

## Instant Haml Niksinski Krzysztof

This book is a hands-on Beginner's Guide for developers who are new to Vaadin and/or Vaadin UI components. The book will teach readers through examples to use each of the exciting components to build and add various aspects of the user interface to their web apps. If you have experience with the Java language and want to create web applications that look good without having to deal with HTML, XML, and JavaScript, this book is for you. Basic Java programming skills are required, but no web development knowledge is needed at all.

Seven Deadliest Network Attacks identifies seven classes of network attacks and discusses how the attack works, including tools to accomplish the attack, the risks of the attack, and how to defend against the attack. This book pinpoints the most dangerous hacks and exploits specific to networks, laying out the anatomy of these attacks including how to make your system more secure. You will discover the best ways to defend against these vicious hacks with step-by-step instruction and learn techniques to make your computer and network impenetrable. The book consists of seven chapters that deal with the following attacks: denial of service; war dialing; penetration testing; protocol tunneling; spanning tree attacks; man-in-the-middle; and password replay. These attacks are not mutually exclusive and were chosen because they help illustrate different aspects of network security. The principles on which they rely are unlikely to vanish any time soon, and they allow for the possibility of gaining something of interest to the attacker, from money to high-value data. This book is intended to provide practical, usable information. However, the world of network security is evolving very rapidly, and the attack that works today may (hopefully) not work tomorrow. It is more important, then, to understand the principles on which the attacks and exploits are based in order to properly plan either a network attack or a network defense. Seven Deadliest Network Attacks will appeal to information security professionals of all levels, network admins, and recreational hackers. Knowledge is power, find out about the most dominant attacks currently waging war on computers and networks globally. Discover the best ways to defend against these vicious attacks; step-by-step instruction shows you how. Institute countermeasures, don't be caught defenseless again, and learn techniques to make your computer and network impenetrable. Over 70 recipes to get you writing powerful and efficient multithreaded, asynchronous, and parallel programs in C# 6.0. About This Book. Rewritten and updated to take advantage of the latest C# 6 features. Learn about multithreaded, asynchronous, and parallel programming through hands-on, code-first examples. Use these recipes to build fast, scalable, and reliable applications in C#. Who This Book Is For. This book is aimed at those who are new to multithreaded programming, and who are looking for a quick and easy way to get started. It is assumed that you have some experience in C# and .NET already, and you should also be familiar with basic computer science terminology and basic algorithms and data structures. What You Will Learn. Use C# 6.0 asynchronous language features. Work with raw threads, synchronize threads, and coordinate their work. Develop your own asynchronous API with Task Parallel Library. Work effectively with a thread pool. Scale up your server application with I/O threads. Parallelize your LINQ queries with PLINQ. Use common concurrent collections. Apply different parallel programming patterns. Use Reactive Extensions to run asynchronous operations and manage their options. In Detail. Multi-core processors are synonymous with computing speed and power in today's world, which is why multithreading has become a key concern for C# developers. Multithreaded code helps you create effective, scalable, and responsive applications. This is an easy-to-follow guide that will show you difficult programming problems in context. You will learn how to solve them with practical, hands-on, recipes. With these recipes, you'll be able to start creating your own scalable and reliable multithreaded applications. Starting from learning what a thread is, we guide you through the basics and then move on to more advanced concepts such as task parallel libraries, C#

asynchronous functions, and much more. Rewritten to the latest C# specification, C# 6, and updated with new and modern recipes to help you make the most of the hardware you have available, this book will help you push the boundaries of what you thought possible in C#. Style and approach This is an easy-to-follow guide full of hands-on examples of real-world multithreading tasks. Each topic is explained and placed in context, and for the more inquisitive, there are also more in-depth details of the concepts used.

This book follows an example-driven, simplified, and practical approach to using OpenCL for general purpose GPU programming. If you are a beginner in parallel programming and would like to quickly accelerate your algorithms using OpenCL, this book is perfect for you! You will find the diverse topics and case studies in this book interesting and informative. You will only require a good knowledge of C programming for this book, and an understanding of parallel implementations will be useful, but not necessary.

Become an efficient data scientist with R About This Book Explore the R language from basic types and data structures to advanced topics Learn how to tackle programming problems and explore both functional and object-oriented programming techniques Learn how to address the core problems of programming in R and leverage the most popular packages for common tasks Who This Book Is For This is the perfect tutorial for anyone who is new to statistical programming and modeling. Anyone with basic programming and data processing skills can pick this book up to systematically learn the R programming language and crucial techniques.

What You Will Learn Explore the basic functions in R and familiarize yourself with common data structures Work with data in R using basic functions of statistics, data mining, data visualization, root solving, and optimization Get acquainted with R's evaluation model with environments and meta-programming techniques with symbol, call, formula, and expression Get to grips with object-oriented programming in R: including the S3, S4, RC, and R6 systems Access relational databases such as SQLite and non-relational databases such as MongoDB and Redis Get to know high performance computing techniques such as parallel computing and Rcpp Use web scraping techniques to extract information Create RMarkdown, an interactive app with Shiny, DiagramR, interactive charts, ggvis, and more In Detail R is a high-level functional language and one of the must-know tools for data science and statistics.

Powerful but complex, R can be challenging for beginners and those unfamiliar with its unique behaviors. Learning R Programming is the solution - an easy and practical way to learn R and develop a broad and consistent understanding of the language. Through hands-on examples you'll discover powerful R tools, and R best practices that will give you a deeper understanding of working with data. You'll get to grips with R's data structures and data processing techniques, as well as the most popular R packages to boost your productivity from the offset. Start with the basics of R, then dive deep into the programming techniques and paradigms to make your R code excel. Advance quickly to a deeper understanding of R's behavior as you learn common tasks including data analysis, databases, web scraping, high performance computing, and writing documents. By the end of the book, you'll be a confident R programmer adept at solving problems with the right techniques. Style and approach Developed to make learning easy and intuitive, this book comes packed with a wide variety of statistical and graphical techniques and a wealth of practical information for anyone looking to get started with this exciting and powerful language.

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.

Filled with practical, step-by-step instructions and clear explanations for the most important and useful tasks. A practical, step-by-step guide featuring recipes that will get you up and running quickly with Nancy. A practical, step-by-step guide featuring recipes that will get you up and running quickly with Nancy. If you are a .NET oriented web developer who is curious to find out what lies beyond the Microsoft provided frameworks, then this book is for you! It's beneficial to have a good knowledge of C# and .NET, as well as a basic working knowledge of HTTP. If testability is important to you, and you're looking for a lightweight, code focused approach to building web applications, this book offers you all the guidance that you will need. This is a practical, hands-on guide packed with examples that will help you build rich Drupal 7 media web applications. If you are a Drupal site builder and you wish to spice up your web applications with rich media content, then this book is for you. A basic understanding of HTML, JavaScript, and basic PHP module development in Drupal would be helpful, but is not necessary.

Kate Winter teaches dog owners how to train their canine companions. During her spare time, accompanied by her Lab, Dakota, she explores the woods and beaches on foot or horseback. She's worried that something's happening in her relationship, but she can't get her girlfriend Trish to talk to her about it. Faith Hutchins recently lost her sight after a terrible outdoor accident. She's dealt with her anger, depression, and blindness primarily on her own. A seeing-eye dog would help alleviate her reliance on anyone else, but the guide dog school has been unsuccessful in providing her with one. On a mission to find someone who will train a dog specifically for her, she ultimately zeroes

in on Kate. They say lightning never strikes the same place twice. But positive lightning is notoriously unpredictable and can ignite a fire when and where least expected . . . no matter who's in its path."

Gear up for a roller-coaster ride into the world of JavaScript and programming with this easy-to-follow, fun, and entertaining project-based guide

**About This Book** Get to know the concepts of HTML and CSS to work with JavaScript Explore the concepts of object-oriented programming Follow this step-by-step guide on the fundamentals of JavaScript programming

**Who This Book Is For** If you've never written code before or you are completely new to the world of web programming, then this book is the right choice for you. This book is for kids of age 10 years and above and parents who are completely new to the world of programming and want to get introduced to programming.

**What You Will Learn** Learn how to work with Google Developer tools to iterate, debug and profile your code Develop a Battleship game using the basic concepts of HTML and CSS Get to know the fundamentals of JavaScript programming Create our own version of Pac Man game. Discover the vital concepts of object-oriented programming

**In Detail** JavaScript is the most widely-used programming language for web development and that's not all! It has evolved over the years and is now being implemented in an array of environments from websites to robotics. Learning JavaScript will help you see the broader picture of web development. This book will take your imagination to new heights by teaching you how to work with JavaScript from scratch. It will introduce you to HTML and CSS to enhance the appearance of your applications. You'll then use your skills to build on a cool Battleship game! From there, the book will introduce you to jQuery and show you how you can manipulate the DOM. You'll get to play with some cool stuff using Canvas and will learn how to make use of Canvas to build a game on the lines of Pacman, only a whole lot cooler! Finally, it will show you a few tricks with OOP to make your code clean and will end with a few road maps on areas you can explore further.

**Style and approach** This is an easy-to-follow, informative, and fun guide that takes a project-based approach to teaching programming in JavaScript. You will learn everything you need to get started with serious web application development.

**Harness the power of Drupal 8 to create enterprise-grade, highly scalable websites**

**About This Book** Build complete, complex websites with no prior knowledge of web development entirely using the intuitive Drupal user interface Ensure your sites are modern, responsive and mobile-friendly through utilizing the full features available in Drupal 8 Quickly master theme administration, custom block layouts, views, and the Twig template structure

**Who This Book Is For** This course is suitable for web developers, designers, as well as web administrators who are keen on building modern, scalable websites using Drupal 8 and its wide range of new features

**What You Will Learn** Set up a local "stack" development environment and install your first Drupal 8 site Find out what is available in the Drupal 8 core Integrate third-party front-end and back-end libraries with Drupal Understand the plugin system that powers many of Drupal 8's new APIs to extend its functionality Build custom block layouts with reusable and fieldable blocks Work with the new Twig PHP templating engine Develop a theme from scratch following a step-by-step project outline

**In Detail** This Drupal 8 course takes you through the journey of building, extending, and customizing websites to build highly scalable and enterprise-ready websites. The first part—Learning Drupal 8—takes you step by step through building a Drupal 8 website. You will start with the basics,

such as setting up a local “stack” development environment and installing your first Drupal 8 site, then we move on to image and media handling and extending Drupal modules. This section will help you get to grips with the modular nature of Drupal, and you'll learn how to extend it by adding new functionalities to create your new modules. After learning to develop and manage a modern and responsive website using Drupal 8, you'll start exploring different techniques to take advantage of the new Drupal 8 features. The next module—Drupal 8 Development Cookbook—is your go-to guide to experimenting with all of Drupal 8's features through helpful recipes. You will explore techniques to customize and configure the Drupal environment, create blocks and custom modules, as well as make your web apps responsive by harnessing the mobile-first feature of Drupal 8. This module will also show you how to incorporate multilingual facilities in your sites, use web services and third-party plugins with your applications from inside Drupal 8, and test and deploy your apps. In the third part—Drupal 8 Theming with Twig—you will master Drupal 8's new Twig templating engine to customize the look and feel of your website. This section will walk you through a real-world project to create a Twig theme from concept to completion while adopting best practices to implement CSS frameworks and JavaScript libraries. You will see just how quick and easy it is to create beautiful, responsive Drupal 8 websites while avoiding the common mistakes that many front-end developers make. By the end, you will have learned how to develop, manage, extend, and customize an enterprise-level website. 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 Drupal 8 by Nick Abbott and Richard Jones Drupal 8 Development Cookbook by Matt Glaman Drupal 8 Theming with Twig by Chaz Chumley Style and approach This course offers a thorough coverage of developing, managing, extending, and designing highly scalable websites using the Drupal 8 platform. Filled with practical examples and recipes, this course is a great combination of example-driven learning complemented by interesting techniques to take advantage of the Drupal platform.

Deep dive into C# and .NET architecture to build efficient, powerful applications About This Book Uniquely structured content to help you understand what goes on under the hood of .NET's managed code platform to master .NET programming Deep dive into C# programming and how the code executes via the CLR Packed with hands-on practical examples, you'll understand how to write applications to make full use of the new features of .NET 4.6, .NET Core and C# 6/7 Who This Book Is For This book was written exclusively for .NET developers. If you've been creating C# applications for your clients, at work or at home, this book will help you develop the skills you need to create modern, powerful, and efficient applications in C#. No knowledge of C# 6/7 or .NET 4.6 is needed to follow along—all the latest features are included to help you start writing cross-platform applications immediately. You will need to be familiar with Visual Studio, though all the new features in Visual Studio 2015 will also be covered. What You Will Learn Understand C# core concepts in depth, from sorting algorithms to the Big O notation Get up to speed with the latest changes in C# 6/7 Interface SQL Server and NoSQL databases with .NET Learn SOLID principles and the most relevant GoF Patterns with practical examples in C# 6.0 Defend C# applications against attacks Use Roslyn, a self-hosted framework to compile and advanced edition in both C# and Visual basic .NET languages Discern LINQ and associated Lambda expressions, generics,

and delegates Design a .NET application from the ground up Understand the internals of a .NET assembly Grasp some useful advanced features in optimization and parallelism In Detail Mastering C# and .NET Framework will take you in to the depths of C# 6.0/7.0 and .NET 4.6, so you can understand how the platform works when it runs your code, and how you can use this knowledge to write efficient applications. Take full advantage of the new revolution in .NET development, including open source status and cross-platform capability, and get to grips with the architectural changes of CoreCLR. Start with how the CLR executes code, and discover the niche and advanced aspects of C# programming – from delegates and generics, through to asynchronous programming. Run through new forms of type declarations and assignments, source code callers, static using syntax, auto-property initializers, dictionary initializers, null conditional operators, and many others. Then unlock the true potential of the .NET platform. Learn how to write OWASP-compliant applications, how to properly implement design patterns in C#, and how to follow the general SOLID principles and its implementations in C# code. We finish by focusing on tips and tricks that you'll need to get the most from C# and .NET. This book also covers .NET Core 1.1 concepts as per the latest RTM release in the last chapter. Style and approach This book uses hands-on practical code examples that will take you into the depths of C# and .NET. Packed with hands-on practical examples, it is great as a tutorial, or as a reference guide.

The author of this concise guide to unarmed combat and self-defence is a legend. W. E. Fairbairn (1885-1960) spent over thirty years in the tough environment of the Riot Squads of China's Shanghai Municipal Police. In order to lower levels of Police mortality at the hands of Chinese Tongts, he studied ancient Chinese and Japanese martial arts, including Ju-jitsu, and was the first foreigner to be awarded a black belt in the discipline. He developed his own system which he called 'Defendu'. At the outbreak of the Second World War, he was recruited by Britain's Special Operations Executive as an Instructor in unarmed combat and expounded the deadly mysteries of attack and defence to scores of trainee agents about to be dropped into occupied Europe. His methods were approved and officially adopted throughout the British army. Fairbairn also developed weapons and defence aids such as bullet proof vests. He is best known as the co-inventor of the famous Sykes-Fairbairn knife. In this book he expounds his distilled experience of unarmed combat. Fully illustrated, it shows how to deliver deadly blows with hand, fist, knee and boot; wrist, bear- and strangle holds (and how to break them); how to throw an enemy, and how to break their backs; how to disarm a pistol-wielding attacker; and securing a prisoner. The book also contains a chapter on the use of the rifle in close combat by Captain P. N. Walbridge.

This book contains everything you need to make your application program support IPv6. IPv6 socket APIs (RFC2553) are fully described with real-world examples. It covers security, a great concern these days. To secure the Internet infrastructure, every developer has to take a security stance - to audit every line of code, to use proper API and write correct and secure code as much as possible. To achieve this goal, the examples presented in this book are implemented with a security stance. Also, the book leads you to write secure programs. For instance, the book recommends against the use of some of the IPv6 standard APIs - unfortunately, there are some IPv6 APIs that are inherently insecure, so the book tries to avoid (and discourage) the use of such APIs. Another key issue is portability. The examples in the book should be applicable to

any of UNIX based operating systems, MacOS X, and Windows XP. \* Covers the new protocol just adopted by the Dept of Defense for future systems \* Deals with security concerns, including spam and email, by presenting the best programming standards \* Fully describes IPv6 socket APIs (RFC2553) using real-world examples \* Allows for portability to UNIX-based operating systems, MacOS X, and Windows XP

This title provides a theoretically and methodologically new and distinct approach to gender through the frameworks of biopolitics and genealogy, theorising it as a historically specific apparatus of biopower. Through the use of a diverse mix of historical and contemporary documents, the book explores how the problematisation of intersex infant genitalia in 1950s psychiatry propelled the emergence of the gender apparatus in order to socialise sexed individuals into the ideal productive and reproductive subjects of White, middle-class postwar America.

Get to grips with a new technology, understand what it is and what it can do for you, and then get to work with the most important features and tasks. A fast-paced, example-based guide to teach you how to integrate Haml into your Rails application. If you are a developer who would like to speed up and simplify your view template creation, this book is ideal for you. A basic working knowledge of HTML and CSS, as well as some Ruby on Rails experience is recommended.

"Presents the fundamentals of hardware technologies, assembly language, computer arithmetic, pipelining, memory hierarchies and I/O"--

Illustrated timeline inside the front cover.

Discover how to build your own smart Internet of Things projects and bring a new degree of interconnectivity to your world About This Book Learn how to extract and analyse data from physical devices and build smart IoT projects Master the skills of building enticing projects such as a neural network autonomous car, computer vision through a camera, and cloud-based IoT applications This project-based guide leverages revolutionary computing chips such as Raspberry Pi, Arduino, and so on Who This Book Is For If you are hobbyist who is keen on making smart IoT projects, then this book is for you. You should have a basic knowledge of Python. What You Will Learn Implement data science in your IoT projects and build a smart temperature controller Create a simple machine learning application and implement decision system concepts Develop a vision machine using OpenCV Build a robot car with manual and automatic control Implement speech modules with your own voice commands for IoT projects Connect IoT to a cloud-based server In Detail Internet of Things (IoT) is a groundbreaking technology that involves connecting numerous physical devices to the Internet and controlling them. Creating basic IoT projects is common, but imagine building smart IoT projects that can extract data from physical devices, thereby making decisions by themselves. Our book overcomes the challenge of analyzing data from physical devices and accomplishes all that your imagination can dream up by teaching you how to build smart IoT projects. Basic statistics and various applied algorithms in data science and machine learning are introduced to accelerate your knowledge of how to integrate a decision system into a physical device. This book contains IoT projects such as building a smart temperature controller, creating your own vision machine project, building an autonomous mobile robot car, controlling IoT projects through voice commands, building IoT applications utilizing cloud technology and data science, and many more. We will also leverage a small yet powerful IoT chip, Raspberry Pi with Arduino, in order to integrate a smart decision-making system in the IoT projects. Style and approach The book follows a project-based approach to building smart IoT projects using powerful boards such as the Raspberry Pi, Arduino, and the IoT chip.

Window Rock, Arizona, is the last known location of Honor Roberts, who vanished when she

was just thirteen. It was her only sanctuary from the Breed research that would surely have ended in her death—one such insidious experiment should, indeed, have killed her. That she lived is both a miracle—and a great mystery. Stygian’s mission is to find Honor Roberts, no matter the cost. Now, with the help of Liza Johnson, assistant to the chief of the Navajo Nation, he is closer than ever to his goal. But will the discovery of Honor Roberts mean the destruction of the mating heat that has developed between Stygian and Liza?

Heterogeneous Computing with OpenCL, Second Edition teaches OpenCL and parallel programming for complex systems that may include a variety of device architectures: multi-core CPUs, GPUs, and fully-integrated Accelerated Processing Units (APUs) such as AMD Fusion technology. It is the first textbook that presents OpenCL programming appropriate for the classroom and is intended to support a parallel programming course. Students will come away from this text with hands-on experience and significant knowledge of the syntax and use of OpenCL to address a range of fundamental parallel algorithms. Designed to work on multiple platforms and with wide industry support, OpenCL will help you more effectively program for a heterogeneous future. Written by leaders in the parallel computing and OpenCL communities, Heterogeneous Computing with OpenCL explores memory spaces, optimization techniques, graphics interoperability, extensions, and debugging and profiling. It includes detailed examples throughout, plus additional online exercises and other supporting materials that can be downloaded at [http://www.heterogeneouscompute.org/?page\\_id=7](http://www.heterogeneouscompute.org/?page_id=7) This book will appeal to software engineers, programmers, hardware engineers, and students/advanced students. Explains principles and strategies to learn parallel programming with OpenCL, from understanding the four abstraction models to thoroughly testing and debugging complete applications. Covers image processing, web plugins, particle simulations, video editing, performance optimization, and more. Shows how OpenCL maps to an example target architecture and explains some of the tradeoffs associated with mapping to various architectures Addresses a range of fundamental programming techniques, with multiple examples and case studies that demonstrate OpenCL extensions for a variety of hardware platforms

Master the world of financial management with Microsoft Dynamics NAV 2016 About This Book Familiarize yourself with Dynamics NAV and get up to date with the latest release – this is an invaluable tool for financial management Learn how to use reporting tools that will help you to make the right decisions at the right time Explore features inside the sale and purchase areas as well as functionalities including payments, budgets, cash flow, fixed assets, and business intelligence Who This Book Is For This book will appeal to financiers and accountants who are using Dynamics NAV as their ERP and financial management system. Dynamics NAV consultants and project managers will find it useful for their daily work. What You Will Learn Handle complete business processes for purchases and sales in Dynamics NAV. Use the banking features and the reconciliation process to gain greater insights into a company's financial status. Report data in a meaningful way that provides the company with insightful analysis. Set up dimensions and link them with master tables and journals. Work with multi-currency and intercompany postings. Receive and send documents electronically. Manage complete Fixed Asset by Setup, transactions, budgets, and Fixed Asset Reporting. In Detail Microsoft Dynamics NAV is a global Enterprise Resource Planning (ERP) solution that provides small and mid-size businesses with greater control over their finances and a way to simplify their supply chain, manufacturing, and operations. Microsoft Dynamics NAV Financial Management explains all you need to know in order to successfully handle your daily financial management tasks. This book walks you through all the improvements in the latest release and shows you how to apply them in your workplace. You will learn about functionalities including sales and purchase processes, payments, bank account management, reporting taxes, budgets, cash flow, fixed assets, cost accounting, inventory valuation, workflows,

sending and receiving electronic documents, and business intelligence. This book comprehensively covers all the financial management features inside the latest version of Dynamics NAV and follows a logical schema. By the time you're finished this book you will have learned about budgets, cash flow management, currencies, intercompany postings, and accounting implications in areas such as jobs, services, warehousing, and manufacturing. Style and approach This book is an in-depth, practical tutorial demonstrating both the basic and more advanced concepts of financial management in Dynamics NAV.

It was just a local newspaper column, right? But when reporter Molly Popp touted the marriage-worthiness of local rancher Bob Jacobs, would-be wives descended on his Mule Hollow ranch by the busload. Molly felt guilty for the ruckus she'd caused— especially when Bob was injured rescuing an overzealous admirer from a bull. There was nothing else city-slicker Molly could do but pitch in and help Bob out. That is, until word of her column brought the job offer she'd been praying for and a choice she never thought she'd have to make: a Manhattan byline or Mule Hollow's most eligible bachelor.

Explore the world of lightning fast Clojure apps with asynchronous channels, logic, reactive programming, and more About This Book Discover Clojure's features and advantages and use them in your existing projects Explore lesser-known and more advanced features, constructs, and methodologies such as asynchronous channels, actors, logic programming, and reactive programming Measure and monitor performance, and understand optimization techniques Who This Book Is For If you're looking to learn more about its core libraries and delve into the Clojure language in detail, then this book is ideal for you. Prior knowledge of the Clojure language is required. What You Will Learn Understand tools for the Clojure world and how they relate to Java tools and standards (such as Maven) Write simple multicore programs using Clojure's core concepts, such as atoms, agents, and refs Get to grips with Clojure's concurrency and state-management primitives in depth Analyze latency using the Criterium library Avoid reflection and boxing with type hints Maximize the impact of parallelization, functional composition, and process transformation by composing reducers and transducers Modify and add features to the Clojure language using macros Test your code with unit tests, specs, and type checks to write testable code Troubleshoot and style your Clojure code to make it more maintainable In Detail Clojure is a general-purpose language from the Lisp family with an emphasis on functional programming. It has some interesting concepts and features such as immutability, gradual typing, thread-safe concurrency primitives, and macro-based metaprogramming, which makes it a great choice to create modern, performant, and scalable applications. This learning path aims at unleashing the true potential of the Clojure language so you can use it in your projects. It begins with installing and setting up the Clojure environment before moving on to explore the language in depth. You'll get acquainted with its various features such as functional programming, concurrency, reducers, transducers, `core.async` and `core.logic`, and so on with a great level of detail. Moving on, you'll also learn how to enhance performance using Java interoperability and JVM-specific features from Clojure; you'll even master language features such as asynchronous channels, actors, logic programming, reactive programming, metaprogramming, and so on. 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: Clojure for Java Developers by Eduardo Diaz Clojure High Performance Programming, Second Edition by Shantanu Kumar Mastering Clojure by Akhil Wali Style and approach This is an easy-to-follow, step-by-step guide to start writing Clojure programs, making use of all of its varied features and advantages.

The best way to learn anything is by doing. The author uses a friendly tone and fun examples to ensure that you learn the basics of application development. Once you have read this book, you should have the necessary skills to build your own applications. If you have no experience but want to learn how to create applications in HTML5, this book is the only help you'll need.

Using practical examples, HTML5 Web Application Development by Example will develop your knowledge and confidence in application development.

Get "Up and Running" with AutoCAD using Gindis's combination of step-by-step instruction, examples, and insightful explanations. The emphasis from the beginning is on core concepts and practical application of AutoCAD in architecture, engineering and design. Equally useful in instructor-led classroom training, self-study, or as a professional reference, the book is written with the user in mind by a long-time AutoCAD professional and instructor based on what works in the industry and the classroom. Strips away complexities, both real and perceived, and reduces AutoCAD to easy-to-understand basic concepts Teaches only what is essential to operating AutoCAD first, thereby immediately building student confidence All basic commands are documented step-by-step; what the student needs to type in and how AutoCAD responds is spelled out in discrete and clear steps with screen shots added as needed New to this edition: New and improved features include better integration with the AutoCAD certification exams, new Spotlight On sections, an expanded appendix, and more content on programming 3D portion of the book has been expanded and improved, with new exercises, new features and a redone section on rendering All discussions and screen shots have been updated for the current release of AutoCAD

Explore and master modern JavaScript techniques with ES2015 in order to build large-scale web applications About This Book This course offers an expert's eye on the latest ES6 features and how these advanced tasks fit together in JavaScript as a whole Discover robust JavaScript implementations of classic and advanced design patterns Learn about modern web architectures and build real-world apps on top of them Who This Book Is For This course is for experienced developers familiar with other object-oriented languages who wants to learn new capabilities of ES-2015 to improve their web development skills and build professional-quality web applications. This also goes for those who want to explore some modern JavaScript features, techniques, and architectures in order to develop cutting-edge web applications. What You Will Learn Get a run through of the basic language constructs, Functions, and Closures of JavaScript Code using the powerful object-oriented feature in JavaScript Master DOM manipulation, cross-browser strategies, and ES6 Harness the power of patterns for tasks ranging from application building to code testing Identify the best use cases for microservices Gain expertise in responsive and dynamic website design Enable real-time communications between client-client and client-server/server-client Write complete applications using functional reactive programming In Detail JavaScript is a high-level, dynamic, untyped, lightweight, and interpreted programming language. Mastering modern JavaScript techniques and the toolchain are essential to develop web-scale applications. This Learning Path will upgrade your skills to ES2015, and you will get to introduce yourself to popular frameworks like React and Angular 2. In the first module, you will get familiar with the language constructs and how to make code easy to organize. You will gain a concrete understanding of variable scoping, loops, and best practices on using types and data structures, as well as the coding style and recommended code organization patterns in JavaScript. By the end of the module, you will understand how reactive JavaScript is going to be the new paradigm. Over the course of the next module, you will explore how design patterns can help you improve and organize your JavaScript code. You'll get to grips with creational, structural, and behavioral patterns and get a deeper look at patterns used in functional programming, as well as model view patterns and patterns to build web applications. By the end of the module, you'll be saved of a lot of trial and error and developmental headaches, and you will be on the road to becoming a JavaScript expert. In the last leg of this course, you will shift your focus to network programming concepts as you build a real-time web application with websockets. Along the way, you'll explore how the power of JavaScript can be increased multi-fold with high performance techniques. By the end of this module, you'll be a skilled JavaScript developer with a solid knowledge of the latest

JavaScript techniques, tools, and architecture to build modern web apps. 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: Mastering JavaScript by Ved Antani Mastering JavaScript Design Patterns, Second Edition by Simon Timms Modern JavaScript Applications by Narayan Prusty Style and approach This course is a comprehensive guide with a clear focus on practical use cases and patterns. Each chapter consists of best practices, useful advice, and a bunch of easy-to-follow examples that will build up your skills as you advance.

Effective speechmaking is vital to anyone who needs to get up in front of an audience. From businesspeople, lawyers, politicians, and clergy to committee chairs, teachers, concerned citizens, and storytellers, competent public speaking is vital to the speaker's credibility. KEY TOPIC: This brief, step-by-step approach to the speechmaking process allows readers to concentrate on the preparation, practice, and presentation without getting bogged down in theoretical discussion. Topics include: getting started, audience analysis, supporting ideas and material, preparation, delivery, and more. MARKET: Ideal for anyone who has to prepare a speech.

Standard tutorial-based approach. "Getting Started with Greenplum for Big Data" Analytics is great for data scientists and data analysts with a basic knowledge of Data Warehousing and Business Intelligence platforms who are new to Big Data and who are looking to get a good grounding in how to use the Greenplum Platform. It's assumed that you will have some experience with database design and programming as well as be familiar with analytics tools like R and Weka.

Puppet 3 Cookbook is written in a Cookbook style, showing you how to set up and expand your Puppet infrastructure. It not only gives you everything you need to become a Puppet expert, but includes powerful code samples and techniques developed over many years of production experience. With it, you'll save time and effort by automating tedious manual processes, impress your boss by delivering better business value from IT, and future-proof your career by getting to grips with the new technologies revolutionizing the industry. "Puppet 3 Cookbook" is for anyone who builds and administers servers, especially in a web operations context. It requires some experience of Linux systems administration, including familiarity with the command line, file system, and text editing. No programming experience is required. Luke uncovers a plot to steal a famous painting and gets caught up in the gang's attempt to break a code that will lead them to a stash of Nazi gold.

A comprehensive and practical guide to Windows Server 2016 About This Book In-depth coverage of new features of Windows Server 2016 Gain the necessary skills and knowledge to design and implement Microsoft Server 2016 in enterprise environment Know how you can support your medium to large enterprise and leverage your experience in administering Microsoft Server 2016, A practical guide to administering Windows server 2016 Who This Book Is For The book is targeted at System Administrators and IT professionals who would like to design and deploy Windows Server 2016 (physical and logical) Enterprise infrastructure. Previous experience of Windows Server operating systems and familiarity with networking concepts is assumed. System administrators who are upgrading or migrating to Windows Server 2016 would also find this book useful. What You Will Learn Familiarize yourself with Windows Server 2016 ideology, the core of most datacenters running today New functions and benefits provided only by the new Windows Server 2016 Get comfortable working with Nanoserver Secure your network with new technologies in Server 2016 Harden your Windows Servers to help keep those bad guys out! Using new built-in integration for Docker with this latest release of Windows Server 2016 Virtualize your datacenter with Hyper-V In Detail Windows Server 2016 is the server operating system developed by Microsoft as part of the Windows NT family of operating systems, developed concurrently with Windows 10. With

Windows Server 2016, Microsoft has gotten us thinking outside of the box for what it means to be a system administration, and comes with some interesting new capabilities. These are exciting times to be or to become a server administrator! This book covers all aspects of administration level tasks and activities required to gain expertise in Microsoft Windows Server 2016. You will begin by getting familiar and comfortable navigating around in the interface. Next, you will learn to install and manage Windows Server 2016 and discover some tips for adapting to the new server management ideology that is all about centralized monitoring and configuration. You will deep dive into core Microsoft infrastructure technologies that the majority of companies are going to run on Server 2016. Core technologies such as Active Directory, DNS, DHCP, Certificate Services, File Services, and more. We will talk about networking in this new operating system, giving you a networking toolset that is useful for everyday troubleshooting and maintenance. Also discussed is the idea of Software Defined Networking. You will later walk through different aspects of certificate administration in Windows Server 2016. Three important and crucial areas to cover in the Remote Access role -- DirectAccess, VPN, and the Web Application Proxy -- are also covered. You will then move into security functions and benefits that are available in Windows Server 2016. Also covered is the brand new and all-important Nano Server! We will incorporate PowerShell as a central platform for performing many of the functions that are discussed in this book, including a chapter dedicated to the new PowerShell 5.0. Additionally, you will learn about the new built-in integration for Docker with this latest release of Windows Server 2016. The book ends with a discussion and information on virtualizing your datacenter with Hyper-V. By the end of this book, you will have all the ammunition required to start planning for and implementing Windows Server 2016. Style and approach This book offers a practical and wide coverage of all features of brand new Microsoft Server 2016 along with tips on daily administration tasks. This astounding account of humankind, from our beginnings in Africa seven million years ago through the life of Jesus to the present, blends history, anthropology, and spirituality to demonstrate that God has been and always will be with us. It's one of those rare books that will change the way you see everything!

About the Authors C Bala Kumar is a Distinguished Member of the Technical Staff at Motorola. He chaired the industry expert group that defined the Java APIs for Bluetooth wireless technology. He currently leads the systems software team for wireless platforms in Motorola's Semiconductor Products Sector. Paul J. Kline is a Distinguished Member of the Technical Staff at Motorola and the maintenance lead for the JABWT specification. He currently works on the System Software Architecture team in Motorola's Semiconductor Products Sector. Timothy J. Thompson is a Senior Software Engineer on the System Software Architecture team in Motorola's Semiconductor Products Sector. He was the OBEX architect on the JABWT specification team at Motorola.-

By teaching HTML5 by developing exciting games, the reader will see concrete applications for each of the concepts, and will also have a powerful deliverable at the end of each chapter - a fully functional game. We learn the various concepts using very abstract examples - how to model animals, foods, or fictitious machines. This makes learning and understanding a lot easier, and much more enjoyable. If you are looking to get a good grounding in how to use the new awesome technology that is HTML5, this book is for you. Basic knowledge of HTML and/or HTML5 is welcome, but optional. The book is a friendly and exciting reference for beginners.

Unlock the powers of functional programming hidden within JavaScript to build smarter, cleaner, and more reliable web apps About This Book Write powerful code with the high-

level functions that JavaScript offers Discover what functional programming is, why it's effective, and how it's used in JavaScript Understand and optimize JavaScript's hidden potential as a true functional language Who This Book Is For If you are a JavaScript developer interested in learning functional programming, looking for the quantum leap toward mastering the JavaScript language, or just want to become a better programmer in general, then this book is ideal for you. This guide is aimed at programmers, involved in developing reactive frontend apps, server-side apps that wrangle with reliability and concurrency, and everything in between. What You Will Learn Get a run through of the basic JavaScript language constructs Code using the powerful object-oriented feature in JavaScript Master DOM manipulation, cross-browser strategies, and ES6 Understand the basic concurrency constructs in Javascript and best performance strategies Harness the power of patterns for tasks ranging from application building to code testing Build large-scale apps seamlessly with the help of reactive patterns Explore advanced design patterns, including dependency injection Develop more powerful applications with currying and function composition Create more reliable code with closures and immutable data In Detail JavaScript is a high-level, dynamic, untyped, lightweight, and interpreted programming language and functional programming is a style that emphasizes and enables smarter code that minimizes complexity and increases modularity. It's a way of writing cleaner code through clever ways of mutating, combining, and using functions. And JavaScript provides an excellent medium for this approach. By learning how to expose JavaScript's true identity as a functional language, we can implement web apps that are more powerful, easier to maintain and more reliable. The java script: Functional Programming for JavaScript Developers course will take you on a journey to show how functional programming when combined with other techniques makes JavaScript programming more efficient. The first module Mastering JavaScript, stress on practical aspects of Javascript development like—Functions and Closures, Runtime debugging techniques, project layout, events and DOM processing, build tools, Object-oriented patterns, isomorphism—everything that a modern Javascript project would need. The second module, Mastering JavaScript Design Patterns - Second Edition, will explore how design patterns can help you improve and organize your JavaScript code. You'll get to grips with creational, structural, and behavioral patterns as you discover how to put them to work in different scenarios. This updated edition will also delve into reactive design patterns and microservices as they are a growing phenomenon in the world of web development. It will also show you some advanced patterns, including dependency injection and live post processing. The third module, Functional Programming in JavaScript, will help you to write real-world applications by utilizing a wide range of functional techniques and styles. It explores the core concepts of functional programming common to all functional languages, with examples of their use in JavaScript. Style and approach This course will begin with providing insights and practical tips on advanced JavaScript features to build highly scalable web and mobile system and move on to some design patterns with JavaScript. Finally, the course ends with presenting the functional programming techniques and styles in JavaScript. A step-by-step tutorial with focused examples that will help you build scalable, high performance Rails web applications with Mongoid. If you are an application developer who wants to learn how to use Mongoid in a Rails application, this book will be great for

