

## Angularjs Test Driven Development Chaplin Tim

Summary The Art of Unit Testing, Second Edition guides you step by step from writing your first simple tests to developing robust test sets that are maintainable, readable, and trustworthy. You'll master the foundational ideas and quickly move to high-value subjects like mocks, stubs, and isolation, including frameworks such as Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, working with legacy code, and even "untestable" code. Along the way, you'll learn about integration testing and techniques and tools for testing databases and other technologies. About this Book You know you should be unit testing, so why aren't you doing it? If you're new to unit testing, if you find unit testing tedious, or if you're just not getting enough payoff for the effort you put into it, keep reading. The Art of Unit Testing, Second Edition guides you step by step from writing your first simple unit tests to building complete test sets that are maintainable, readable, and trustworthy. You'll move quickly to more complicated subjects like mocks and stubs, while learning to use isolation (mocking) frameworks like Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, refactor code applications, and learn how to test "untestable" code. Along the way, you'll learn about integration testing and techniques for testing with databases. The examples in the book use C#, but will benefit anyone using a statically typed language such as Java or C++. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Create readable, maintainable, trustworthy tests Fakes, stubs, mock objects, and isolation (mocking) frameworks Simple dependency injection techniques Refactoring legacy code About the Author Roy Osherove has been coding for over 15 years, and he consults and trains teams worldwide on the gentle art of unit testing and test-driven development. His blog is at ArtOfUnitTesting.com. Table of Contents PART 1 GETTING STARTED The basics of unit testing A first unit test PART 2 CORE TECHNIQUES Using stubs to break dependencies Interaction testing using mock objects Isolation (mocking) frameworks Digging deeper into isolation frameworks PART 3 THE TEST CODE Test hierarchies and organization The pillars of good unit tests PART 4 DESIGN AND PROCESS Integrating unit testing into the organization Working with legacy code Design and testability

With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—André Hansson, Lead Front-End Developer, presis!

A comprehensive reference for an executable UML and the advantages of modeling This book presents the most up-to-date technology for rapidly developing information systems using the object-oriented paradigm and models, and establishes an executable profile of UML for such model-driven development. As a software developer, architect, or analyst, you'll benefit from learning how information systems can be developed more efficiently using the object-oriented paradigm and model-driven approach. Written by an expert who is uniquely qualified in the topic, this Wrox reference offers a profile of UML that is formal and executable, instead of the relational paradigm or its incomplete coupling with object orientation. It provides a comprehensive tutorial on model-driven development and UML. Provides an in-depth tutorial on using model-driven development and UML for building information systems, with extensive examples Includes tutorials and critics of traditional IS modeling paradigms, such as the relational paradigm, entity-relationship modeling, and the widely used incomplete coupling of object orientation with relational databases Covers basic object-oriented concepts with UML semantics, like classes and data types, attributes, associations, generalizations, operations and methods Proposes new powerful concepts for rapid development of information systems including contemporary user interfaces, such as programming by demonstration and others Model-Driven Development with Executable UML offers a thorough education in this complex topic.

When I looked up, I shivered. How many stars were in the sky? A million? A billion? Maybe the number was as big as infinity. I started to feel very, very small. How could I even think about something as big as infinity? Uma can't help feeling small when she peers up at the night sky. She begins to wonder about infinity. Is infinity a number that grows forever? Is it an endless racetrack? Could infinity be in an ice cream cone? Uma soon finds that the ways to think about this big idea may just be . . . infinite.

68 Specific Ways to Harness the Power of JavaScript

Expert Angular

Your one-stop solution to using Python for network automation, programmability, and DevOps, 3rd Edition

Facebook Application Development

Letters to Lelia

Mastering Python Networking

Modern Cross-Platform Development About This Book Build modern, cross-platform applications with .NET Core Get up to speed with C#, and up to date with all the latest features of C# 7 Start creating professional web applications with ASP.NET Core Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science, technology, engineering, or mathematics (STEM) background, and want to gain a solid foundation with C# and to be introduced to the types of applications they could build and will work cross-platform on Windows, Linux, and macOS. What You Will Learn Build cross-platform applications using C# 7 and .NET Core Explore ASP.NET Core and learn how to create professional web applications Improve your application's performance using multitasking Use Entity Framework Core and find out how to build code-first databases Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform and XAML Query and manipulate data using LINQ Protect your data by using encryption and hashing In Detail If you want to build powerful cross-platform applications with C# 7 and .NET Core, then this book is for you. First, we'll run you through the basics of C#, as well as object-oriented

programming, before taking a quick tour through the latest features of C# 7 such as tuples, pattern matching, out variables, and so on. After quickly taking you through C# and how .NET works, we'll dive into the .NET Standard 1.6 class libraries, covering topics such as performance, monitoring, debugging, serialization and encryption. The final section will demonstrate the major types of application that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, mobile apps, and web services. Lastly, we'll look at how you can package and deploy your applications so that they can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core.

If you want to build your site's frontend with the single-page application (SPA) model, this hands-on book shows you how to get the job done with Backbone.js. You'll learn how to create structured JavaScript applications, using Backbone's own flavor of model-view-controller (MVC) architecture. Start with the basics of MVC, SPA, and Backbone, then get your hands dirty building sample applications—a simple Todo list app, a RESTful book library app, and a modular app with Backbone and RequireJS. Author Addy Osmani, an engineer for Google's Chrome team, also demonstrates advanced uses of the framework. Learn how Backbone.js brings MVC benefits to the client-side Write code that can be easily read, structured, and extended Work with the Backbone.Marionette and Thorax extension frameworks Solve common problems you'll encounter when using Backbone.js Organize your code into modules with AMD and RequireJS Paginate data for your Collections with the Backbone.Paginator plugin Bootstrap a new Backbone.js application with boilerplate code Use Backbone with jQuery Mobile and resolve routing problems between the two Unit-test your Backbone apps with Jasmine, QUnit, and SinonJS

Publisher's Note: Microsoft ceased support for .NET Core 3.0 in March 2020. A new edition of this book is available that uses .NET 6 (an LTS release with support up until November 2024), C# 10, and Visual Studio 2022, as well as Visual Studio Code. Key Features Build modern, cross-platform applications with .NET Core 3.0 Get up to speed with C#, and up to date with all the latest features of C# 8.0 Start creating professional web applications with ASP.NET Core 3.0 Book Description In C# 8.0 and .NET Core 3.0 – Modern Cross-Platform Development, Fourth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with new chapters on Content Management Systems (CMS) and machine learning with ML.NET. The book covers all the topics you need. Part 1 teaches the fundamentals of C#, including object-oriented programming, and new C# 8.0 features such as nullable reference types, simplified switch pattern matching, and default interface methods. Part 2 covers the .NET Standard APIs, such as managing and querying data, monitoring and improving performance, working with the filesystem, async streams, serialization, and encryption. Part 3 provides examples of cross-platform applications you can build and deploy, such as web apps using ASP.NET Core or mobile apps using Xamarin.Forms. The book introduces three technologies for building Windows desktop applications including Windows Forms, Windows Presentation Foundation (WPF), and Universal Windows Platform (UWP) apps, as well as web applications, web services, and mobile apps. What you will learn Build cross-platform applications for Windows, macOS, Linux, iOS, and Android Explore application development with C# 8.0 and .NET Core 3.0 Explore ASP.NET Core 3.0 and create professional web applications Learn object-oriented programming and C# multitasking Query and manipulate data using LINQ Use Entity Framework Core and work with relational databases Discover Windows app development using the Universal Windows Platform and XAML Build mobile applications for iOS and Android using Xamarin.Forms Who this book is for Readers with some prior programming experience or with a science, technology, engineering, or mathematics (STEM) background, who want to gain a solid foundation with C# 8.0 and .NET Core 3.0.

This book summarizes so many things we need to know as a programmer, from a programmer's perspective. Starting from the basic technical skills one must acquire, to managerial skills to manage a team of programmers. Emphases are put on the ethics of working as a programmer and as a member of the team. Inside this book you'll find tips on how to learn communication language among your peers, how to talk to non-engineers, and how to deal with difficult people. This book also shows us how to take a break when needed, and how to recognize when to go home, and how to communicate and negotiate with your boss, so that you won't end up working for 50 to 60 hours a week. This is a very good book, one that should be a mandatory for wannabe and professional programmers. If you happened to be a manager who supervises a hive of programmers, this book should provide you with useful insights into their minds and habits.

Principles, Protocols and Practice

Infinity and Me

AngularJS Test-driven Development

Transition from C# to TypeScript 3.1 and build applications with ASP.NET Core 2

Model-Driven Development with Executable UML

TEST DRIVEN JAVASCRIPT \_p1

What will you learn from this book? Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019, beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time you're done, you'll be a solid C# programmer--and you'll have a great time along the way! What's so special about this book? Based on the latest research in

cognitive science and learning theory, *Head First C#* 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.

For JavaScript developers working on increasingly large and complex projects, effective automated testing is crucial to success. *Test-Driven JavaScript Development* is a complete, best-practice guide to agile JavaScript testing and quality assurance with the test-driven development (TDD) methodology. Leading agile JavaScript developer Christian Johansen covers all aspects of applying state-of-the-art automated testing in JavaScript environments, walking readers through the entire development lifecycle, from project launch to application deployment, and beyond. Using real-life examples driven by unit tests, Johansen shows how to use TDD to gain greater confidence in your code base, so you can fearlessly refactor and build more robust, maintainable, and reliable JavaScript code at lower cost. Throughout, he addresses crucial issues ranging from code design to performance optimization, offering realistic solutions for developers, QA specialists, and testers. Coverage includes

- Understanding automated testing and TDD
- Building effective automated testing workflows
- Testing code for both browsers and servers (using Node.js)
- Using TDD to build cleaner APIs, better modularized code, and more robust software
- Writing testable code
- Using test stubs and mocks to test units in isolation
- Continuously improving code through refactoring
- Walking through the construction and automated testing of fully functional software

The accompanying Web site, [tddjs.com](http://tddjs.com), contains all of the book's code listings and additional resources. Exploit the features of TypeScript to develop and maintain captivating web applications with ease

**About This Book** Learn how to develop modular, scalable, maintainable, and adaptable web applications by taking advantage of TypeScript

**Create object-oriented JavaScript** that adheres to the solid principles efficiently

**A comprehensive guide** that explains the fundamentals of TypeScript with the help of practical examples

**Who This Book Is For** If you are a JavaScript developer aiming to learn TypeScript to build beautiful web applications, then this book is for you. No prior knowledge of TypeScript is required.

**What You Will Learn** Learn the key TypeScript language features and language runtime

**Develop modular, scalable, maintainable, and adaptable web applications**

**Create object-oriented code** that adheres to the solid principles

**Save time** using automation tools like Gulp and Karma

**Develop robust applications with testing** (Mocha, Chai and SinonJS)

**Put your TypeScript skills in practice** by developing a single-page web application framework from scratch

**Use the JavaScript of tomorrow** (ES6 and ES7) today with TypeScript

**In Detail** TypeScript is an open source and cross-platform typed superset of JavaScript that compiles to plain JavaScript that runs in any browser or any host. It allows developers to use the future versions of JavaScript (ECMAScript 6 and 7) today. TypeScript adds optional static types, classes, and modules to JavaScript, to enable great tooling and better structuring of large JavaScript applications. This book is a step-by-step guide that will get you started with TypeScript with the help of practical examples. You start off by understanding the basics of TypeScript. Next, automation tools like Grunt are explained followed by a detailed description of function, generics, callbacks and promises. After this, object-oriented features and the memory management functionality of TypeScript are explained. At the end of this book, you will have learned enough to implement all the concepts and build a single page application from scratch.

**Style and approach** This is a step-by-step guide that covers the fundamentals of TypeScript with practical examples. Each chapter introduces a set of TypeScript language features and leads the readers toward the development of a real-world application.

User experience design is the discipline of creating a useful and usable Web site or application that's easily navigated and meets the needs of the site owner and its users. There's a lot more to successful UX design than knowing the latest Web technologies or design trends: It takes diplomacy, management skills, and business savvy. That's where the updated edition of this important book comes in. With new information on design principles, mobile and gestural interactions, content strategy, remote research tools and more, you'll learn to:

- Recognize the various roles in UX design, identify stakeholders, and enlist their support
- Obtain consensus from your team on project objectives
- Understand approaches such as Waterfall, Agile, and Lean UX
- Define the scope of your project and avoid mission creep
- Conduct user research in person or remotely, and document your findings
- Understand and communicate user behavior with personas
- Design and prototype your application or site
- Plan for development, product rollout, and ongoing quality assurance

Test-Driven iOS Development

End Chronic Pain and Reclaim Your Life in 30 Minutes a Day

Head First C#

Think DSP

Test-Driven Development with Python

Pro ASP.NET Core MVC

Summary Getting MEAN, Second Edition teaches you how to develop full-stack web applications using the MEAN stack. This edition was completely revised and updated to cover MongoDB 4, Express 4, Angular 7, Node 11, and the latest mainstream release of JavaScript ES2015. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Juggling languages mid-application can radically slow down a full-stack web project. The MEAN stack—MongoDB, Express, Angular, and Node—uses JavaScript end to end, maximizing developer productivity and minimizing context switching. And you'll love the results! MEAN apps are fast, powerful, and beautiful. About the Book Getting MEAN, Second Edition teaches you how to develop full-stack web applications using the MEAN stack. Practical from the very beginning, the book helps you create a static site in Express and Node. Expanding on that solid foundation, you'll integrate a MongoDB database, build an API, and add an authentication system. Along the way, you'll get countless pro tips for building dynamic and responsive data-driven web applications! What's inside MongoDB 4, Express 4, Angular 7, and Node.js 11 MEAN stack architecture Mobile-ready web apps Best practices for efficiency and reusability About the Reader Readers should be comfortable with standard web application designs and ES2015-style JavaScript. About the Author Simon Holmes and Clive Harber are full-stack developers with decades of experience in JavaScript and other leading-edge web technologies. Table of Contents PART 1 - SETTING THE BASELINE Introducing full-stack development Designing a MEAN stack architecture PART 2 - BUILDING A NODE WEB APPLICATION Creating and setting up a MEAN project Building a static site with Node and Express Building a data model with MongoDB and Mongoose Writing a REST API: Exposing the MongoDB database to the application Consuming a REST API: Using an API from inside Express PART 3 - ADDING A DYNAMIC FRONT END WITH ANGULAR Creating an Angular application with TypeScript Building a single-page application with Angular: Foundations Building a single-page application with Angular: The next level PART 4 - MANAGING AUTHENTICATION AND USER SESSIONS Authenticating users, managing sessions, and securing APIs Using an authentication API in Angular applications

Original textbook (c) October 31, 2011 by Olivier Bonaventure, is licensed under a Creative Commons Attribution (CC BY) license made possible by funding from The Saylor Foundation's Open Textbook Challenge in order to be incorporated into Saylor's collection of open courses available at: <http://www.saylor.org>. Free PDF 282 pages at <https://www.textbookequity.org/bonaventure-computer-networking-principles-protocols-and-practice/> This open textbook aims to fill the gap between the open-source implementations and the open-source network specifications by providing a detailed but pedagogical description of the key principles that guide the operation of the Internet. 1 Preface 2 Introduction 3 The application Layer 4 The transport layer 5 The network layer 6 The datalink layer and the Local Area Networks 7 Glossary 8 Bibliography

Provides step-by-step lessons for .Net developers on the common questions, issues, and tasks in AngularJS, covering such topics as JavaScript patterns, modules, controllers, data binding, built-in directives, and custom directives.

Leverage the features of TypeScript to boost your development skills and create captivating applications About This Book Learn how to develop modular, scalable, maintainable, and adaptable web applications by taking advantage of TypeScript Explore techniques to use TypeScript alongside other leading tools such as Angular 2, React, and Node.js Focusing on design patterns in TypeScript, this step-by-step guide demonstrates all the important design patterns in practice Who This Book Is For This Learning Path is for intermediate-level JavaScript developers who want to use TypeScript to build beautiful web applications and fun projects. No prior knowledge of TypeScript is required, but a basic understanding of jQuery is expected. This Learning Path is also for experienced TypeScript developers who want to take their skills to the next level, and also for web developers who wish to make the most of TypeScript. What You Will Learn Understand the key TypeScript language features and runtime Install and configure the necessary tools in order to start developing an application Create object-oriented code that adheres to the SOLID principles Develop robust applications with testing (Mocha, Chai, and SinonJS) Apply GoF patterns in an application with a testing approach Identify the challenges when developing an application Migrate JavaScript codebases to TypeScript to improve your workflow Utilize SystemJS and Webpack to load scripts and their dependencies Develop high performance server-side applications to run within Node.js In Detail TypeScript is an open source and cross-platform typed superset of JavaScript that compiles to plain JavaScript that runs in any browser or any host. TypeScript adds optional static types, classes, and modules to JavaScript, to enable great tooling and better structuring of large JavaScript applications. Through this three-module learning path, you'll learn the ins-and-outs of TypeScript for building more robust software. The first module gets you started with TypeScript and helps you understand the basics of TypeScript and automation tools. Get a detailed description of function, generics, callbacks, and promises, and discover the object-oriented features and memory management functionality of TypeScript. The next module starts by explaining the current challenges when designing and developing an application and how you can solve these challenges by applying the correct design pattern and best practices. You will be introduced to low-level programming concepts to help you write TypeScript code, as well as working with software architecture, best practices, and design aspects. The final module will help you build a complete single page app with Angular 2, create a neat mobile app using NativeScript, and even build a Pac Man game with TypeScript. As if the fun wasn't enough, you'll also find out how to migrate your legacy codebase from JavaScript to TypeScript. By the end of this Learning Path, you will be able to take your skills up a notch and develop full-fledged web applications using the latest features of the TypeScript. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Learning TypeScript by Remo H. Jansen TypeScript Design Patterns by Vilic Vane TypeScript Blueprints by Ivo Gabe de Wolff Style and approach This is a step-by-step, practical guide covering the fundamentals of TypeScript with practical examples. The end-to-end projects included in this book will give you ready-to-implement solutions for your business scenario, showcasing the depth and robustness of TypeScript.

The Domino Club

Build applications with C#, .NET Core, Entity Framework Core, ASP.NET Core, and ML.NET using Visual Studio Code, 4th Edition

The Biblical Philosophy of History

Forever Painless

Dive into TDD to create flexible, maintainable, and production-ready .NET Core applications

Digital Signal Processing in Python

Design Attitude is a book for those who want to scratch beneath the surface and explore the impact design and designers have in organisations. It offers an alternative view on the sources of success and competitive advantage of companies such as Apple, where design plays a leading role. It sheds light on the cultural dynamics within organisations, where professional designers have a significant presence and influence. At its heart, the book asks a question: what is the nature of designers' contribution that is truly unique to them as professionals? To answer this deceptively simple question the author combines a multitude of hours of ethnographic study inside the design community; in-depth interviews with executives and designers from Apple, IDEO, Wolff Olins, Philips Design, and Nissan Design; and a follow-up quantitative study. Since the author comes from a management and not a design background, the book offers a different perspective to most publications in the area of Design Thinking. It is a mirror held up to the community, rather than a voice from within. Design Attitude makes the compelling argument that looking at the type of the culture designers produce, rather than the type of processes or products they create, is potentially a more fruitful way of profiling the impact of design in organisations. With design being recognised as an important strategic framework by companies, not-for-profit organisations, and governments alike, this book is a distinct and timely contribution to the debate.

If you understand basic mathematics and know how to program with Python, you're ready to dive into signal processing. While most resources start with theory to teach this complex subject, this practical book introduces techniques by showing you how they're applied in the real world. In the first chapter alone, you'll be able to decompose a sound into its harmonics, modify the harmonics, and generate new sounds. Author Allen Downey explains techniques such as spectral decomposition, filtering, convolution, and the Fast Fourier Transform. This book also provides exercises and code examples to help you understand the material. You'll explore: Periodic signals and their spectrums Harmonic structure of simple waveforms Chirps and other sounds whose spectrum changes over time Noise signals and natural sources of noise The autocorrelation function for estimating pitch The discrete cosine transform (DCT) for compression The Fast Fourier Transform for spectral analysis Relating operations in time to filters in the frequency domain Linear time-invariant (LTI) system theory Amplitude modulation (AM) used in radio Other books in this series include Think Stats and Think Bayes, also by Allen Downey. This book describes the state-of-the-art of software ecosystems. It constitutes a fundamental step towards an empirically based, nuanced understanding of the implications for management, governance, and control of software ecosystems. This is the first book of its kind dedicated to this emerging field and offers guidelines on how to analyze software ecosystems; methods for managing and growing; methods on transitioning from a closed software organization to an open one; and instruments for dealing with open source, licensing issues, product management and app stores. It is unique in bringing together industry experiences, academic views and tackling challenges such as the definition of fundamental concepts of software ecosystems, describing those forces that influence its development and lifecycles, and the provision of methods for the governance of software ecosystems. This book is an essential starting point for software industry researchers, product managers, and entrepreneurs.

Discover how TypeScript allows you to build modern client-rich applications, thanks to its object-oriented capabilities and third-party tools like Angular and Web APIs Key FeaturesMake a seamless transition to using TypeScript 3.1 in your development stackWork with TypeScript 3.1 in your ASP.NET Core projects to build rich applications that are easy to maintainBuild, test, and integrate your own TypeScript library in real-world projectsBook Description Writing clean, object-oriented code in JavaScript gets trickier and complex as the size of the project grows. This is where Typescript comes into the picture; it lets you write pure object-oriented code with ease, giving it the upper hand over JavaScript. This book introduces you to basic TypeScript concepts by gradually modifying standard JavaScript code, which makes learning TypeScript easy for C# ASP.NET developers. As you progress through the chapters, you'll cover object programming concepts, such as classes, interfaces, and generics, and understand how they are related to, and similar in, both ES6 and C#. You will also learn how to use bundlers like WebPack to package your code and other resources. The book explains all concepts using practical examples of ASP.NET Core projects, and reusable TypeScript libraries. Finally, you'll explore the features that TypeScript inherits from either ES6 or C#, or both of them, such as Symbols, Iterables, Promises, and Decorators. By the end of the book, you'll be able to apply all TypeScript concepts to understand the Angular framework better, and you'll have become comfortable with the way in which modules, components, and services are defined and used in Angular. You'll also have gained a good understanding of all the features included in the Angular/ASP.NET Core Visual Studio project template. What you will learnOrganize, test, and package large TypeScript code baseAdd TypeScript to projects using TypeScript declaration filesPerform DOM manipulation with TypeScriptDevelop Angular projects with the Visual Studio Angular project templateDefine and use inheritance, abstract classes, and methodsLeverage TypeScript-type compatibility rulesUse WebPack to bundle JavaScript and other resources such as CSS to improve performanceBuild custom directives and attributes, and learn about animationsWho this book is for If you're a C# or .NET developer looking for an easy accessible way of learning TypeScript, this book is for you.

Design Attitude

Test-Driven JavaScript Development

Getting MEAN with Mongo, Express, Angular, and Node  
Learning JavaScript Design Patterns  
The Book

Developing Backbone.js Applications

Put into motion practical examples to master Test-Driven Development (TDD) and acceptance testing in Swift. This book uses a pragmatic approach to writing well-tested code and provides techniques that can be used to retrofit tests to legacy code bases. You'll be introduced to basic principles of TDD, such as Test First, Red-Green-Refactor, Remove Duplicate code, Dependency Injection, and Single Responsibility. Approaches covered include TDD, behavior-driven development (BDD), UI, and acceptance testing with common standard/open source frameworks. iOS Code Testing offers helpful instruction to teach iOS developers to retrospectively fit tests to legacy code, refactor legacy code so as to make the code more testable, install and configure a popular Swift BDD framework, practice BDD with Xcode, and create automated UI tests with Xcode. Additionally, many projects have legacy code bases. Legacy code is often seen as a blocker when it comes to implementing any kind of testing. What You Will Learn Fit test to legacy code retrospectively Install and configure popular Swift BDD frameworks Practice BDD with Xcode Who This Book Is For Software practitioners, such as Swift developers and mobile app testers.

For the orthodox Christian who grounds his philosophy of history on the doctrine of creation, the mainspring of history is God. Time rests on the foundation of eternity, on eternal decree of God. Time and history therefore have meaning because they were created in terms of God's perfect and totally comprehensive plan. The humanist faces a meaningless world in which he must strive to create and establish meaning. The Christian accepts a world which is totally meaningful and in which every event moves in terms of God's purpose; he submits to God's meaning and finds his life therein. This is an excellent introduction to Rushdoony. Once the reader sees Rushdoony's emphasis on God's sovereignty over all of time and creation, he will understand his application of this presupposition in various spheres of life and thought.

This book is a mini tutorial full of code examples and strategies to give you plenty of options when building your own applications with MongoDB. This book is ideal for people who want to develop applications on the Node.js stack quickly and efficiently. Prior knowledge of the stack is not essential as the book briefly covers the installation of the core components and builds all aspects of the example application. The focus of the book is on what Mongoose adds to you applications, so experienced Node.js developers will also benefit.

Learn how to apply a test-driven development process by building ready C# 7 and .NET Core applications. Key Features Create tests to quickly detect and resolve issues when writing portable code Uncover code integration issues that improve code quality using continuous integration Set up and use data-driven unit testing to verify your code Book Description This book guides developers to create robust, production-ready C# 7 and .NET Core applications through the practice of test-driven development process. In C# and .NET Core Test-Driven Development, you will learn the different stages of the TDD life cycle, basics of TDD, best practices, and anti-patterns. It will teach you how to create an ASP.NET Core MVC sample application, write testable code with SOLID principles and set up a dependency injection for your sample application. Next, you will learn the xUnit testing framework and learn how to use its attributes and assertions. You'll see how to create data-driven unit tests and mock dependencies in your code. You will understand the difference between running and debugging your tests on .NET Core on LINUX versus Windows and Visual Studio. As you move forward, you will be able to create a healthy continuous integration process for your sample application using GitHub, TeamCity, Cake, and Microsoft VSTS. By the end of this book, you will have learned how to write clean and robust code through the effective practice of TDD, set up CI build steps to test and build applications as well as how to package application for deployment on NuGet. What you will learn Write flexible, maintainable, and verifiable code for .NET Core Write testable code using SOLID principles and dependency injections Recognize the characteristics of a good unit test Structure and group your unit test Use mock objects to handle dependencies Set up an end-to-end continuous integration process Who this book is for This book is for .NET developers who would like to build efficient applications by implementing principles of test-driven development. C# programming and working knowledge of VS is assumed.

Analyzing and Managing Business Networks in the Software Industry

Effective JavaScript

How to Be a Programmer

Learn How to Program Bitcoin from Scratch

C# and .NET Core Test-Driven Development

Mongoose for Application Development

Another day without Test-Driven Development means more time wasted chasing bugs and watching your code deteriorate. You thought TDD was for someone else, but it's not! It's for you, the embedded C programmer. TDD helps you prevent defects and build software with a long useful life. This is the first book to teach the hows and whys of TDD for C programmers. TDD is a modern programming practice C developers need to know. It's a different way to program---unit tests are written in a tight feedback loop with the production code, assuring your code does what you think. You get valuable feedback every few minutes. You find mistakes before they become bugs. You get early warning of design problems. You get immediate notification of side effect defects. You get to spend more time adding valuable features to your product. James is one of the few experts in applying TDD to embedded C. With his 1.5 decades of training, coaching, and practicing TDD in C, C++, Java, and C# he will lead you from being a novice in TDD to using the techniques that few have mastered. This book is full of code written for embedded C programmers. You don't just see the end product, you see code and tests evolve. James leads you through the thought process and decisions made each step of the way. You'll learn techniques for test-driving code right next to the hardware, and you'll learn design principles and how to apply them to C to keep your code clean and flexible. To run the examples in this book, you will need a C/C++ development environment on your machine, and the GNU GCC tool chain or Microsoft Visual Studio for C++ (some project conversion may be needed).

This book is for developers who want to learn about AngularJS development by applying testing techniques. You are assumed to have a basic knowledge and understanding of HTML, JavaScript, and AngularJS.

“It’s uncommon to have a programming language wonk who can speak in such comfortable and friendly language as David does. His walk through the syntax and semantics of JavaScript is both charming and hugely insightful; reminders of gotchas complement realistic use cases, paced at a comfortable curve. You’ll find when you finish the book that you’ve gained a strong and comprehensive sense of mastery.” —Paul Irish, developer advocate, Google Chrome “This is not a book for those looking for shortcuts; rather it is hard-won experience distilled into a guided tour. It’s one of the few books on JS that I’ll recommend without hesitation.” —Alex Russell, TC39 member, software engineer, Google In order to truly master JavaScript, you need to learn how to work effectively with the language’s flexible, expressive features and how to avoid its pitfalls. No matter how long you’ve been writing JavaScript code, Effective JavaScript will help deepen your understanding of this powerful language, so you can build more predictable, reliable, and maintainable programs. Author David Herman, with his years of experience on Ecma’s JavaScript standardization committee, illuminates the language’s inner workings as never before—helping you take full advantage of JavaScript’s expressiveness. Reflecting the latest versions of the JavaScript standard, the book offers well-proven techniques and best practices you’ll rely on for years to come. Effective JavaScript is organized around 68 proven approaches for writing better JavaScript, backed by concrete examples. You’ll learn how to choose the right programming style for each project, manage unanticipated problems, and work more successfully with every facet of JavaScript programming from data structures to concurrency. Key features include Better ways to use prototype-based object-oriented programming Subtleties and solutions for working with arrays and dictionary objects Precise and practical explanations of JavaScript’s functions and variable scoping semantics Useful JavaScript programming patterns and idioms, such as options objects and method chaining In-depth guidance on using JavaScript’s unique “run-to-completion” approach to concurrency

As iOS apps become increasingly complex and business-critical, iOS developers must ensure consistently superior code quality. This means adopting best practices for creating and testing iOS apps. Test-Driven Development (TDD) is one of the most powerful of these best practices. Test-Driven iOS Development is the first book 100% focused on helping you successfully implement TDD and unit testing in an iOS environment. Long-time iOS/Mac developer Graham Lee helps you rapidly integrate TDD into your existing processes using Apple’s Xcode 4 and the OCUnit unit testing framework. He guides you through constructing an entire Objective-C iOS app in a test-driven manner, from initial specification to functional product. Lee also introduces powerful patterns for applying TDD in iOS development, and previews powerful automated testing capabilities that will soon arrive on the iOS platform. Coverage includes Understanding the purpose, benefits, and costs of unit testing in iOS environments Mastering the principles of TDD, and applying them in areas from app design to refactoring Writing usable, readable, and repeatable iOS unit tests Using OCUnit to set up your Xcode project for TDD Using domain analysis to identify the classes and interactions your app needs, and designing it accordingly Considering third-party tools for iOS unit testing Building networking code in a test-driven manner Automating testing of view controller code that interacts with users Designing to interfaces, not implementations Testing concurrent code that typically runs in the background Applying TDD to existing apps Preparing for Behavior Driven Development (BDD) The only iOS-specific guide to TDD and unit testing, Test-Driven iOS Development covers both essential concepts and practical implementation.

The Art of Unit Testing

Software Ecosystems

Test-Driven Development and Behavior-Driven Development with Swift

C# 7 and .NET Core: Modern Cross-Platform Development

with examples in C#

iOS Code Testing

Become an expert in implementing advanced, network-related tasks with Python. About This Book Build the skills to perform all networking tasks using Python with ease Use Python for network device automation, DevOps, and software-defined networking Get practical guidance to networking with Python Who This Book Is For If you are a network engineer or a programmer who wants to use Python for networking, then this book is for you. A basic familiarity with networking-related concepts such as TCP/IP and a familiarity with Python programming will be useful. What You Will Learn Review all the fundamentals of Python and the TCP/IP suite Use Python to execute commands when the device does not support the API or programmatic interaction with the device Implement automation techniques by integrating Python with Cisco, Juniper, and Arista eAPI Integrate Ansible using Python to control Cisco, Juniper, and Arista networks Achieve network security with Python Build Flask-based web-service APIs with Python Construct a Python-based migration plan from a legacy to scalable SDN-based network. In Detail This book begins with a review of the TCP/ IP protocol suite and a refresher of the core elements of the Python language. Next, you will start using Python and supported libraries to automate network tasks from the current major network vendors. We will look at automating traditional network devices based on the command-line interface, as well as newer devices with API support, with hands-on labs. We will then learn the concepts and practical use cases of the Ansible framework in order to achieve your network goals. We will then move on to using Python for DevOps, starting with using open source tools to test, secure, and analyze your network. Then, we will focus on network monitoring and visualization. We will learn how to retrieve network information using a polling mechanism, ?ow-based monitoring, and visualizing the data programmatically. Next, we will learn how to use the Python framework to build your own customized network web services. In the last module, you will use Python for SDN, where you will use a Python-based controller with OpenFlow in a hands-on lab to learn its concepts and applications. We will compare and contrast OpenFlow, OpenStack, OpenDaylight, and NFV. Finally, you will use everything you’ve learned in the book to construct a migration plan to go from a legacy to a scalable SDN-based network. Style and approach An easy-to-follow guide packed with hands-on examples of using Python for network device automation, DevOps, and SDN.

Learn everything you need to build highly scalable, robust web applications using Angular release 4 About This Book Apply best practices and design patterns to achieve higher scalability in your Angular applications Understand the latest features of Angular and create your own components Get acquainted with powerful, advanced techniques in Angular to build professional web applications Who This Book Is For This book is for JavaScript developers with some prior exposure to Angular, at least through basic examples. We assume that you’ve got working knowledge of HTML, CSS, and JavaScript. What You Will Learn Implement asynchronous programming using Angular Beautify your application with the UI components built to the material design specification Secure your web application from unauthorized

users Create complex forms, taking full advantage of 2-way data binding Test your Angular applications using the Jasmine and Protractor frameworks for better efficiency Learn how to integrate Angular with Bootstrap to create compelling web applications Use Angular built-in classes to apply animation in your app In Detail Got some experience of Angular under your belt? Want to learn everything about using advanced features for developing websites? This book is everything you need for the deep understanding of Angular that will set you apart from the developer crowd. Angular has introduced a new way to build applications. Creating complex and rich web applications, with a lighter resource footprint, has never been easier or faster. Angular is now at release 4, with significant changes through previous versions. This book has been written and tested for Angular release 4. Angular is a mature technology, and you'll likely have applications built with earlier versions. This book starts by showing you best practices and approaches to migrating your existing Angular applications so that you can be immediately up-to-date. You will take an in-depth look at components and see how to control the user journey in your applications by implementing routing and navigation. You will learn how to work with asynchronous programming by using Observables. To easily build applications that look great, you will learn all about template syntax and how to beautify applications with Material Design. Mastering forms and data binding will further speed up your application development time. Learning about managing services and animations will help you to progressively enhance your applications. Next you'll use native directives to integrate Bootstrap with Angular. You will see the best ways to test your application with the leading options such as Jasmine and Protractor. At the end of the book, you'll learn how to apply design patterns in Angular, and see the benefits they will bring to your development. Style and approach This book provides comprehensive coverage of all aspects of development with Angular. You will learn about all the most powerful Angular concepts, with examples and best practices. This book is everything you need for the deep understanding of Angular that will set you apart from the developer crowd.

In this concise volume, R. J. Rushdoony expounds on the central themes of the application of Biblical law to every area of life. This book is a great starting point to understanding Rushdoony's larger expositions on Biblical law.

"Never forget, my dear child, that life is made of days, and no matter how many days you were gifted with, you should strive to enjoy every single one of them. When you have given your love and attention to your family and friends, it will still be overflowing, so pay attention to the ideals you care about, to the people whose needs call out to you, to the human race, to the universe itself. Energy spent in activities that don't touch your soul is wasted, and those activities will drag along for a while, only to be abandoned when the first justification presents itself. When you put your heart into something you love however, not a single obstacle can ever stand against it. It may not always be easy, but you can't let go of it, because it is a part of who you are, your purpose." Letters to Lelia - Chapter Twenty Four: Love. Always.

Building Better JavaScript Applications

Test Driven Development for Embedded C

TypeScript: Modern JavaScript Development

Law & Liberty

A JavaScript and jQuery Developer's Guide

A Comprehensive Summary

Visual Studio 2017 updates for this book are now available. Follow the Download Source Code link for this book on the Apress website. Now in its 6th edition, the best selling book on MVC is now updated for ASP.NET Core MVC. It contains detailed explanations of the new Core MVC functionality which enables developers to produce leaner, cloud optimized and mobile-ready applications for the .NET platform. This book puts ASP.NET Core MVC into context and dives deep into the tools and techniques required to build modern, cloud optimized extensible web applications. All the new MVC features are described in detail and the author explains how best to apply them to both new and existing projects. The ASP.NET Core MVC Framework is the latest evolution of Microsoft's ASP.NET web platform, built on a completely new foundation. It represents a fundamental change to how Microsoft constructs and deploys web frameworks and is free of the legacy of earlier technologies such as Web Forms. ASP.NET Core MVC provides a "host agnostic" framework and a high-productivity programming model that promotes cleaner code architecture, test-driven development, and powerful extensibility. Best-selling author Adam Freeman has thoroughly revised this market-leading book and explains how to get the most from ASP.NET Core MVC. He starts with the nuts-and-bolts and shows you everything through to advanced features, going in-depth to give you the knowledge you need. This book follows the same format and style as the popular previous editions but brings everything up to date for the new ASP.NET Core MVC release. It presents a fully worked case study of a functioning ASP.NET MVC application that readers can use as a template for their own projects. What You Will Learn: Gain a solid architectural understanding of ASP.NET Core MVC Explore the entire ASP.NET MVC Framework as a cohesive whole See how MVC and test-driven development work in action Learn what's new in ASP.NET Core MVC and how best to apply these new features to your own work See how to create RESTful web services and Single Page Applications Build on your existing knowledge of previous MVC releases to get up and running with the new programming model quickly and effectively Who This Book Is For: This book is for web developers with a basic knowledge of ASP.NET and C# who want to incorporate the latest improvements and functionality in the new ASP.NET Core MVC Framework.

End chronic pain—for good—with this practical guide from the PBS personality behind Classical Stretch and author of the New York Times bestseller Aging Backwards. Chronic pain is the most common cause of long-term disability in the United States. Twenty percent of American adults accept back spasms, throbbing joints, arthritis aches, and other physical pain as an inevitable consequence of aging, illness, or injury. But the human body is not meant to endure chronic pain. Miranda Esmonde-White has spent decades helping professional athletes, ballet dancers, and Olympians overcome potentially career-ending injuries and guiding MS patients and cancer survivors toward pain-free mobility. Now, in Forever Painless, she shows everyone how to heal their aching bodies and live pain free. The root of nearly all pain is movement—or lack thereof. We need to move our bodies to refresh, nourish, and revitalize our cells. Without physical activity, our cells become stagnant and decay, accelerating the aging process and causing pain. People who suffer chronic pain often become sedentary, afraid that movement and activity will make things worse, when just the opposite is true: movement is essential to healing. In Forever Painless, Miranda provides detailed instructions for gentle exercise designed to ease discomfort in the feet and ankles, knees, hips, back, and neck—allowing anyone to live happier, healthier, and pain-free no matter their age.

The wildly popular Facebook social networking platform has published an open Application Programming Interface (API) and developers are eating it up--60,000 signed up to use it in the first few days; with this API, any programmer can create applications and new features for Facebook Explores and explains the components available to programmers, including working with



Facebook Markup Language (FBML), querying Facebook with FQL, application layout and flow, advanced configuration and performance tuning, and more Businesses such as NBC, Yahoo!, Red Bull, Forbes, and the Washington Post are building branded applications to reach the growing Facebook community

I Will Survive is the story of Gloria Gaynor, America's "Queen of Disco." It is the story of riches and fame, despair, and finally salvation. Her meteoric rise to stardom in the mid-1970s was nothing short of phenomenal, and hits poured forth that pushed her to the top of the charts, including "Honey Bee," "I Got You Under My Skin," "Never Can Say Goodbye," and the song that has immortalized her, "I Will Survive," which became a #1 international gold seller. With that song, Gloria heralded the international rise of disco that became synonymous with a way of life in the fast lane - the sweaty bodies at Studio 54, the lines of cocaine, the indescribable feeling that you could always be at the top of your game and never come down. But down she came after her early stardom, and problems followed in the wake, including the death of her mother, whose love had anchored the young singer, as well as constant battles with weight, drugs, and alcohol. While her fans always imagined her to be rich, her personal finances collapsed due to poor management; and while many envied her, she felt completely empty inside. In the early 1980s, sustained by her marriage to music publisher Linwood Simon, Gloria took three years off and reflected upon her life. She visited churches and revisited her mother's old Bible.

Discovering the world of gospel, she made a commitment to Christ that sustains her to this day.

Sams Teach Yourself AngularJS for .NET Developers in 24 Hours

Computer Networking

Learning TypeScript

Programming Bitcoin

A Project Guide to UX Design

Hands-On TypeScript for C# and .NET Core Developers

Dive into Bitcoin technology with this hands-on guide from one of the leading teachers on Bitcoin and Bitcoin programming. Author Jimmy Song shows Python programmers and developers how to program a Bitcoin library from scratch. You'll learn how to work with the basics, including the math, blocks, network, and transactions behind this popular cryptocurrency and its blockchain payment system. By the end of the book, you'll understand how this cryptocurrency works under the hood by coding all the components necessary for a Bitcoin library. Learn how to create transactions, get the data you need from peers, and send transactions over the network. Whether you're exploring Bitcoin applications for your company or considering a new career path, this practical book will get you started. Parse, validate, and create bitcoin transactions Learn Script, the smart contract language behind Bitcoin Do exercises in each chapter to build a Bitcoin library from scratch Understand how proof-of-work secures the blockchain Program Bitcoin using Python 3 Understand how simplified payment verification and light wallets work Work with public-key cryptography and cryptographic primitives

By taking you through the development of a real web application from beginning to end, the second edition of this hands-on guide demonstrates the practical advantages of test-driven development (TDD) with Python. You'll learn how to write and run tests before building each part of your app, and then develop the minimum amount of code required to pass those tests. The result? Clean code that works. In the process, you'll learn the basics of Django, Selenium, Git, jQuery, and Mock, along with current web development techniques. If you're ready to take your Python skills to the next level, this book—updated for Python 3.6—clearly demonstrates how TDD encourages simple designs and inspires confidence. Dive into the TDD workflow, including the unit test/code cycle and refactoring Use unit tests for classes and functions, and functional tests for user interactions within the browser Learn when and how to use mock objects, and the pros and cons of isolated vs. integrated tests Test and automate your deployments with a staging server Apply tests to the third-party plugins you integrate into your site Run tests automatically by using a Continuous Integration environment Use TDD to build a REST API with a front-end Ajax interface

New edition of the bestselling guide to mastering Python Networking, updated to Python 3 and including the latest on network data analysis, Cloud Networking, Ansible 2.8, and new libraries Key FeaturesExplore the power of Python libraries to tackle difficult network problems efficiently and effectively, including pyATS, Nornir, and Ansible 2.8Use Python and Ansible for DevOps, network device automation, DevOps, and software-defined networkingBecome an expert in implementing advanced network-related tasks with Python 3Book Description Networks in your infrastructure set the foundation for how your application can be deployed, maintained, and serviced. Python is the ideal language for network engineers to explore tools that were previously available to systems engineers and application developers. In Mastering Python Networking, Third edition, you'll embark on a Python-based journey to transition from traditional network engineers to network developers ready for the next-generation of networks. This new edition is completely revised and updated to work with Python 3. In addition to new chapters on network data analysis with ELK stack (Elasticsearch, Logstash, Kibana, and Beats) and Azure Cloud Networking, it includes updates on using newer libraries such as pyATS and Nornir, as well as Ansible 2.8. Each chapter is updated with the latest libraries with working examples to ensure compatibility and understanding of the concepts. Starting with a basic overview of Python, the book teaches you how it can interact with both legacy and API-enabled network devices. You will learn to leverage high-level Python packages and frameworks to perform network automation tasks, monitoring, management, and enhanced network security followed by Azure and AWS Cloud networking. Finally, you will use Jenkins for continuous integration as well as testing tools to verify your network. What you will learnUse Python libraries to interact with your networkIntegrate Ansible 2.8 using Python to control Cisco, Juniper, and Arista network devicesLeverage existing Flask web frameworks to construct high-level APIs Learn how to build virtual networks in the AWS & Azure Cloud Learn how to use Elastic Stack for network data analysis Understand how Jenkins can be used to automatically deploy changes in your network Use PyTest and Unittest for Test-Driven Network Development in networking engineering with Python Who this book is for Mastering Python Networking, Third edition is for network engineers, developers, and SREs who want to use Python for network automation, programmability, and data analysis. Basic familiarity with Python programming and networking-related concepts such as Transmission Control Protocol/Internet Protocol (TCP/IP) will be useful.

Obey the Testing Goat: Using Django, Selenium, and JavaScript

I Will Survive

C# 8.0 and .NET Core 3.0 – Modern Cross-Platform Development

For user experience designers in the field or in the making