software

Key Features

- Learn best practices for designing enterprise-grade software systems from a seasoned CTO
- Deeper your understanding of system reliability, maintainability, and scalability
- Elevate your skills to a professional level by learning the most effective software design patterns and architectural concepts

Book Description As businesses are undergoing a digital transformation to keep up with competition, it is now more important than ever for IT professionals to design systems to keep up with the rate of change while maintaining stability. This book takes you through the architectural patterns that power enterprise-grade software systems and the key architectural elements that enable change (such as events, autonomous services, and micro frontends), along with showing you how to implement and operate anti-fragile systems. First, you'll divide up a system and define boundaries so that your teams can work autonomously and accelerate innovation. You'll cover low-level event and data patterns that support the entire architecture, while getting up and running with the different autonomous service design patterns. Next, the book will focus on best practices for security, reliability, testability, observability, and performance. You'll combine all that you've learned and build upon that foundation, exploring the methodologies of continuous experimentation, deployment, and delivery before delving into some final thoughts on how to start making progress. By the end of this book, you'll be able to architect your own event-driven, serverless systems that are ready to adapt and change so that you can deliver value at the pace needed by your business. What you will learn

- Explore architectural patterns to create anti-fragile systems that thrive with change
- Focus on DevOps practices that empower self-sufficient, full-stack teams
- Build enterprise-scale serverless systems
- Apply microservices principles to the frontend
- Discover how SOLID principles apply to software and database architecture
- Create event stream processors that power the event sourcing and CQRS pattern
- Deploy a multi-regional system, including regional health checks, latency-based routing, and replication
- Explore the Strangler pattern for migrating legacy systems

Who this book is for This book is for software architects who want to learn more about different software design patterns and best practices. This isn't a beginner's manual – you'll need an intermediate level of programming proficiency and software design to get

started. You'll get the most out of this software design book if you already know the basics of the cloud, but it isn't a prerequisite.

Building Hypermedia APIs with HTML5 and Node Michael Amundsen 2011-11-30 With this concise book, you'll learn the art of building hypermedia APIs that don't simply run on the Web, but that actually exist in the Web. You'll start with the general principles and technologies behind this architectural approach, and then dive hands-on into three fully-functional API examples. Too many APIs rely on concepts rooted in desktop and local area network patterns that don't scale well—costly solutions that are difficult to maintain over time. This book shows system architects and web developers how to design and implement human- and machine-readable web services that remain stable and flexible as they scale. Learn the H-Factors for representing application metadata across all media types and formats Understand the four basic design elements for authoring hypermedia types Convert a simple read-only XML-based media type into a successful API design Examine the challenges and advantages of designing a hypermedia type with JSON Use HTML5's rich set of hypermedia controls in the API design process Learn the details of documenting, publishing, and registering media type designs and link-relation types

Building Web APIs with ASP.NET Web API 2.2 Jonathan Tower 2018

Undisturbed Rest Michael Stowe 2015-06-19 Believe it or not, building an API is the easy part. What is far more challenging is to put together a design that will stand the test of time, while also meeting your developers' needs. After all, no matter how well written your code may be, without a strong foundation, you will find your API quickly failing. Undisturbed REST works to tackle this issue through the use of modern design techniques and technology, showing how to carefully design your API with your users and longevity in-mind, taking advantage of a design-first approach- while incorporating best practices and hard lessons learned. After reading Undisturbed REST, you'll have a strong understanding of APIs, best practices, and available tooling for designing, prototyping, sharing, documenting, and generating tooling (such as SDKs) around your API. More importantly, you'll be equipped to design and build an API not just for today, but one that can stand the test of time and lead your application into tomorrow.

Handbook of Pharmaceutical Manufacturing Formulations, Third Edition Sarfaraz K. Niazi 2019-11-25 The Handbook of Pharmaceutical Manufacturing Formulations, Third Edition: Volume Two, Uncompressed Solid Products is an authoritative and practical guide to the art and science of formulating drugs for commercial manufacturing. With thoroughly revised and expanded content, this second volume of a six-volume set, compiles data from FDA and EMA new drug applications, patents and patent applications, and other sources of generic and proprietary formulations including author's own experience, to cover the broad spectrum of cGMP formulations and issues in using these formulations in a commercial setting. A must-have collection for pharmaceutical manufacturers, educational institutions, and regulatory authorities, this is an excellent platform for drug companies to benchmark their products and for generic companies to formulate drugs coming off patent. Features: ? Largest source of authoritative and practical formulations, cGMP compliance guidance and self-audit suggestions ? Differs from other publications on formulation science in that it focuses on readily scalable commercial formulations that can be adopted for cGMP manufacturing ? Tackles common difficulties in formulating drugs and presents details

on stability testing, bioequivalence testing, and full compliance with drug product safety elements ? Written by a well-recognized authority on drug and dosage form development including biological drugs and alternative medicines

The Java Tutorial Continued Mary Campione 1999 This book is a collection of tutorials written by Java Team members -- experts who are the authority in their areas of the Java platform. This book is a self-paced, example-driven tutorial approach to JDK 1.2 hot topics. You'll find coverage of new topics such as collections, internationalization, advanced 2D graphics, sound, JavaBeans, security, servlets, JDBC, IDL, RMI, JAR, standard extensions, JNI, reflection and reference objects. The CD itself is a gold mine! It contains this book and The Java Tutorial Second Edition in HTML format plus a combined index and JDK 1.2.