

## Hello Startup

The groundbreaking novel that inspired the Tony-nominated Broadway musical! Jeremy Heere is your average high school dork. Day after day, he stares at beautiful Christine, the girl he can never have, and dryly notes the small humiliations that come his way. Until the day he learns about the "squip." A pill-sized supercomputer that you swallow, the squip is guaranteed to bring you whatever you most desire in life. By instructing him on everything from what to wear, to how to talk and walk, the squip transforms Jeremy from geek to the coolest guy in class. Soon he is friends with his former tormentors and has the attention of the hottest girls in school. But Jeremy discovers that there is a dark side to handing over control of your life--and it can have disastrous consequences. This modern-day classic by New York Times best-selling author Ned Vizzini contains photos from the Broadway musical; an introduction by the Broadway showcreators, Joe Iconis and Joe Tracz; and an afterword by New York Times best-selling author David Levithan.

This book is a collection of notes and sample codes written by the author while he was learning JVM himself. Topics include JVM (Java Virtual Machine) Architecture and Components; Oracle JVM implementation - HotSpot; Eclipse JVM implementation - Eclipse OpenJ9; java.lang.Runtime - The JVM Instance class; Loading Native Libraries; java.lang.System - Representing Operating System; java.lang.ClassLoader - Loading class files; java.lang.Class - Class reflections; Runtime data areas, heap memory and Garbage Collection; Stack, Frame and Stack overflow; Multi-threading impacts on CPU and I/O; CDS (Class Data Sharing); Micro Benchmark tests on different types of operations. Updated in 2020 (Version 5.11) with Eclipse OpenJ9. For latest updates and free sample chapters, visit <http://www.herongyang.com/JVM>.

Terraform has become a key player in the DevOps world for defining, launching, and managing infrastructure as code (IaC) across a variety of cloud and virtualization platforms, including AWS, Google Cloud, Azure, and more. This hands-on second edition, expanded and thoroughly updated for Terraform version 0.12 and beyond, shows you the fastest way to get up and running. Gruntwork cofounder Yevgeniy (Jim) Brikman walks you through code examples that demonstrate Terraform's simple, declarative programming language for deploying and managing infrastructure with a few commands. Veteran sysadmins, DevOps engineers, and novice developers will quickly go from Terraform basics to running a full stack that can support a massive amount of traffic and a large team of developers. Explore changes from Terraform 0.9 through 0.12, including backends, workspaces, and first-class expressions Learn how to write production-grade Terraform modules Dive into manual and automated testing for Terraform code Compare Terraform to Chef, Puppet, Ansible, CloudFormation, and Salt Stack Deploy server clusters, load balancers, and databases Use Terraform to manage the state of your infrastructure Create reusable infrastructure with Terraform modules Use advanced Terraform syntax to achieve zero-downtime deployment

A recipe-packed reference guide filled with practical tasks that are concisely explained to develop and broaden the user's abilities with the D programming language. If you are an experienced programmer who is looking to explore a language that offers plenty of advantages over more established programming languages, this is the book for you. We assume that you are already familiar with general programming language basics, but you do not need to be a proficient user of D.

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

In 2017 34% of the workforce was considered part of the gig economy. This growing workforce of freelancers and side-giggers is also estimated to grow to 43% by 2020. That's 4 million freelancers, soon to be 7 million by 2020. Whether it's people looking to earn extra money, those tired of their 9-to-5, to entrepreneurs looking to grow their side hustle, Entrepreneur is uniquely qualified to guide a new generation of bold individuals looking to live their best lives and make it happen on their own terms. Whatever industry or jobs this new workforce takes, Start Your Own Business will guide them through the first three years of business. They'll gain the know-how of more than 30 years of collective advice from those who've come before them to: How to avoid analysis paralysis when launching a business Tips for testing ideas in the real-world before going to market with insights from Gary Vaynerchuk Decide between building, buying, or becoming a distributor What to consider when looking for funding from venture capitalists, loans, cash advances, etc. Whether or not a co-working space is a right move Tips on running successful Facebook and Google ads as part of a marketing campaign Use micro-influencers to successfully promote your brand on social media

This book democratizes web development for everyone. It's a fun, clever guide that covers all of the key design principles, best practices, useful shortcuts, pro tips, real-world examples, and basic coding tutorials needed to produce a beautiful website that you'll feel confident sharing with the world. Because you, too, can design for the web! Hello Web Design contains everything you need to feel comfortable doing your own web development, including an abundance of real-life website examples that will inspire and motivate you. No need to spend time and money hiring an expensive graphic designer; this book will walk you through the fundamentals - and shortcuts - you need to do it all yourself, right now.

Covers topics including .NET Framework and CLR fundamentals, .NET features, Web services, programming with GDI+, and interoperability, and provides a Visual Basic .NET overview.

Start Small, Stay Small is a step-by-step guide to launching a self-funded startup. If you're a desktop, mobile or web developer, this book is your blueprint to getting your startup off the ground with no outside investment. This book intentionally avoids topics restricted to venture-backed startups such as: honing your investment pitch, securing funding, and figuring out how to use the piles of cash investors keep placing in your lap. This book assumes: \* You don't have \$6M of investor funds sitting in your bank account \* You're not going to relocate to the handful of startup hubs in the world \* You're not going to work 70 hour weeks for low pay with the hope of someday making millions from stock options There's nothing wrong with pursuing venture funding and attempting to grow fast like Amazon, Google, Twitter, and Facebook. It just so happened that most people are not in a place to do this. Start Small, Stay Small also focuses on the single most important element of a startup that most developers avoid: marketing. There are many great resources for learning how to write code, organize source control, or connect to a database. This book does not cover the technical aspects developers already know or can learn elsewhere. It focuses on finding your idea, testing it before you build, and getting it into the hands of your customers.

This book is the "Hello, World" tutorial for building products, technologies, and teams in a startup environment. It's based on the experiences of the author, Yevgeniy (Jim) Brikman, as well as interviews with programmers from some of the most successful startups of the last decade, including Google, Facebook, LinkedIn, Twitter, GitHub, Stripe, Instagram, AdMob, Pinterest, and many

others. Hello, Startup is a practical, how-to guide that consists of three parts: Products, Technologies, and Teams. Although at its core, this is a book for programmers, by programmers, only Part II (Technologies) is significantly technical, while the rest should be accessible to technical and non-technical audiences alike. If you're at all interested in startups—whether you're a programmer at the beginning of your career, a seasoned developer bored with large company politics, or a manager looking to motivate your engineers—this book is for you.

Hello, StartupA Programmer's Guide to Building Products, Technologies, and Teams"O'Reilly Media, Inc."

The VB 2008 language is your gateway to the powerful .NET platform. VB combined with Visual Studio gives you the freedom to create your applications faster and with a greater range of tools than any other coding environment. In this book, author Christian Gross will walk you through everything you need to know in order to feel at home in the VB 2008 coding environment. You'll start creating real applications in the first few pages of Beginning VB 2008 and encounter good design and testing habits in every chapter. You'll not only learn the language, but also appreciate the mindset of an accomplished developer as you progress through the book.

This book is for anyone who wants to write good C# code—even if you have never programmed before. Writing good code can be a challenge—there are so many options, especially in a .NET language like C#. If you want to really get the best from a programming language, you need to know which features work best in which situations, and understand their strengths and weaknesses. It is this understanding that makes the difference between coding and coding well. Beginning C# 2008: From Novice to Professional, Second Edition has been written to teach you how to use the C# programming language to solve problems. From the earliest chapters and the first introductory concepts, you'll be looking at real-world programming challenges and learning how C# can be used to overcome them. As you progress through the book, the problems become more involved and interesting, while the solutions become correspondingly more complex and powerful as C# features interact to achieve the results that you want. This second edition has been revised and improved to now include the SQL Server 2008 release and explain how you can integrate SQL Server 2008 with your C# applications. By the time you've finished reading this book and worked through the sample exercises, you'll be a confident and very competent C# programmer. You will still have many explorations of the .NET Framework API to look forward to, but you will have a firm foundation to build from, and you will know exactly where to go to find the things that you need to progress confidently in your projects.

Practical Programming in Tcl/Tk, 4th edition Authoritative coverage of every Tcl and Tk command in the core toolkits State-of-the-art Tk GUI coverage for Tcl, Perl, Python, and Ruby developers Covers all key Tcl 8.4 enhancements: VFS, internationalization and performance improvements, new widgets, and much more Covers multi-threaded Tcl applications and Starkits, a revolutionary way to package and deploy Tcl applications The world's #1 guide to Tcl/Tk has been thoroughly updated to reflect Tcl/Tk8.4's powerful improvements in functionality, flexibility, and performance! Brent Welch, Ken Jones, and Jeffrey Hobbs, three of the world's leading Tcl/Tk experts, cover every facet of Tcl/Tk programming, including cross-platform scripting and GUI development,

networking, enterprise application integration, and much more. Coverage includes: Systematic explanations and sample code for all Tcl/Tk 8.4 core commands Complete Tk GUI development guidance--perfect for developers working with Perl, Python, or Ruby Insider's insights into Tcl 8.4's key enhancements: VFS layer, internationalized font/character set support, new widgets, and more Definitive coverage of TclHttpd web server--written by its creator New ways to leverage Tcl/Tk 8.4's major performance improvements Advanced coverage: threading, Safe Tcl, Tcl script library, regular expressions, and namespaces Whether you're upgrading to Tcl/Tk 8.4, or building GUIs for applications created with other languages, or just searching for a better cross-platform scripting solution, Practical Programming in Tcl and Tk, Fourth Edition delivers all you need to get results!

If you are a developer interested in building systems for Microsoft Azure, with an understanding of efficient cloud-based application development, then this is the book for you.

Alien miners traveling thousands of light years through space in search of colored diamonds discover the rare stones on earth at the bottom of the East China Sea. The aliens are discovered using a new sensor able to detect perturbations in the streams of neutrinos constantly passing through the planet. But the earthling's ability to stop the marauders appears to be as futile as honeybees attempting to protect the hive from a bear. The government seeks help from an international thief and a cadre of psychic spies. Hope of stopping the plunder may rest with an overlooked discovery of a new source of antimatter.

Terraform has emerged as a key player in the DevOps world for defining, launching, and managing infrastructure as code (IAC) across a variety of cloud and virtualization platforms, including AWS, Google Cloud, and Azure. This hands-on book is the fastest way to get up and running with Terraform. Gruntwork co-founder Yevgeniy (Jim) Brikman walks you through dozens of code examples that demonstrate how to use Terraform's simple, declarative programming language to deploy and manage infrastructure with just a few commands. Whether you're a novice developer, aspiring DevOps engineer, or veteran sysadmin, this book will take you from Terraform basics to running a full tech stack capable of supporting a massive amount of traffic and a large team of developers. Compare Terraform to other IAC tools, such as Chef, Puppet, Ansible, and Salt Stack Use Terraform to deploy server clusters, load balancers, and databases Learn how Terraform manages the state of your infrastructure and how it impacts file layout, isolation, and locking Create reusable infrastructure with Terraform modules Try out advanced Terraform syntax to implement loops, if-statements, and zero-downtime deployment Use Terraform as a team, including best practices for writing, testing, and versioning Terraform code

Over 35 recipes to help you build, test, and run Spring applications using Spring Boot About This Book Learn to create different types of Spring Boot applications, configure behavior, and add custom components Become more efficient in

testing, deploying, and monitoring Spring Boot based applications This is a practical guide that will help Spring developers to develop and deploy applications using Spring Boot Who This Book Is For If you are a Spring Developer who has good knowledge level and understanding of Spring Boot and application development and now want to learn efficient Spring Boot development techniques in order to make the existing development process more efficient, then this book is for you. What You Will Learn Create Spring Boot applications from scratch Configure and tune web applications and containers Create custom Spring Boot auto-configurations and starters Use Spring Boot Test framework with JUnit, Cucumber, and Spock Configure and tune web applications and containers Deploy Spring Boot as self-starting executables and Docker containers Monitor data using DropWizard, Graphite, and Dashing In Detail Spring Boot is Spring's convention-over-configuration solution. This feature makes it easy to create Spring applications and services with absolute minimum fuss. Spring Boot has the great ability to be customized and enhanced, and is specifically designed to simplify development of a new Spring application. This book will provide many detailed insights about the inner workings of Spring Boot, as well as tips and recipes to integrate the third-party frameworks and components needed to build complex enterprise-scale applications. The book starts with an overview of the important and useful Spring Boot starters that are included in the framework, and teaches you to create and add custom Servlet Filters, Interceptors, Converters, Formatters, and PropertyEditors to a Spring Boot web application. Next it will cover configuring custom routing rules and patterns, adding additional static asset paths, and adding and modifying servlet container connectors and other properties such as enabling SSL. Moving on, the book will teach you how to create custom Spring Boot Starters, and explore different techniques to test Spring Boot applications. Next, the book will show you examples of configuring your build to produce Docker images and self-executing binary files for Linux/OSX environments. Finally, the book will teach you how to create custom health indicators, and access monitoring data via HTTP and JMX. Style and approach This book is a cohesive collection of recipes that provide developers with a set of connected guidelines on how to build, configure, and customize their application, starting from the design and development stages, all the way through testing, deployment, and production monitoring.

START-UP NATION addresses the trillion dollar question: How is it that Israel-- a country of 7.1 million, only 60 years old, surrounded by enemies, in a constant state of war since its founding, with no natural resources-- produces more start-up companies than large, peaceful, and stable nations like Japan, China, India, Korea, Canada and the UK? With the savvy of foreign policy insiders, Senor and Singer examine the lessons of the country's adversity-driven culture, which flattens hierarchy and elevates informality-- all backed up by government policies focused on innovation. In a world where economies as diverse as Ireland, Singapore and Dubai have tried to re-create the "Israel effect", there are

entrepreneurial lessons well worth noting. As America reboots its own economy and can-do spirit, there's never been a better time to look at this remarkable and resilient nation for some impressive, surprising clues.

"Code is the 21st century literacy and the need for people to speak the ABCs of Programming is imminent." --Linda Liukas Meet Ruby--a small girl with a huge imagination. In Ruby's world anything is possible if you put your mind to it. When her dad asks her to find five hidden gems Ruby is determined to solve the puzzle with the help of her new friends, including the Wise Snow Leopard, the Friendly Foxes, and the Messy Robots. As Ruby stomps around her world kids will be introduced to the basic concepts behind coding and programming through storytelling. Learn how to break big problems into small problems, repeat tasks, look for patterns, create step-by-step plans, and think outside the box. With hands-on activities included in every chapter, future coders will be thrilled to put their own imaginations to work.

Get a clear picture of IP Multicast applications for delivering commercial high-quality video services This book provides a concise guide to current IP Multicast technology and its applications, with a focus on IP-based Television (IPTV) and Digital Video Broadcast-Handheld (DVB-H) applications—areas of tremendous commercial interest. Traditional phone companies can use IP Multicast technology to deliver video services over their networks; cell phone companies can use it to stream video to handheld phones and PDAs; and many cable TV companies are considering upgrading to IP technology. In addition to applications in industries seeking to provide high-quality digital video and audio, there are numerous other practical uses: multi-site corporate videoconferencing; broad distribution of financial data, stock quotes, and news bulletins; database replication; software distribution; and content caching (for example, Web site caching). After an introduction that gets readers up to speed on the basics, IP Multicast with Applications to IPTV and Mobile DVB-H: Discusses multicast addressing for payload and payload forwarding Covers routing in a variety of protocols, including PIM-SM, CBT, PIM-DM, DVMRP, and MOSPF Discusses multicasting in IPv6 environments and Multicast Listener Discovery (MLD) Features examples of IP Multicast applications in the IPTV and mobile DVB-H environments Includes reference RFCs and protocols placed in the proper context of a commercial-grade infrastructure for the delivery of robust, entertainment-quality linear and nonlinear video programming This is a concise, compact reference for practitioners who seek a quick, practical review of the topic with an emphasis on the major and most often used aspects of the technology. It serves as a hands-on resource for engineers in the communications industry or Internet design, content providers, and researchers. It's also an excellent text for college courses on IP Multicast and/or IPTV.

If you are a system or application developer interested in learning how to solve practical problems using the Hadoop framework, then this book is ideal for you. You are expected to be familiar with the Unix/Linux command-line interface and have some experience with the Java programming language. Familiarity with Hadoop would be a plus.

Discover the new features and widely used packages in Julia to solve complex computational problems in your statistical applications. Key Features Address the core problems of programming in Julia with the most popular packages for common tasks Tackle issues while working with Databases and Parallel data processing with Julia Explore advanced features such as metaprogramming, functional programming, and user defined types Book Description Julia, with its dynamic nature and high-performance, provides comparatively minimal time for the development of computational models with easy-to-maintain computational code. This book will be your solution-based guide as it will take you through different programming aspects with Julia. Starting with the new features of Julia 1.0, each recipe addresses a specific problem, providing a solution and explaining how it works. You will work with the powerful Julia tools and data structures along with the most popular Julia packages. You will learn to create vectors, handle variables, and work with functions. You will be introduced to various recipes for numerical computing, distributed computing, and achieving high performance. You will see how to optimize data science programs with parallel computing and memory allocation. We will look into more advanced concepts such as metaprogramming and functional programming. Finally, you will learn how to tackle issues while working with databases and data processing, and will learn about on data science problems, data modeling, data analysis, data manipulation, parallel processing, and cloud computing with Julia. By the end of the book, you will have acquired the skills to work more effectively with your data What you will learn Boost your code's performance using Julia's unique features Organize data in to fundamental types of collections: arrays and dictionaries Organize data science processes within Julia and solve related problems Scale Julia computations with cloud computing Write data to IO streams with Julia and handle web transfer Define your own immutable and mutable types Speed up the development process using metaprogramming Who this book is for This book is for developers who would like to enhance their Julia programming skills and would like to get some quick solutions to their common programming problems. Basic Julia programming knowledge is assumed.

Startups constantly face the challenge of how to make an impact given their initial small size and limited resources. Nine out of ten startups fail and more than fifty percent do not reach past the five-year mark. The few that do manage to survive can quickly find themselves swamped in the oversaturated market, unable to make any decent progress. So how can they establish themselves among their immediate competitors, let alone defeat larger, more established companies? Is the story of David and Goliath still relevant in the modern business world? "The Art of Startups" offers its readers unique and viable solutions to all the problems small startups face especially in their early stages. By the end of the book the reader will be able to apply effectively a new set of war strategies to break through into the market, to master new technologies and innovations, to negotiate fruitful alliances and, ultimately, to become a better leader.

About This Book This book, "Managing Digital: Concepts and Practices", is intended to guide a practitioner through the journey of building a digital-first viewpoint and the skills needed to thrive in the digital-first world. As such, this book is a bit of an experiment for The Open Group; it isn't structured as a traditional standard or guide. Instead, it is structured to show the key issues and skills needed at each stage of the digital journey, starting with the basics of a small digital project, eventually building to the concerns of a large enterprise. So, feel free to digest this book in stages — the section Introduction for the student is a good guide. The book is intended for both academic and industry training purposes. This book seeks to provide guidance for both new entrants into the digital workforce and experienced practitioners seeking to update their understanding on how all the various themes and components of IT management fit together in the new world. About The Open Group Press The Open Group Press is an imprint of The Open Group for advancing knowledge of information technology by publishing works from individual authors within The Open Group membership that are relevant to advancing The Open Group mission of Boundaryless

Information Flow™. The key focus of The Open Group Press is to publish high-quality monographs, as well as introductory technology books intended for the general public, and act as a complement to The Open Group Standards, Guides, and White Papers. The views and opinions expressed in this book are those of the author, and do not necessarily reflect the consensus position of The Open Group members or staff. This book is the "Hello, World" tutorial for building products, technologies, and teams in a startup environment. It's based on the experiences of the author, Yevgeniy (Jim) Brikman, as well as interviews with programmers from some of the most successful startups of the last decade, including Google, Facebook, LinkedIn, Twitter, GitHub, Stripe, Instagram, AdMob, Pinterest, and many others. Hello, Startup is a practical, how-to guide that consists of three parts: Products, Technologies, and Teams. Although at its core, this is a book for programmers, by programmers, only Part II (Technologies) is significantly technical, while the rest should be accessible to technical and non-technical audiences alike. If you're at all interested in startups-whether you're a programmer at the beginning of your career, a seasoned developer bored with large company politics, or a manager looking to motivate your engineers-this book is for you. -- Provided by publisher.

The official guide to Resin, authorized by the company that invented the product, Caucho Technology Offers a comprehensive tutorial and reference on how to use all flavors of Resin, including the basic Resin server, Resin-CMP, and Resin-Enterprise Demonstrates how to build enterprise Java applications, optimize performance, and use other tools with Resin Illustrates how to configure Resin for various commercial and open source hardware platforms, maintain high availability of the server, and use all of the advanced features Companion Web site includes updates on the technology and links to useful resources and tools

Summary Windows Phone 7 in Action is a hands-on guide to building mobile applications for WP. Written for developers who already know their way around Visual Studio, this book zips through the basics, including an intro to WP7 and Metro. Then, it moves on to the nuts and bolts of building great phone apps. About the Technology Windows Phone 7 is a powerful mobile platform sporting the same Metro interface as Windows 8. It offers a rich environment for apps, browsing, and media. Developers code the OS and hardware using familiar .NET tools like C# and XAML. And the new Windows Store offers an app marketplace reaching millions of users. About the Book Windows Phone 7 in Action is a hands-on guide to programming the WP7 platform. It zips through standard phone, text, and email controls and dives head-first into how to build great mobile apps. You'll master the hardware APIs, access web services, and learn to build location and push applications. Along the way, you'll see how to create the stunning visual effects that can separate your apps from the pack. Written for developers familiar with .NET and Visual Studio. No WP7 or mobile experience is required. Purchase includes free PDF, ePub, and Kindle eBooks downloadable at manning.com. What's Inside Full introduction to WP7 and Metro HTML5 hooks for media, animation, and more XNA for stunning 3D graphics Selling apps in the Windows Store About the Authors Timothy Binkley-Jones is a software engineer with extensive experience developing commercial IT, web, and mobile applications. Massimo Perga is a software engineer at Microsoft and Michael Sync is a solution architect for Silverlight and WP7. Table of Contents4>PART 1 INTRODUCING WINDOWS PHONE A new phone, a new operating system Creating your first Windows Phone applicationPART 2 CORE WINDOWS PHONE Fast application switching and scheduled actions Launching tasks and choosers Storing data Working with the camera Integrating with the Pictures and Music + Videos Hubs Using sensors Network communication with push notifications and sockets PART 3 SILVERLIGHT FOR WINDOWS PHONE ApplicationBar, Panorama, and Pivot controls Building Windows Phone UI with Silverlight controls Manipulating and creating media with MediaElement Using Bing Maps and the browser PART 4 SILVERLIGHT AND THE XNA FRAMEWORK Integrating Silverlight with XNA XNA input handling

Visual Basic.NET has been written keeping in mind courses in Visual Programming offered in B.E., B.Tech, BSc (Computer Science), IT BCA, MCA, and professional courses. The book is ideally designed for the beginner to the intermediate level readers. If you play World of Warcraft, chances are you know what Deadly Boss Mods is: it's the most widely downloaded modification available for World of Warcraft, considered required software for many professional raid guilds, and arguably the most popular modern video game mod in history. Paul Emmerich, the author of Deadly Boss Mods, will take you from novice to elite with his approachable, up-to-date guide to building add-ons for the most popular video game in history. Using the powerful Lua scripting language and XML, you'll learn how to build and update powerful mods that can fundamentally remake your World of Warcraft experience and introduce you to the field of professional software development. Beginning Lua with World of Warcraft Add-ons teaches you the essentials of Lua and XML using exciting code examples that you can run and apply immediately. You'll gain competence in Lua specifics like tables and metatables and the imperative nature of Lua as a scripting language. More advanced techniques like file persistence, error handling, and script debugging are made clear as you learn everything within the familiar, exciting context of making tools that work in Azeroth. You'll not only learn all about the World of Warcraft application programming interface and programming, and gain coding skills that will make all your online friends think you're a coding god, but also gain hands-on Lua scripting experience that could translate into an exciting job in the video game industry!

Sams Teach Yourself Apache in 24 Hours covers the installation, configuration, and ongoing administration of the Apache Web server, the most popular Internet Web server. It covers both the 1.3 and the new 2.0 versions of Apache. Using a hands-on, task-oriented format, it concentrates on the most popular features and common quirks of the server. The first part of the book helps the reader build, configure, and get started with Apache. After completing these chapters the reader will be able to start, stop, and monitor the Web server. He also will be able to serve both static content and dynamic content, customize the logs, and restrict access to certain parts of the Web server. The second part of the book explains in detail the architecture of Apache and how to extend the server via third-party modules like PHP and Tomcat. It covers server performance and scalability, content management, and how to set up a secure server with SSL.

VSTO for Mere Mortals™ is for VBA developers who are interested in migrating their skills to the next generation of Office development. Readers will benefit from a straightforward, practical introduction to writing managed code applications for Word 2003, Excel 2003, and Outlook 2003. Readers will also learn how to create add-ins for the most popular applications for Office 2003 and the 2007 Microsoft Office system using VSTO 2005 SE. The expert authors provide a wealth of code samples that show off popular features of VSTO, such as smart tags and the actions pane. Sample code also shows you how to customize the new UI features of the 2007 Microsoft Office system, including the ribbon, custom task pane, and Outlook forms region. VBA developers will walk away with A greater understanding of managed code and the Visual Studio integrated development environment (IDE) Multiple demonstrations on how to create document-level customizations for Word 2003 and Excel 2003, using view controls, data binding, and the actions pane A comprehensive overview of add-in development for Outlook 2003 Useful

information on securing and deploying solutions created with VSTO and VSTO 2005 SE A thorough explanation on how to migrate VBA solutions to Visual Basic 2005 and VSTO Numerous details on customizing the ribbon, custom task pane, and Outlook form regions by developing VSTO 2005 SE add-ins for the 2007 Microsoft Office system

Learn how to code web apps and get on the path to building your next side project, your lifestyle business, or your startup. Hello Web App is written for non-programmers by a designer, and will walk you through every step you need before launching your web app live to real customers. No jargon, using simple and friendly language. This book doesn't walk you through a specific tutorial, but instead uses a generic example (a "collection of things") to allow you to create something that interests you. A blog is a collection of posts, a store is a collection of products, a directory is a collection of people. The possibilities are endless! Learn by doing--creating a project unique to you while teaching yourself how to build a web app.

Summary Windows Phone 8 in Action is a comprehensive guide to developing apps for the WP8 platform. It covers the Windows Phone Runtime and .NET APIs used to work with a phone's sensors and hardware, including the accelerometer, camera, gyroscope, GPS, and microphone. You will learn to write code to dial the phone, write emails, send text messages, and recognize speech. The book also teaches you to build applications that use location and push notification. About this Book With 10 million (and climbing) active handsets, Windows Phone 8 has become a real alternative to Android and iOS. WP users are hungry for great apps, so it's time for you to start creating them! Windows Phone 8 in Action teaches you how to design, build, and sell WP8 apps. In it, you'll learn to use the WP Runtime and .NET APIs to control key features like the accelerometer, camera, GPS, and microphone. This example-driven book also shows you how to write applications that use location and push notification, enhanced navigation services, and WP8's deep multimedia capabilities. You'll need a working knowledge of C#. No experience with Windows Phone or XAML is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Build your first phone app Master the Windows Phone 8 interface How to sell on the Windows Phone Store Use features like voice recognition and media About the Authors Tim Binkley-Jones has worked with XAML since the first releases of WPF and Silverlight. Adam Benoit is an independent developer with more than a dozen apps in the Windows Phone Store. Massimo Perga is an engineer at Microsoft. Michael Sync is a web and WP architect. Table of Contents PART 1 INTRODUCING WINDOWS PHONE A new phone, a new operating system Creating your first Windows Phone application PART 2 CORE WINDOWS PHONE Fast application switching and resume Scheduled actions Launching tasks and choosers Contacts and calendars Storing data Working with the camera Integrating with the Photos and Music + Videos Hubs Using sensors Network communication with push notifications Using the Speech API PART 3 XAML FOR WINDOWS PHONE ApplicationBar and context menus Panorama and pivot controls Building a media player Using Maps Building HTML applications Releasing and monetizing apps

[Copyright: 176bd34c28f11aaae196bb39a7cb87ed](https://www.pdfdrive.com/windows-phone-8-in-action-p176bd34c28f11aaae196bb39a7cb87ed.html)