

Umenting Api

API Testing and Development with Postman Undisturbed REST Building Micro-Frontends The Design of Web APIs Hands-on Application Development using Spring Boot Intelligent Transport Systems Standards Software Architecture Patterns for Serverless Systems Building Microservices with ASP.NET Core Designing APIs with Swagger and OpenAPI High-Density and De-Densified Smart Campus Communications Spring Boot in Practice Designing Distributed Systems Building Hypermedia APIs with HTML5 and Node Continuous API Management BDD in Action Programming in the .NET Environment Flex Solutions From Ruby to Golang Migrating to the Solaris Operating System Framework Design Guidelines Data Management at Scale Restlet in Action Get Your Hands Dirty on Clean Architecture Documenting Software Architectures DOM Scripting Ajax Access Web API?????API????????(???) Design and Build Great Web APIs Fluent C Docs Like Code Object Magazine Learning Cocoa with Objective-C Swift Development with Cocoa 97 Things Every Cloud Engineer Should Know Revolutionary Brothers The Markdown Guide Handbook of Pharmaceutical Manufacturing Formulations, Third Edition Windows NT/2000 Native API Reference

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The Markdown Guide Aug 29 2019 The Markdown markup language is one of the most popular plain-text formatting languages available. Now you can learn the Markdown syntax with the book that's been called "the best Markdown reference." Designed for both novices and experts, The Markdown Guide is a comprehensive reference manual that has everything you need to get started and master the Markdown syntax.

Data Management at Scale Feb 13 2021 As data management and integration continue to evolve rapidly, storing all your data in one place, such as a data warehouse, is no longer scalable. In the very near future, data will need to be distributed and available for several technological solutions. With this practical book, you'll learn how to migrate your enterprise from a complex and tightly coupled data landscape to a more flexible architecture ready for the modern world of data consumption. Executives, data architects, analytics teams, and compliance and governance staff will learn how to build a modern scalable data landscape using the Scaled Architecture, which you can introduce incrementally without a large upfront investment. Author Piethen Strengtholt provides blueprints, principles, observations, best practices, and patterns to get you up to speed. Examine data management trends, including technological developments, regulatory requirements, and privacy concerns Go deep into the Scaled Architecture and learn how the pieces fit together Explore data governance and data security, master data management, self-service data marketplaces, and the importance of metadata

High-Density and De-Densified Smart Campus Communications Jan 27 2022 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.

Flex Solutions Jun 19 2021 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.

API Testing and Development with Postman Nov 05 2022 Explore the world of APIs and learn how to integrate them with production-ready applications using Postman and the Newman CLI Key Features Learn the tenets of effective API testing and API design Gain an in-depth understanding of the various features Postman has to offer Know when and how to use Postman for creating high-quality APIs for software and web apps Book 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.

Restlet in Action Jan 15 2021 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

Handbook of Pharmaceutical Manufacturing Formulations, Third Edition Jul 29 2019 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

Object Magazine Feb 02 2020

Building Microservices with ASP.NET Core Mar 29 2022 Chapter 7. Building an ASP.NET Core Web Application; ASP.NET Core Basics; Adding ASP.NET MVC Middleware; Adding a Controller; Adding a Model; Adding a View; Invoking REST APIs from JavaScript; Building Cloud-Native Web Applications; API First; Configuration; Logging; Session State; Data Protection; Backing Services; Environment Parity; Port Binding; Telemetry; Authentication and Authorization; Summary; Chapter 8. Service Discovery; Refresher on Cloud-Native Factors; External Configuration; Backing Services; Introducing Netflix Eureka; Discovering and Advertising ASP.NET Core Services

97 Things Every Cloud Engineer Should Know Oct 31 2019 If you create, manage, operate, or configure systems running in the cloud, you're a cloud engineer--even if you work as a system administrator, software developer, data scientist, or site reliability engineer. With this book, professionals from around the world provide valuable insight into today's cloud engineering role. These concise articles explore the entire cloud computing experience, including fundamentals, architecture, and migration. You'll delve into security and compliance, operations and reliability, and software development. And examine networking, organizational culture, and more. You're sure to find 1, 2, or 97 things that inspire you to dig deeper and expand your own career. "Three Keys to Making the Right Multicloud Decisions," Brendan O'Leary "Serverless Bad Practices," Manases Jesus Galindo Bello "Failing a Cloud Migration," Lee Atchison "Treat Your Cloud Environment as If It Were On Premises," Iyana Garry "What Is Toil, and Why Are SREs Obsessed with It?", Zachary Nickens "Lean QA: The QA Evolving in the DevOps World," Theresa Neate "How Economies of Scale Work

in the Cloud," Jon Moore "The Cloud Is Not About the Cloud," Ken Corless "Data Gravity: The Importance of Data Management in the Cloud," Geoff Hughes "Even in the Cloud, the Network Is the Foundation," David Murray "Cloud Engineering Is About Culture, Not Containers," Holly Cummins

Building Micro-Frontends Sep 03 2022 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

DOM Scripting Oct 12 2020 With this second edition of the popular DOM Scripting: Web Design with JavaScript and the Document Object Model comes a modern revision to update best practices and guidelines. It includes full coverage of HTML5 in a new, dedicated chapter, and details on JavaScript libraries and how they can help your scripting. The book provides everything you'll need to start using JavaScript and the Document Object Model to enhance your web pages with client-side dynamic effects and user-controlled animation. It shows how JavaScript, HTML5, and Cascading Style Sheets (CSS) work together to create usable, standards-compliant web designs. We'll also cover cross-browser compatibility with DOM scripts and how to make sure they degrade gracefully when JavaScript isn't available. DOM Scripting: Web Design with JavaScript and the Document Object Model focuses on JavaScript for adding dynamic effects and manipulating page structure on the fly using the Document Object Model. You'll start with a crash course in JavaScript and the DOM, then move on to several real-world examples that you'll build from scratch, including dynamic image galleries and dynamic menus. You'll also learn how to manipulate web page styles using the CSS DOM, and create markup on the fly. If you want to create websites that are beautiful, dynamic, accessible, and standards-compliant, this is the book for you!

Continuous API Management Sep 22 2021 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

Ajax Sep 10 2020 Provides information on the basics of Ajax to create Web applications that function like desktop programs.

Documenting Software Architectures Nov 12 2020 Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software system's architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. *Documenting Software Architectures, Second Edition*, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more documentation layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and

SySML

BDD in Action Aug 22 2021 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

Framework Design Guidelines Mar 17 2021 This is the eBook version of the print title, *Framework Design Guidelines*, Second Edition . Access to all the samples, applications, and content on the DVD is available through the product catalog page www.informit.com/title/9780321545619 Navigate to the “Downloads” tab and click on the “DVD Contents” links - see

instructions in back pages of your eBook. *Framework Design Guidelines, Second Edition*, teaches developers the best practices for designing reusable libraries for the Microsoft .NET Framework. Expanded and updated for .NET 3.5, this new edition focuses on the design issues that directly affect the programmability of a class library, specifically its publicly accessible APIs. This book can improve the work of any .NET developer producing code that other developers will use. It includes copious annotations to the guidelines by thirty-five prominent architects and practitioners of the .NET Framework, providing a lively discussion of the reasons for the guidelines as well as examples of when to break those guidelines. Microsoft architects Krzysztof Cwalina and Brad Abrams teach framework design from the top down. From their significant combined experience and deep insight, you will learn

- The general philosophy and fundamental principles of framework design
- Naming guidelines for the various parts of a framework
- Guidelines for the design and extending of types and members of types
- Issues affecting—and guidelines for ensuring—extensibility
- How (and how not) to design exceptions
- Guidelines for—and examples of—common framework design patterns

Guidelines in this book are presented in four major forms: Do, Consider, Avoid, and Do not. These directives help focus attention on practices that should always be used, those that should generally be used, those that should rarely be used, and those that should never be used. Every guideline includes a discussion of its applicability, and most include a code example to help illuminate the dialogue. *Framework Design Guidelines, Second Edition*, is the only definitive source of best practices for managed code API development, direct from the architects themselves. A companion DVD includes the *Designing .NET Class Libraries* video series, instructional presentations by the authors on design guidelines for developing classes and components that extend the .NET Framework. A sample API specification and other useful resources and tools are also included.

Hands-on Application Development using Spring Boot Jul 01 2022 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

Docs Like Code Mar 05 2020 Looking for a way to invigorate your technical writing team and grow that expertise to include developers, designers, and writers of all backgrounds? When you treat docs like code, you multiply everyone's efforts and streamline processes through collaboration, automation, and innovation. Second edition now available with updates and more information about version control for documents and continuous publishing.

Undisturbed REST Oct 04 2022 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.

Revolutionary Brothers Sep 30 2019 In a narrative both panoramic and intimate, Tom Chaffin captures the four-decade friendship of Thomas Jefferson and the Marquis de Lafayette. Thomas Jefferson and the Marquis de Lafayette shared a singularly extraordinary friendship, one involved in the making of two revolutions—and two nations. Jefferson first met Lafayette in 1781, when the young French-born general was dispatched to Virginia to assist Jefferson, then the state's governor, in fighting off the British. The charismatic Lafayette, hungry for glory, could not have seemed more different from Jefferson, the reserved statesman. But when Jefferson, a newly-appointed diplomat, moved to Paris three years later, speaking little French and in need of a partner, their friendship began in earnest. As Lafayette opened doors in Paris and Versailles for Jefferson, so too did the Virginian stand by Lafayette as the Frenchman became inexorably drawn into the maelstrom of his country's revolution. Jefferson counseled Lafayette as he drafted The Declaration of the Rights of Man and remained a firm supporter of the French Revolution, even after he returned to America in 1789. By 1792, however, the upheaval had rendered Lafayette a man without a country, locked away in a succession of Austrian and Prussian prisons. The burden fell on Jefferson, along with Lafayette's other friends, to win his release. The two would not see each other again until 1824, in a powerful and emotional reunion at Jefferson's Monticello. Steeped in primary sources, *Revolutionary Brothers* casts fresh light on this remarkable, often complicated, friendship of two extraordinary men.

Spring Boot in Practice Dec 26 2021 *Spring Boot in Practice* is full of practical recipes for common development problems in Spring Boot. Author Somnath Musib has spent years building applications with Spring, and he shares that extensive experience in this focused guide. You'll master techniques for using Spring Data, Spring Security, and other Spring-centric solutions. Learn how to work with Spring Boot and Kotlin, handling connections for multiple platforms, and how Spring Boot can simplify building microservices and APIs. Each recipe is built around a real-world problem, complete with a full solution and thoughtful discussion.

Building Hypermedia APIs with HTML5 and Node Oct 24 2021 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

Design and Build Great Web APIs May 07 2020 APIs are transforming the business world at an increasing pace. Gain the essential skills needed to quickly design, build, and deploy quality web APIs that are robust, reliable, and resilient. Go from initial design through prototyping and implementation to deployment of mission-critical APIs for your organization. Test, secure, and deploy your API with confidence and avoid the "release into production" panic. Tackle just about any API challenge with more than a dozen open-source utilities and common programming patterns you can apply right away. Good API design means starting with the API-First principle - understanding who is using the API and what they want to do with it - and applying basic design skills to match customers' needs while solving business-critical problems. Use the Sketch-Design-Build method to create reliable and scalable web APIs quickly and easily without a lot of risk to the day-to-day business operations. Create clear sequence diagrams, accurate specifications, and machine-readable API descriptions all reviewed, tested, and ready to turn into fully-functional NodeJS code. Create reliable test collections with Postman and implement proper identity and access control security with AuthO-without added cost or risk to the company. Deploy all of this to Heroku using a continuous delivery approach that pushes secure, well-tested code to your public servers ready for use by both internal and external developers. From design to code to test to deployment, unlock hidden business value and release stable and scalable web APIs that meet customer needs and solve important business problems in a consistent and reliable manner.

Intelligent Transport Systems Standards May 31 2022 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.

Windows NT/2000 Native API Reference Jun 27 2019 Windows NT/2000 Native API Reference is absolutely unique. Currently, documentation on Windows NT's native APIs can only be found through access to the source code or occasionally Web sites where people have chosen to share bits of insight gained through reverse engineering. This book provides the first complete reference to the API functions native to Windows NT and covers the set of services that are offered by Windows NT to both kernel- and user-mode programs. Ideal for the intermediate and advanced level user- and kernel-mode developers of Windows systems, this book is devoted to the NT native API and consists of documentation

of the 210 routines included in the API. Also included are all the functions added in Windows 2000.

From Ruby to Golang May 19 2021 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, Etherium 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!

Fluent C Apr 05 2020 Expert advice on C programming is hard to find. While much help is available for object-oriented programming languages, there's surprisingly little for the C language. With this hands-on guide, beginners and

experienced C programmers alike will find guidance about design decisions, including how to apply them bit by bit to running code examples when building large-scale programs. Christopher Preschern, a leading member of the design patterns community, answers questions such as how to structure C programs, cope with error handling, or design flexible interfaces. Whether you're looking for one particular pattern or an overview of design options for a specific topic, this book shows you how to implement hands-on design knowledge specifically for the C programming language. You'll find design patterns for: Error handling Returning error information Memory management Returning data from C functions Data lifetime and ownership Flexible APIs Flexible iterator interfaces Organizing files in modular programs Escaping #ifdef Hell

The Design of Web APIs Aug 02 2022 Web APIs are everywhere, giving developers an efficient way to interact with applications, services, and data. Well-designed APIs are a joy to use; poorly-designed APIs are cumbersome, confusing, and frustrating. *The Design of Web APIs* is a practical, example packed guide to crafting extraordinary web APIs. Author Arnaud Lauret demonstrates fantastic design principles and techniques you can apply to both public and private web APIs. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Get Your Hands Dirty on Clean Architecture Dec 14 2020 Gain insight into how hexagonal architecture can help to keep the cost of development low over the complete lifetime of an application Key FeaturesExplore ways to make your software flexible, extensible, and adaptableLearn new concepts that you can easily blend with your own software development styleDevelop the mindset of building maintainable solutions instead of taking shortcutsBook Description We would all like to build software architecture that yields adaptable and flexible software with low development costs. But, unreasonable deadlines and shortcuts make it very hard to create such an architecture. *Get Your Hands Dirty on Clean Architecture* starts with a discussion about the conventional layered architecture style and its disadvantages. It also talks about the advantages of the domain-centric architecture styles of Robert C. Martin's *Clean Architecture* and Alistair Cockburn's *Hexagonal Architecture*. Then, the book dives into hands-on chapters that show you how to manifest a hexagonal architecture in actual code. You'll learn in detail about different mapping strategies between the layers of a hexagonal architecture and see how to assemble the architecture elements into an application. The later chapters demonstrate how to enforce architecture boundaries. You'll also learn what shortcuts produce what types of technical debt and how, sometimes, it is a good idea to willingly take on those debts. After reading this book, you'll have all the knowledge you need to create applications using the hexagonal architecture style of web development. What you will learnIdentify potential shortcomings of using a layered architectureApply methods to enforce architecture boundariesFind out how potential shortcuts can affect the software architectureProduce arguments for when to use which style of

architectureStructure your code according to the architectureApply various types of tests that will cover each element of the architectureWho this book is for This book is for you if you care about the architecture of the software you are building. To get the most out of this book, you must have some experience with web development. The code examples in this book are in Java. If you are not a Java programmer but can read object-oriented code in other languages, you will be fine. In the few places where Java or framework specifics are needed, they are thoroughly explained.

Designing Distributed Systems Nov 24 2021 Without established design patterns to guide them, developers have had to build distributed systems from scratch, and most of these systems are very unique indeed. Today, the increasing use of containers has paved the way for core distributed system patterns and reusable containerized components. This practical guide presents a collection of repeatable, generic patterns to help make the development of reliable distributed systems far more approachable and efficient. Author Brendan Burns—Director of Engineering at Microsoft Azure—demonstrates how you can adapt existing software design patterns for designing and building reliable distributed applications. Systems engineers and application developers will learn how these long-established patterns provide a common language and framework for dramatically increasing the quality of your system. Understand how patterns and reusable components enable the rapid development of reliable distributed systems Use the side-car, adapter, and ambassador patterns to split your application into a group of containers on a single machine Explore loosely coupled multi-node distributed patterns for replication, scaling, and communication between the components Learn distributed system patterns for large-scale batch data processing covering work-queues, event-based processing, and coordinated workflows

Aug 10 2020

Designing APIs with Swagger and OpenAPI Feb 25 2022 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 Poneiat is the Swagger Open Source lead at SmartBear. Lukas Rosenstock is an independent software developer and API consultant.

Learning Cocoa with Objective-C Jan 03 2020 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

Access Jul 09 2020

Programming in the .NET Environment Jul 21 2021 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.

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.

Swift Development with Cocoa Dec 02 2019
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