
Go In Action

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Teachers, coaches, and supervisors will learn how to help elementary school students build mathematical proficiency with standards-based, differentiated, small-group instruction with the strategies in this book. Both novice and veteran educators will gain in-depth knowledge for conducting effective guided math lessons, scaffolding learning in small groups, and assessing student learning. Lots of actual templates, graphic organizers, black-line masters, detailed lesson plans, and student work samples are included, as well as vignettes of mini-lessons, center time, small guided math groups, and share time. This practical, hands-on guide will help you... Understand the framework of Guided Math lessons Gain an in-depth look at the role of assessment throughout the Guided Math process Develop an action plan to get started immediately This is a must-have resource for all educators looking for a structure to teach small groups in math that meet the Common Core State Standards for Mathematics. Talk in Action examines the language, identity, and interaction of social institutions, introducing students to the research methodology of Conversation Analysis. Features a unique focus on real-world applications of CA by examining four

institutional domains: calls to emergency numbers, doctor-patient interaction, courtroom trials, and mass communication, Provides a theoretical and methodological overview of the roots of CA, reviewing the main developments and findings of research on talk and social institutions conducted over the past 25 years Showcases the significance of this subject to everyday events, making it ideal for students coming to the field for the first time Written by two leading figures in the field of Conversation Analysis

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

About the Technology Go is a small programming language designed by Google to tackle big problems. Large projects mean large teams with people of varying levels of experience. Go offers a small, yet capable, language that can be understood and used by anyone, no matter their experience. About the Book Hobbyists, newcomers, and professionals alike can benefit from a fast, modern language; all you need is the right resource! Get Programming with Go provides a hands-on introduction to Go language fundamentals, serving as a solid foundation for your future programming projects. You'll master Go syntax, work with types and functions, and explore bigger ideas like state and concurrency, with plenty of exercises to lock in what you learn. What's inside Language concepts like slices, interfaces, pointers, and

concurrency Seven capstone projects featuring spacefaring gophers, Mars rovers, ciphers, and simulations All examples run in the Go Playground - no installation required! About the Reader This book is for anyone familiar with computer programming, as well as anyone with the desire to learn. About the Author Nathan Youngman organizes the Edmonton Go meetup and is a mentor with Canada Learning Code. Roger Peppé contributes to Go and runs the Newcastle upon Tyne Go meetup. Table of Contents Unit 0 - GETTING STARTED Get ready, get set, Go Unit 1 - IMPERATIVE PROGRAMMING A glorified calculator Loops and branches Variable scope Capstone: Ticket to Mars Unit 2 - TYPES Real numbers Whole numbers Big numbers Multilingual text Converting between types Capstone: The Vigenère cipher Unit 3 - BUILDING BLOCKS Functions Methods First-class functions Capstone: Temperature tables Unit 4 - COLLECTIONS Arrayed in splendor Slices: Windows into arrays A bigger slice The ever-versatile map Capstone: A slice of life Unit 5 - STATE AND BEHAVIOR A little structure Go's got no class Composition and forwarding Interfaces Capstone: Martian animal sanctuary Unit 6 - DOWN THE GOPHER HOLE A few pointers Much ado about nil To err is human Capstone: Sudoku rules Unit 7 - CONCURRENT PROGRAMMING Goroutines and concurrency Concurrent state Capstone: Life on Mars Presents a guide to the features of iBATIS, covering such topics as configuration, transactions, Dynamic SQL, and data layer abstraction. Tools and Techniques for Developers Get Programming with Go Activities, Case Studies, and Provocations for Classrooms and Communities First-Hand Accounts from Ireland's Revolutionary Years, 1913-22 Learning to Go with the Flow Interactions, Identities, and Institutions Summary In 2017, consumers downloaded 178 billion apps, and analysts predict growth to 258 billion by 2022. Mobile customers are

demanding more—and better—apps, and it ' s up to developers like you to write them! Flutter, a revolutionary new cross-platform software development kit created by Google, makes it easier than ever to write secure, high-performance native apps for iOS and Android. Flutter apps are blazingly fast because this open source solution compiles your Dart code to platform-specific programs with no JavaScript bridge! Flutter also supports hot reloading to update changes instantly. And thanks to its built-in widgets and rich motion APIs, Flutter ' s apps are not just highly responsive, they ' re stunning! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology With Flutter, you can build mobile applications using a single, feature-rich SDK that includes everything from a rendering engine to a testing environment. Flutter compiles programs written in Google ' s intuitive Dart language to platform-specific code so your iOS and Android games, utilities, and shopping platforms all run like native Java or Swift apps. About the book Flutter in Action teaches you to build professional-quality mobile applications using the Flutter SDK and the Dart programming language. You ' ll begin with a quick tour of Dart essentials and then dive into engaging, well-described techniques for building beautiful user interfaces using Flutter ' s huge collection of built-in widgets. The combination of diagrams, code examples, and annotations makes learning a snap. As you go, you ' ll appreciate how the author makes easy reading of complex topics like routing, state management, and async

programming. What's inside
Understanding the Flutter approach to the UI All the Dart you need to get started Creating custom animations Testing and debugging About the reader You ' ll need basic web or mobile app development skills. About the author Eric Windmill is a professional Dart developer and a contributor to open-source Flutter projects. His work is featured on the Flutter Showcase page. Table of Contents: PART 1 - MEET FLUTTER 1 | Meet Flutter 2 | A brief intro to Dart 3 | Breaking into Flutter PART 2 - FLUTTER USER INTERACTION, STYLES, AND ANIMATIONS 4 | Flutter UI: Important widgets, themes, and layout 5 | User interaction: Forms and gestures 6 | Pushing pixels: Flutter animations and using the canvas PART 3 - STATE MANAGEMENT AND ASYNCHRONOUS DART 7 | Flutter routing in depth 8 | Flutter state management 9 | Async Dart and Flutter and infinite scrolling PART 4 - BEYOND FOUNDATIONS 10 | Working with data: HTTP, Firestore, and JSON 11 | Testing Flutter apps Ready, set, program with Go! Now is the perfect time to learn the Go Programming Language. It ' s one of the most in-demand languages among tech recruiters and developers love its simplicity and power. Go Programming Language For Dummies is an easy way to add this top job skill to your toolkit. Written for novice and experienced coders alike, this book traverses basic syntax, writing functions, organizing data, building packages, and interfacing with APIs. Go—or GoLang, as it ' s also known—has proven to be a strong choice for developers creating applications for the cloud-based world

we live in. This book will put you on the path to using the language that ' s created some of today ' s leading web applications, so you can steer your career where you want to Go! Learn how Go works and start writing programs and modules Install and implement the most powerful third-party Go packages Use Go in conjunction with web services and MySQL databases Keep your codebase organized and use Go to structure data With this book, you can join the growing numbers of developers using Go to create 21st century solutions. Step inside to take start writing code that puts data in users ' hands. A valuable programming reference provides a complete introduction to the Go programming language, covering all of Go's clean and easy to understand syntax and its built-in arrays, maps, slices and Unicode strings. Original. Summary Go in Practice guides you through 70 real-world techniques in key areas like package management, microservice communication, and more. Following a cookbook-style Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of the Go language and introduces specific strategies you can use in your day-to-day applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Go may be the perfect systems language. Built with simplicity, concurrency, and modern applications in mind, Go provides the core tool set for rapidly building web, cloud, and systems applications. If you know a language like Java or C#, it's easy to get started with Go; the trick is finding the

practical dirt-under-the-fingernails techniques that you need to build production-ready code. About the Book Go in Practice guides you through dozens of real-world techniques in key areas. Following a cookbook-style Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of the Go language and introduces specific strategies you can use in your day-to-day applications. You'll learn techniques for building web services, using Go in the cloud, testing and debugging, routing, network applications, and much more. After finishing this book, you will be ready to build sophisticated cloud-native Go applications. What's Inside Dozens of specific, practical Golang techniques Using Go for devops and cloudops Writing RESTful web services and microservices Practical web dev techniques About the Reader Written for experienced developers who have already started exploring Go and want to use it effectively in a production setting. About the Authors Matt Farina is a software architect at Deis. Matt Butcher is a Principal Engineer in the Advanced Technology Group at Hewlett Packard Enterprise. They are both authors, speakers, and regular open source contributors. Table of Contents PART 1 - BACKGROUND AND FUNDAMENTALS Getting into Go A solid foundation Concurrency in Go PART 2 - WELL-ROUNDED APPLICATIONS Handling errors and panic Debugging and testing PART 3 - AN INTERFACE FOR YOUR APPLICATIONS HTML and email template patterns Serving and receiving assets and forms Working with web services PART 4 - TAKING YOUR APPLICATIONS TO THE CLOUD Using the cloud Communication between cloud services Reflection and code generation Go in Action Truth, Courage, and Solutions for the Climate Crisis All We Can Save Advanced Algorithms and Data Structures IBATIS in Action The Go Programming Language Summary R in Action, Second Edition presents both the R language and the examples that make it so useful for business developers. Focusing on practical solutions, the book offers a crash course in statistics and covers elegant methods for dealing with messy and incomplete data that are difficult to analyze using traditional methods. You'll also master R's extensive graphical capabilities for exploring and presenting data visually. And this expanded second edition includes new chapters on time series analysis, cluster analysis, and classification methodologies, including decision trees, random forests, and support vector machines. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Business pros and researchers thrive on data, and R speaks the language of data analysis. R is a powerful programming language for statistical computing. Unlike

general-purpose tools, R provides thousands of modules for solving just about any data-crunching or presentation challenge you're likely to face. R runs on all important platforms and is used by thousands of major corporations and institutions worldwide. About the Book R in Action, Second Edition teaches you how to use the R language by presenting examples relevant to scientific, technical, and business developers. Focusing on practical solutions, the book offers a crash course in statistics, including elegant methods for dealing with messy and incomplete data. You'll also master R's extensive graphical capabilities for exploring and presenting data visually. And this expanded second edition includes new chapters on forecasting, data mining, and dynamic report writing. What's Inside Complete R language tutorial Using R to manage, analyze, and visualize data Techniques for debugging programs and creating packages OOP in R Over 160 graphs About the Author Dr. Rob Kabacoff is a seasoned researcher and teacher who specializes in data analysis. He also maintains the popular Quick-R website at statmethods.net. Table of Contents

PART 1 GETTING STARTED Introduction to R Creating a dataset Getting started with graphs Basic data management Advanced data management

PART 2 BASIC METHODS Basic graphs Basic statistics PART 3 INTERMEDIATE METHODS Regression Analysis of variance Power analysis Intermediate graphs Resampling statistics and bootstrapping

PART 4 ADVANCED METHODS Generalized linear models Principal components and factor analysis Time series Cluster analysis Classification Advanced methods for missing data

PART 5 EXPANDING YOUR SKILLS Advanced graphics with ggplot2 Advanced programming Creating a package Creating dynamic reports Advanced graphics with the lattice package available online only from manning.com/kabacoff2

- New York Times bestseller •

The 100 most substantive solutions to reverse global warming, based on meticulous research by leading scientists and policymakers around the world "At this point in time, the Drawdown book is exactly what is needed; a credible, conservative solution-by-solution narrative that we can do it. Reading it is an effective inoculation against the widespread perception of doom that humanity cannot and will not solve the climate crisis. Reported by-effects include increased determination and a sense of grounded hope."

—Per Espen Stoknes, Author, *What We Think About When We Try Not To Think About Global Warming* "There's been no real way for ordinary people to get an understanding of what they can do and what impact it can have. There remains no single,

comprehensive, reliable compendium of carbon-reduction solutions across sectors. At least until now. . . . The public is hungry for this kind of practical wisdom." —David Roberts, Vox "This is the ideal environmental sciences textbook—only it is too interesting and inspiring to be called a textbook." —Peter Kareiva, Director of the Institute of the Environment and Sustainability, UCLA

In the face of widespread fear and apathy, an international coalition of researchers, professionals, and scientists have come together to offer a set of realistic and bold solutions to climate change. One hundred techniques and practices are described here—some are well known; some you may have never heard of. They range from clean energy to educating girls in lower-income countries to land use practices that pull carbon out of the air. The solutions exist, are economically viable, and communities throughout the world are currently enacting them with skill and determination. If deployed collectively on a global scale over the next thirty years, they represent a credible path forward, not just to slow the earth's warming but to reach drawdown, that point in time when greenhouse gases in the atmosphere peak and begin to decline. These measures promise cascading benefits to human health, security, prosperity, and well-being—giving us every reason to see this planetary crisis as an opportunity to create a just and livable world.

What will you learn from this book? Go makes it easy to build software that's simple, reliable, and efficient. And this book makes it easy for programmers like you to get started. Google designed Go for high-performance networking and multiprocessing, but—like Python and JavaScript—the language is easy to read and use. With this practical hands-on guide, you'll learn how to write Go code using clear examples that demonstrate the language in action. Best of all, you'll understand the conventions and techniques that employers want entry-level Go developers to know. Why does this book look so different? Based on the latest research in cognitive science and learning theory, *Head First Go* uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Strategic non-action is a powerful yet under-rated method of influencing worldly affairs. In cultures where action is favoured over inaction, like in the West, direct action is considered a virtue while inaction is little more than laziness or cowardice. Let us be more subtle and nuanced in our

understanding. There is a time for both action and inaction. Non-action gives access to a deeper intuitive awareness than that gained through action, since knowledge that comes through action is obscured by situation-specific reactions. Non-action is an aspect of going with the flow, not resisting the larger forces that govern a world of which you are a small part. It acknowledges that events are governed by the laws of Nature, and it is often best to simply allow those laws to operate and play out in their own time, in their own way. Non-action can help us towards our goals by encouraging patience and taking the long-view. Humanistic Psychology says that it is within our reach to create the life we want for ourselves. As we think and believe, so we create our world. This is indeed true, but only up to a point. We can transform our lives in goal fulfilling ways, but the transformation is relatively slow, its progress measured in months and years.

Dart in Action

Spring in Action

Kubernetes in Action

Build Reliable, Scalable Programs

The Most Comprehensive Plan

Ever Proposed to Reverse Global Warming

WebAssembly in Action

Unlike traditional information systems which work by issuing requests and waiting for responses, event-driven systems are designed to process events as they occur, allowing the

system to observe, react dynamically, and issue personalized data depending on the recipient and situation. *Event Processing in Action* introduces the major concepts of event-driven architectures and shows how to use, design, and build event processing systems and applications. Written for working software architects and developers, the book looks at practical examples and provides an in-depth explanation of their architecture and implementation. Since patterns connect the events that occur in any system, the book also presents common event-driven patterns and explains how to detect and implement them. Throughout the book, readers follow a comprehensive use case that incorporates all event processing programming styles in practice today. 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.

Educational Leadership in Action provides 24 complex, real-life, accessible cases to provoke and stimulate conversation around practical problems that confront educational leaders today. Written by a diverse group of educators, these cases cover a wide range of topics, including: teacher evaluations, educational reforms, contract negotiations, school safety, cultural differences, undocumented students, and social media. To foster additional meaningful discussion and debate, this resource includes responses to each of the cases, written by a range of experts. The organization and unique approach of *Educational Leadership in Action* allows for flexible use in courses for aspiring leaders to supplement core readings, reinforce central concepts, exemplify theory, and provide grounded examples to encourage learning. This essential compendium of cases and responses prepares future leaders to frame

problems, identify solutions, and develop strategies to meet the multiple challenges and competing demands in rapidly changing education contexts.

Summary Go in Action introduces the Go language, guiding you from inquisitive developer to Go guru. The book begins by introducing the unique features and concepts of Go. Then, you'll get hands-on experience writing real-world applications including websites and network servers, as well as techniques to manipulate and convert data at speeds that will make your friends jealous. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Application development can be tricky enough even when you aren't dealing with complex systems programming problems like web-scale concurrency and real-time performance. While it's possible to solve these common issues with additional tools and frameworks, Go handles them right out of the box, making for a more natural and productive coding experience. Developed at Google, Go powers nimble startups as well as big enterprises—companies that rely on high-performing services in their infrastructure. About the Book Go in Action is for any intermediate-level developer who has experience with other programming languages and wants a jump-start in learning Go or a more thorough understanding of the language and its internals. This book provides an intensive, comprehensive, and idiomatic view of Go. It focuses on the specification and implementation of the language, including topics like language syntax, Go's type system, concurrency, channels, and testing. What's Inside Language specification and implementation Go's type system Internals of Go's data structures Testing and

benchmarking About the Reader This book assumes you're a working developer proficient with another language like Java, Ruby, Python, C#, or C++. About the Authors William Kennedy is a seasoned software developer and author of the blog GoingGo.Net. Brian Ketelsen and Erik St. Martin are the organizers of GopherCon and coauthors of the Go-based Skynet framework. Table of Contents Introducing Go Go quick-start Packaging and tooling Arrays, slices, and maps Go's type system Concurrency Concurrency patterns Standard library Testing and benchmarking Ready-to-go, vetted approaches for facilitating artistic environmental projects How do we educate those who feel an urgency to address our environmental and social challenges? What ethical concerns do art-makers face who are committed to a deep green agenda? How can we refocus education to emphasize integrative thinking and inspire hope? What role might art play in actualizing environmental resilience? Compiled from 67 members of the Ecoart Network, a group of more than 200 internationally established practitioners, Ecoart in Action stands as a field guide that offers practical solutions to critical environmental challenges. Organized into three sections—Activities, Case Studies, and Provocations—each contribution provides models for ecoart practice that are adaptable for use within a variety of classrooms, communities, and contexts. Educators developing project and place-based learning curricula, citizens, policymakers, scientists, land managers, and those who work with communities (human and other) will find inspiration for integrating art, science, and community-engaged practices into on-the-ground environmental projects. If you share a concern for the environmental crisis and believe art can provide new options, this book

is for you!

Guided Math in Action

Go Programming Language For Dummies

Drawdown

ASP.NET Core in Action

Ecoart in Action

Flutter in Action

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

scale concurrency, real-time performance expectations, multi-core support, and efficiently consuming services without constantly managing I/O blocks. Although it's possible to solve most of these issues with existing languages and frameworks, Go is designed to handle them right out of the box, making for a more natural and productive coding experience. Developed at Google for its own internal use, Go now powers dozens of nimble startups, along with name brands like Canonical, Heroku, SoundCloud, and Mozilla, who rely on highly performant services for their infrastructure. Go in Action introduces the unique features and concepts of the Go language, guiding readers from inquisitive developers to Go gurus. It provides hands-on experience with writing real-world applications including web sites and network servers, as well as techniques to manipulate and convert data at incredibly high speeds. It also goes in-depth with the language and explains the tricks and secrets that the Go masters are using to make their applications perform. For example, it looks at Go's powerful reflection libraries and uses real-world examples of integration with C code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Concurrency can be notoriously difficult to get right, but fortunately, the Go open source programming language makes working with concurrency tractable and even easy. If you're a developer familiar with Go, this practical book demonstrates best practices and patterns to help you incorporate concurrency into your systems. Author Katherine Cox-Buday takes you step-by-step through the process. You'll understand how Go chooses to model concurrency, what issues arise from this model, and how you can compose primitives within this model to solve problems. Learn the skills and tooling you need to confidently write and implement concurrent systems of any size. Understand how Go addresses fundamental problems that make concurrency difficult to do correctly Learn the key differences between concurrency and parallelism Dig into the syntax of Go's memory synchronization primitives Form patterns with these primitives to write maintainable concurrent code Compose patterns into a series of practices that enable you to write large, distributed

systems that scale Learn the sophistication behind goroutines and how Go's runtime stitches everything together

This book describes process mining use cases and business impact along the value chain, from corporate to local applications, representing the state of the art in domain know-how. Providing a set of industrial case studies and best practices, it complements academic publications on the topic. Further the book reveals the challenges and failures in order to offer readers practical insights and guidance on how to avoid the pitfalls and ensure successful operational deployment. The book is divided into three parts: Part I provides an introduction to the topic from fundamental principles to key success factors, and an overview of operational use cases. As a holistic description of process mining in a business environment, this part is particularly useful for readers not yet familiar with the topic. Part II presents detailed use cases written by contributors from a variety of functions and industries. Lastly, Part III provides a brief overview of the future of process mining, both from academic and operational perspectives. Based on a solid academic foundation, process mining has received increasing interest from operational businesses, with many companies already reaping the benefits. As the first book to present an overview of successful industrial applications, it is of particular interest to professionals who want to learn more about the possibilities and opportunities this new technology offers. It is also a valuable resource for researchers looking for empirical results when considering requirements for enhancements and further developments.

We Go Into Action Today at Noon ...

Process Mining in Action

How To Code in Go

Talk in Action

Programming in Go

Elm in Action

A fascinating view of a vital period in Irish history, from 1913 to Independence, based on statements made by nearly 2,000 people between 1947 and 1957 about their role in Ireland's fight for freedom. Eamonn Duggan explores the individual contributions of these remarkable people, and what they add

to the history we thought we knew.

If you need to learn Spring, look no further than this widely beloved and comprehensive guide! Fully revised for Spring 5.3, and packed with interesting real-world examples to get your hands dirty with Spring. In *Spring in Action*, 6th Edition you will learn: Building reactive applications Relational and NoSQL databases Integrating via HTTP and REST-based services, and sand reactive RSocket services Reactive programming techniques Deploying applications to traditional servers and containers Securing applications with Spring Security Over the years, *Spring in Action* has helped tens of thousands of developers get a major productivity boost from Spring. This new edition of the classic bestseller covers all of the new features of Spring 5.3 and Spring Boot 2.4 along with examples of reactive programming, Spring Security for REST Services, and bringing reactivity to your databases. You'll also find the latest Spring best practices, including Spring Boot for application setup and configuration. About the technology Spring is required knowledge for Java developers! Why? Th is powerful framework eliminates a lot of the tedious configuration and repetitive coding tasks, making it easy to build enterprise-ready, production-quality software. The latest updates bring huge productivity boosts to microservices, reactive development, and other modern application designs. It's no wonder over half of all Java developers use Spring. About the book *Spring in Action*, Sixth Edition is a comprehensive guide to Spring's core features, all explained in Craig Walls' famously clear style. You'll put Spring into action as you build a complete database-backed web app step-by-step. This new edition covers both Spring

fundamentals and new features such as reactive flows, Kubernetes integration, and RSocket. Whether you're new to Spring or leveling up to Spring 5.3, make this classic bestseller your bible! What's inside

Relational and NoSQL databases Integrating via RSocket and REST-based services Reactive programming techniques Deploying applications to traditional servers and containers About the reader For beginning to intermediate Java developers. About the author Craig Walls is an engineer at VMware, a member of the Spring engineering team, a popular author, and a frequent conference speaker. Table of Contents

PART 1 FOUNDATIONAL SPRING 1 Getting started with Spring 2 Developing web applications 3 Working with data 4 Working with nonrelational data 5 Securing Spring 6 Working with configuration properties PART 2 INTEGRATED SPRING 7 Creating REST services 8 Securing REST 9 Sending messages asynchronously 10 Integrating Spring PART 3 REACTIVE SPRING 11 Introducing Reactor 12 Developing reactive APIs 13 Persisting data reactively 14 Working with RSocket PART 4 DEPLOYED SPRING 15 Working with Spring Boot Actuator 16 Administering Spring 17 Monitoring Spring with JMX 18 Deploying Spring

Climate change governance is in a state of enormous flux. New and more dynamic forms of governing are appearing around the international climate regime centred on the United Nations Framework Convention on Climate Change (UNFCCC). They appear to be emerging spontaneously from the bottom up, producing a more dispersed pattern of governing, which Nobel Laureate Elinor Ostrom famously described as 'polycentric'.

This book brings together contributions from some of the world's foremost experts to provide the first systematic test of the ability of polycentric thinking to explain and enhance societal attempts to govern climate change. It is ideal for researchers in public policy, international relations, environmental science, environmental management, politics, law and public administration. It will also be useful on advanced courses in climate policy and governance, and for practitioners seeking incisive summaries of developments in particular sub-areas and sectors. This title is also available as Open Access on Cambridge Core.

Summary Spring in Action, 5th Edition is the fully updated revision of Manning's bestselling Spring in Action. This new edition includes all Spring 5.0 updates, along with new examples on reactive programming, Spring WebFlux, and microservices. You'll also find the latest Spring best practices, including Spring Boot for application setup and configuration. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Spring Framework makes life easier for Java developers. New features in Spring 5 bring its productivity-focused approach to microservices, reactive development, and other modern application designs. With Spring Boot now fully integrated, you can start even complex projects with minimal configuration code. And the upgraded WebFlux framework supports reactive apps right out of the box!

About the Book Spring in Action, 5th Edition guides you through Spring's core features, explained in Craig Walls' famously clear style. You'll roll up your sleeves and

build a secure database-backed web app step by step. Along the way, you'll explore reactive programming, microservices, service discovery, RESTful APIs, deployment, and expert best practices. Whether you're just discovering Spring or leveling up to Spring 5.0, this Manning classic is your ticket! What's inside Building reactive applications Spring MVC for web apps and RESTful web services Securing applications with Spring Security Covers Spring 5.0 Over 100,000 copies sold! About the Reader For intermediate Java developers. About the Author Craig Walls is a principal software engineer at Pivotal, a popular author, an enthusiastic supporter of Spring Framework, and a frequent conference speaker. Table of Contents PART 1 - FOUNDATIONAL SPRING Getting started with Spring Developing web applications Working with data Securing Spring Working with configuration properties PART 2 - INTEGRATED SPRING Creating REST services Consuming REST services Sending messages asynchronously Integrating Spring PART 3 - REACTIVE SPRING Introducing Reactor Developing reactive APIs Persisting data reactively PART 4 CLOUD-NATIVE SPRING Discovering services Managing configuration Handling failure and latency PART 5 - DEPLOYED SPRING Working with Spring Boot Actuator Administering Spring Monitoring Spring with JMX Deploying Spring Polycentricity in Action? Pathways to Health Equity Head First Go Event Processing in Action Introducing Go With examples using C++ and Emscripten "Atwood's Law" is driven by the idea that

all applications will ultimately wind up on the web and therefore must be written in JavaScript. WebAssembly may be your way out! With WebAssembly, you can write in nearly any modern language and run your code in the browser through a memory-safe, sandboxed execution environment that can be embedded in a web browser and other platforms. Getting set up and moving with WebAssembly requires you to modify your web dev process; WebAssembly in Action will get you started quickly and guide you through real-world examples and detailed diagrams that help you create, run, and debug WebAssembly modules. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

In the United States, some populations suffer from far greater disparities in health than others. Those disparities are caused not only by fundamental differences in health status across segments of the population, but also because of inequities in factors that impact health status, so-called determinants of health. Only part of an individual's health status depends on his or her behavior and choice; community-wide problems like poverty, unemployment, poor education, inadequate housing, poor public transportation, interpersonal violence, and decaying neighborhoods also contribute to health inequities, as well as the historic and ongoing interplay of structures, policies, and norms that shape lives. When these factors are not optimal in a community, it does not mean they are intractable: such inequities can be mitigated by social policies that can shape health in powerful ways.

Communities in Action: Pathways to Health Equity seeks to delineate the causes of and the solutions to health inequities in the

United States. This report focuses on what communities can do to promote health equity, what actions are needed by the many and varied stakeholders that are part of communities or support them, as well as the root causes and structural barriers that need to be overcome.

Summary Grails in Action, Second Edition is a comprehensive introduction to Grails 2 focused on making you super-productive fast. In this totally revised new edition, you'll master Grails 2.3 core skills as you apply TDD techniques to developing a full-scale Twitter clone. Along the way you'll learn the latest single-page web app UI techniques, work with NoSQL backends, integrate with enterprise messaging, and implement a complete RESTful API for your services. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It may be time for you to stop reconfiguring, rewriting, and recompiling your Java web apps. Grails, a Groovy-powered web framework, hides all that busy work so you can concentrate on what your applications do, not how they're built. In addition to its famously intuitive dev environment and seamless integration with Spring and Hibernate, the new Grails 2.3 adds improved REST support, better protection against attacks from the web, and better dependency resolution. About the Book Grails in Action, Second Edition is a comprehensive introduction to Grails 2. In this totally revised edition you'll master Grails as you apply TDD techniques to a full-scale example (a Twitter clone). Along the way you'll learn single-page web app techniques, work with NoSQL back ends, integrate with enterprise messaging, implement a RESTful API ... and more. No

Java or Groovy knowledge is required. Some web development and OOP experience is helpful. What's Inside Covers Grails 2.3 from the ground up Agile delivery and testing using Spock How to use and manage plugins Tips and tricks from the trenches About the Authors There's no substitute for experience: Glen Smith and Peter Ledbrook have been fixtures in the Grails community, contributing code, blogging, and speaking at conferences worldwide, since Grails 0.2. Table of Contents PART 1 INTRODUCING GRAILS Grails in a hurry The Groovy essentials PART 2 CORE GRAILS Modeling the domain 63 Creating the initial UI Retrieving the data you need Controlling application flow Services and data binding Developing tasty forms, views, and layouts PART 3 EVERYDAY GRAILS Building reliable applications Using plugins: just add water Protecting your application Exposing your app to other programs Single-page web applications (and other UI stuff) Understanding Spring and transactions PART 4 ADVANCED GRAILS Understanding events, messaging, and scheduling NoSQL and Grails Beyond compile, test, run Grails in the cloud BONUS ONLINE CHAPTERS Advanced GORM kung fu Developing plugins #1 NEW YORK TIMES BESTSELLER • ONE OF TIME MAGAZINE'S 100 BEST YA BOOKS OF ALL TIME The extraordinary, beloved novel about the ability of books to feed the soul even in the darkest of times. When Death has a story to tell, you listen. It is 1939. Nazi Germany. The country is holding its breath. Death has never been busier, and will become busier still. Liesel Meminger is a foster girl living outside of Munich, who scratches out a meager existence for herself by stealing

when she encounters something she can't resist—books. With the help of her accordion-playing foster father, she learns to read and shares her stolen books with her neighbors during bombing raids as well as with the Jewish man hidden in her basement. In superbly crafted writing that burns with intensity, award-winning author Markus Zusak, author of *I Am the Messenger*, has given us one of the most enduring stories of our time. “The kind of book that can be life-changing.” —*The New York Times*

“Deserves a place on the same shelf with *The Diary of a Young Girl* by Anne Frank.” —*USA Today*

DON'T MISS BRIDGE OF CLAY, MARKUS ZUSAK'S FIRST NOVEL SINCE THE BOOK THIEF.

Developing Policy-Oriented Scenarios
The Art of Strategic Non-Action
R in Action
Foresight in Action
Concurrency in Go
Go in Practice

Summary Elm is more than just a cutting-edge programming language, it's a chance to upgrade the way you think about building web applications. Once you get comfortable with Elm's refreshingly different approach to application development, you'll be working with a clean syntax, dependable libraries, and a delightful compiler that essentially eliminates runtime exceptions. Elm compiles to JavaScript, so your code runs in any browser, and Elm's best-in-class rendering speed will knock your socks off. Let's get started! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Simply put, the Elm programming language transforms the way you think about frontend web development. Elm's

legendary compiler is an incredible assistant, giving you the precise and user-friendly support you need to work efficiently. Elm applications have small bundle sizes that run faster than JavaScript frameworks and are famously easy to maintain as they grow. The catch? Elm isn't JavaScript, so you'll have some new skills to learn. About the book *Elm in Action* teaches you the Elm language along with a new approach to coding frontend applications. Chapter by chapter, you'll create a full-featured photo-browsing app, learning as you go about Elm's modular architecture, Elm testing, and how to work seamlessly with your favorite JavaScript libraries. You'll especially appreciate author and Elm core team member Richard Feldman's unique insights, based on his thousands of hours writing production code in Elm. When you're done, you'll have a toolbox of new development skills and a stunning web app for your portfolio. What's inside Scalable design for production web applications Single-page applications in Elm Data modeling in Elm Accessing JavaScript from Elm About the reader For web developers with no prior experience in Elm or functional programming. About the author Richard Feldman is a software engineer at NoRedInk and a well-known member of the Elm community. Table of Contents PART 1 - GETTING STARTED 1. Welcome to Elm 2. Your first Elm application 3. Compiler as assistant PART 2 - PRODUCTION-GRADE ELM 4. Talking to servers 5. Talking to JavaScript 6. Testing PART 3 - BUILDING BIGGER 7. Data modeling 8. Single-page applications

Summary This bestseller has been updated and revised to cover all the latest changes to C++ 14 and 17! C++ Concurrency in

Action, Second Edition teaches you everything you need to write robust and elegant multithreaded applications in C++17. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You choose C++ when your applications need to run fast. Well-designed concurrency makes them go even faster. C++ 17 delivers strong support for the multithreaded, multiprocessor programming required for fast graphic processing, machine learning, and other performance-sensitive tasks. This exceptional book unpacks the features, patterns, and best practices of production-grade C++ concurrency. About the Book C++ Concurrency in Action, Second Edition is the definitive guide to writing elegant multithreaded applications in C++. Updated for C++ 17, it carefully addresses every aspect of concurrent development, from starting new threads to designing fully functional multithreaded algorithms and data structures. Concurrency master Anthony Williams presents examples and practical tasks in every chapter, including insights that will delight even the most experienced developer. What's inside Full coverage of new C++ 17 features Starting and managing threads Synchronizing concurrent operations Designing concurrent code Debugging multithreaded applications About the Reader Written for intermediate C and C++ developers. No prior experience with concurrency required. About the Author Anthony Williams has been an active member of the BSI C++ Panel since 2001 and is the developer of the `just::thread` Pro extensions to the C++ 11 thread library. Table of Contents Hello, world of concurrency in C++! Managing threads

Sharing data between threads Synchronizing concurrent operations The C++ memory model and operations on atomic types Designing lock-based concurrent data structures Designing lock-free concurrent data structures Designing concurrent code Advanced thread management Parallel algorithms Testing and debugging multithreaded applications The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the `go` tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the

basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from <http://gopl.io/> and may be conveniently fetched, built, and installed using the `go get` command.

NATIONAL BESTSELLER • Provocative and illuminating essays from women at the forefront of the climate movement who are harnessing truth, courage, and solutions to lead humanity forward. “A powerful read that fills one with, dare I say . . .

hope?”—The New York Times **NAMED ONE OF THE BEST BOOKS OF THE YEAR BY SMITHSONIAN MAGAZINE**

There is a renaissance blooming in the climate movement: leadership that is more characteristically feminine and more faithfully feminist, rooted in compassion, connection, creativity, and collaboration. While it’s clear that women and girls are vital voices and agents of change for this

planet, they are too often missing from the proverbial table. More than a problem of bias, it’s a dynamic that sets us up for failure. To change everything, we need everyone. *All We Can Save* illuminates the expertise and insights of dozens of diverse women leading on climate in the United States—scientists, journalists, farmers, lawyers, teachers, activists, innovators, wonks, and designers, across generations, geographies, and race—and aims to advance a more representative, nuanced, and solution-oriented public conversation on the climate crisis. These women offer a spectrum of ideas and insights for how we can rapidly, radically reshape society. Intermixing essays with poetry and art, this book is both a balm and a guide for knowing and holding what has been done to the world, while bolstering our resolve never to give up on one another or our collective future. We must summon truth, courage, and solutions to turn away from the brink and toward life-giving possibility. Curated by two climate leaders, the book is a collection and celebration of visionaries who are leading us on a path toward all we can save. With essays and poems by: Emily Atkin • Xiye Bastida • Ellen Bass • Colette Pichon Battle • Jainey K. Bavishi • Janine Benyus • adrienne maree brown • Régine Clément • Abigail Dillen • Camille T. Dungy • Rhiana Gunn-Wright • Joy Harjo • Katharine Hayhoe • Mary Annaïse Heglar • Jane Hirshfield • Mary Anne Hitt • Ailish Hopper • Tara Houska, Zhaabowekwe • Emily N. Johnston • Joan Naviyuk Kane • Naomi Klein • Kate Knuth • Ada Limón • Louise Maher-Johnson • Kate Marvel • Gina McCarthy • Anne Haven McDonnell • Sarah Miller • Sherri Mitchell, Weh’na Ha’mu Kwasset • Susanne C. Moser • Lynna Odel • Sharon

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Communities in Action
Spring in Action, Sixth Edition
The Book Thief
Ultimate Go Notebook
Educational Leadership in Action
Creating Applications for the 21st Century
Summary Dart in Action introduces Google's Dart language and provides techniques and examples showing how to use it as a viable replacement for Java and JavaScript in browser-based desktop and mobile applications. It begins with a rapid overview of Dart language and tools, including features like interacting with the browser, optional typing, classes, libraries, and concurrency with isolates. After you master the core concepts, you'll move on to running Dart on the server and creating single page HTML5 web applications. About the Technology Dart is a web programming language developed by Google. It has modern OO features, just like Java or C#, while keeping JavaScript's dynamic and functional characteristics. Dart applications are "transpiled" to JavaScript, and they run natively in Dart-enabled browsers. With production-quality libraries and tools, Dart operates on both the client and the server for a consistent development process. About this Book Dart in Action introduces the Dart language and teaches you to use it in browser-based, desktop, and mobile applications. Not just a language tutorial, this book gets quickly into the nitty-

gritty of using Dart. Most questions that pop up while you're reading are answered on the spot! OO newbies will appreciate the gentle pace in the early chapters. Later chapters take a test-first approach and encourage you to try Dart hands-on. To benefit from this book you'll need experience with HTML and JavaScript? a Java or C# background is helpful but not required. 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 Dart from the ground up Numerous code samples and diagrams Creating single-page web apps Transitioning from Java, C#, or JavaScript Running Dart in the browser and on the server About the Author Chris Buckett builds enterprise-scale web applications. He runs Dartwatch.com and is an active contributor to the dartlang list. "Includes numerous examples of core language features as well as more advanced HTML5 features." -;From the Foreword by Seth Ladd, Developer Advocate, Google Table of Contents PART 1 INTRODUCING DART Hello Dart "Hello World" with Dart tools Building and testing your own Dart app PART 2 CORE DART Functional first-class functions and closures Understanding libraries and privacy Constructing classes and interfaces Extending classes and interfaces Collections of richer classes Asynchronous programming with callbacks and futures PART 3 CLIENT-SIDE DART APPS Building a Dart web app Navigating offline data Communicating with other systems and languages PART 4 SERVER-SIDE DART Server interaction with files and HTTP Sending, syncing, and storing data Concurrency with isolates Assessing the future is vital in informing public policy decisions. One of the most widespread approaches is the development of scenarios, which are alternative hypothetical futures. Research has indicated, however, that the reality of how professionals go about employing scenarios is often starkly at odds with the theory

- a finding that has important ramifications for how the resulting images of the future should be interpreted. It also shows the need for rewriting and updating theory. This book, based on an intensive five year study of how experts actually go about assessing the future, provides a groundbreaking examination of foresighting in action. Obtained via ethnographic techniques, the results lay bare for the first time the real processes by which scenarios are made. It is also the first book to examine foresighting for public policy, which is so often overlooked in favour of business practice. From handling of discontinuity to historical determinism, the analysis reveals and explains why foresight is difficult and what the major pitfalls are. Each chapter ends with a toolkit of recommendations for practice. The book aims to help readers to reflect on their own practices of public-oriented foresight and thus to foster a deeper understanding of the key principles and challenges. Ultimately, this will lead to better informed decision making.

Summary Kubernetes in Action is a comprehensive guide to effectively developing and running applications in a Kubernetes environment. Before diving into Kubernetes, the book gives an overview of container technologies like Docker, including how to build containers, so that even readers who haven't used these technologies before can get up and running. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Kubernetes is Greek for "helmsman," your guide through unknown waters. The Kubernetes container orchestration system safely manages the structure and flow of a distributed application, organizing containers and services for maximum efficiency.

Kubernetes serves as an operating system for your clusters, eliminating the need to factor the underlying network and server infrastructure into your designs. About the Book Kubernetes in Action teaches you to use Kubernetes to

deploy container-based distributed applications. You'll start with an overview of Docker and Kubernetes before building your first Kubernetes cluster. You'll gradually expand your initial application, adding features and deepening your knowledge of Kubernetes architecture and operation. As you navigate this comprehensive guide, you'll explore high-value topics like monitoring, tuning, and scaling. What's Inside Kubernetes' internals Deploying containers across a cluster Securing clusters Updating applications with zero downtime About the Reader Written for intermediate software developers with little or no familiarity with Docker or container orchestration systems. About the Author Marko Luksa is an engineer at Red Hat working on Kubernetes and OpenShift. Table of Contents PART 1 - OVERVIEW Introducing Kubernetes First steps with Docker and Kubernetes PART 2 - CORE CONCEPTS Pods: running containers in Kubernetes Replication and other controllers: deploying managed pods Services: enabling clients to discover and talk to pods Volumes: attaching disk storage to containers ConfigMaps and Secrets: configuring applications Accessing pod metadata and other resources from applications Deployments: updating applications declaratively StatefulSets: deploying replicated stateful applications PART 3 - BEYOND THE BASICS Understanding Kubernetes internals Securing the Kubernetes API server Securing cluster nodes and the network Managing pods' computational resources Automatic scaling of pods and cluster nodes Advanced scheduling Best practices for developing apps Extending Kubernetes Perfect for beginners familiar with programming basics, this hands-on guide provides an easy introduction to Go, the general-purpose programming language from Google. Author Caleb Doxsey covers the language's core features with step-by-step instructions and exercises in each chapter to help you practice what you learn. Go is a general-purpose

programming language with a clean syntax and advanced features, including concurrency. This book provides the one-on-one support you need to get started with the language, with short, easily digestible chapters that build on one another. By the time you finish this book, not only will you be able to write real Go programs, you'll be ready to tackle advanced techniques. Jump into Go basics, including data types, variables, and control structures Learn complex types, such as slices, functions, structs, and interfaces Explore Go's core library and learn how to create your own package Write tests for your code by using the language's go test program Learn how to run programs concurrently with goroutines and channels Get suggestions to help you master the craft of programming

Governing Climate Change Principles, Use Cases and Outlook

C++ Concurrency in Action

A Casebook for Aspiring Educational Leaders Building Each Student's Mathematical Proficiency with Small-Group Instruction

Data analysis and graphics with R

Advanced Algorithms and Data Structures introduces a collection of algorithms for complex programming challenges in data analysis, machine learning, and graph computing. Summary As a software engineer, you'll encounter countless programming challenges that initially seem confusing, difficult, or even impossible. Don't despair! Many of these "new" problems already have well-established solutions. Advanced Algorithms and Data Structures teaches you powerful approaches to a wide range of tricky coding challenges that you can adapt and apply to your own applications. Providing a balanced blend of classic, advanced, and new algorithms, this practical guide upgrades your programming toolbox with new perspectives and hands-on techniques. Purchase of the print book

includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the technology Can you improve the speed and efficiency of your applications without investing in new hardware? Well, yes, you can: Innovations in algorithms and data structures have led to huge advances in application performance. Pick up this book to discover a collection of advanced algorithms that will make you a more effective developer.

About the book Advanced Algorithms and Data Structures introduces a collection of algorithms for complex programming challenges in data analysis, machine learning, and graph computing. You'll discover cutting-edge approaches to a variety of tricky scenarios. You'll even learn to design your own data structures for projects that require a custom solution. What's inside Build on basic data structures you already know Profile your algorithms to speed up application Store and query strings efficiently Distribute clustering algorithms with MapReduce Solve logistics problems using graphs and optimization algorithms About the reader For intermediate programmers. About the author Marcello La Rocca is a research scientist and a full-stack engineer. His focus is on optimization algorithms, genetic algorithms, machine learning, and quantum computing.

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ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Summary Fully updated to ASP.NET 5.0, ASP.NET Core in Action, Second Edition is a hands-on primer to building cross-platform web applications with your C# and .NET skills. Even if you've never worked with ASP.NET you'll start creating productive cross-platform web apps fast. And don't worry about late-breaking changes to ASP.NET Core. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Build full-stack web applications that run anywhere. Developers love ASP.NET Core for its libraries and pre-built components that maximize productivity. Version 5.0 offers new features for server-side apps, as well as background services for cross-platform development. About the book ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Illustrations and annotated code make learning visual and easy. Master logins, dependency injection, security, and more. This updated edition covers the latest features, including Razor Pages and the new hosting paradigm. What's inside Developing apps for Windows and non-Windows servers Configuring applications Building custom components Logging, testing, and security About the reader For intermediate C# developers. About the author Andrew Lock is a Microsoft MVP who has worked with ASP.NET Core since before its first release. Table of Contents PART 1 - GETTING STARTED WITH ASP.NET CORE 1 Getting started with ASP.NET Core 2 Your first application 3 Handling requests with the middleware pipeline 4 Creating a website with Razor Pages 5 Mapping URLs to Razor Pages using routing 6 The binding model: Retrieving and validating user input 7 Rendering HTML using Razor views 8 Building forms with Tag Helpers 9 Creating a Web API for mobile and client applications using MVC PART 2 - BUILDING COMPLETE APPLICATIONS 10 Service configuration with dependency injection 11 Configuring an ASP.NET Core application 12 Saving data with Entity Framework Core 13 The MVC and Razor Pages filter pipeline 14 Authentication: Adding users to your application with Identity 15 Authorization: Securing your application 16 Publishing and deploying your application PART 3 - EXTENDING YOUR APPLICATIONS 17 Monitoring and troubleshooting errors with logging 18 Improving your application's security 19 Building custom components 20 Building

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