Apache Mina User Guide

Covers topics including HTTP methods and status codes, optimizing proxies, designing web crawlers, content negotiation, and load-balancing strategies.

From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage

Multithreading and concurrency

The Rough Guide to Mexico is the essential travel guide to this vast, extraordinarily varied country. From the deserts of the north to the tropical jungles of Chaipas; from ancient pyramids to Mexico City's sophisticated club scene; from colonial cathedrals to spring break in Canc�n; the Rough Guide provides comprehensive coverage of it all. The guide offers detailed and practical advice on the best places to stay, where to sample some of Mexico's tastiest food and where to go to order the finest margarita for all budgets. The guide is packed with informed description of Mexico's archeological sites and museums and their fascinating historical and cultural background. Readers will find the coverage of hundreds of beaches, excursions and activities indispensable, while richly illustrated colour sections explore the wonders of Mexican cuisine and the country's dynamic festivals. Informative and inspirational, with dozens of maps, handy languages tips and site plans, The Rough Guide to Mexico is your essential companion to this vibrant, unforgettable country. Make the most of your holiday with The Rough Guide to Mexico

A B C Pathfinder Shipping and Mailing Guide ...

More iPhone Cool Projects

Monthly Catalog of United States Government Publications

Real-Time Analytics

Western Series and Sequels

Tips From The Agile Trenches

Everyone is developing iPhone applications, and it's clear why. The iPhone is the coolest mobile device available, and the App Store makes it simple to get an application out into the unstoppable iPhone app market. With hundreds of thousands of app developers entering the game, it's crucial to learn from those who have actually succeeded. This book shows you how some of the most innovative and creative iPhone application developers have developed cool, best-selling apps. Not only does every successful application have a story, but behind every great app is excellent code. In this book, you'll see the code and learn how to use it to make your own cool applications. You'll learn everything from importing 3D art assets into your iPhone game to using Cocos2d for iPhone and iPad. This book shares the secrets of the coolest iPhone apps being built today by the best iPhone developers—invaluable knowledge for anyone who wants to create the app that everyone is talking about.

Approached from a developer's perspective, the "jBPM 5 Developer Guide" teaches readers all the essentials of Business Process

Management through applicable examples with helpful screenshots and diagrams. This book is for Java developers and Java architects who need to have a deep understanding of how Business Process Management frameworks behave in real-life implementations. The book introduces you to the jBPM5 and Drools Community where you can contribute; providing ideas, adding code, fixing issues, or providing documentation and examples. The book assumes that you know the Java language well and also know some widely used frameworks, for example Hibernate and Log4J. You should also know the basics of relational databases and the Eclipse IDE.

The instant #1 New York Times bestseller. In time for the twentieth anniversary of 9/11, master storyteller Alan Gratz (Refugee) delivers a pulse-pounding and unforgettable take on history and hope, revenge and fear -- and the stunning links between the past and present. September 11, 2001, New York City: Brandon is visiting his dad at work, on the 107th floor of the World Trade Center. Out of nowhere, an airplane slams into the tower, creating a fiery nightmare of terror and confusion. And Brandon is in the middle of it all. Can he survive -- and

escape? September 11, 2019, Afghanistan: Reshmina has grown up in the shadow of war, but she dreams of peace and progress. When a battle erupts in her village, Reshmina stumbles upon a wounded American soldier named Taz. Should she help Taz -- and put herself and her family in mortal danger? Two kids. One devastating day. Nothing will ever be the same.
Terry's Guide to Mexico
Bullinger's Postal and Shippers Guide for the United States and Canada and Newfoundland
Netty in Action
Reference Guide to Workman's Compensation
Camel in Action
United States Official Postal Guide

The 'spring Framework' is an open origin program model and eversion of command receptacle for the Java program. There has never been a Spring Framework Guide like this. It contains 74 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about Spring Framework. A quick look inside of some of the subjects covered: Grails (framework) - Integration with the Java platform, WaveMaker, Comparison of open-source software hosting facilities - Popularity, Apache MINA

- Advantages, Spring Framework - Transaction management framework, NetBeans - Current versions, ASP.NET - Frameworks, Spring Framework - Inversion of control container (dependency injection), Dependency injection - Basics, MyEclipse - Present in all editions, AspectJ - AspectJ compatibility and implementations, Google App Engine Runtimes and frameworks, ColdSpring Framework, Extension (computing) - Java, SpringSource, Spring Roo, Enterprise JavaBean - Rapid adoption followed by criticism, Spring Roo - Standards and Technology Compatibility, Spring Framework - Model-view-controller framework, Spring Framework - Criticisms, AppFuse, Apache James - Development, Cloud Foundry Supported Runtimes and Frameworks, Rod Johnson (programmer), Grails (framework) - Overview, Neo4j, GoPivotal - Application software, Juzu Web Framework, Cloud Foundry Licenses, List of HTTP status codes - 4xx Client Error, JIRA - Adoption, Spring Integration, Spring Security, Spring Batch, Google App Engine - Runtimes and frameworks, Apache ServiceMix, IBATIS - History, Symfony - Technical, Spring Framework - Modules, GoPivotal - Open source software, Graph database - APIs and Graph Query/Programming Languages, and much more...

In 2002 the agile manifesto was published. Since then thousands of people have been trained in scrum & other agile ways of working. The first sentence of the agile manifesto says: We are uncovering better ways of developing software by doing it and helping others do it. This book is about helping others and contains tips Yves collected from people in the trenches, eg people who are doing it. agile working improves with more diversity, this book contains tips from 89 different people, living in 28 countries and with 28 (different) nationalities. With tips from: Sander Hoogendoorn Ivan Darmawan Naresh Jain Diana Larsen Michael Sahota Mike Cohn Shane Hastie Ben Linders Katrina Clokie Henrik Kniberg Christopher Avery Johanna Rothman

Karthik Kamal B Ardita Karaj Jutta Eckstein Yassal Sundman Aino Corry Clare Sudbery Rashina Hoda Lisette Sutherland Samantha Laing Karen Graeves Judy Rees Allison Pollard Linda Rising Mina Boström Nakicenovic Michele Sliger Jenni & Ole Jepsen Emilie Franchomme George Dinwiddie Siddharta Govindaraj Woody Zuill Nicole Belilos Vasco Duarte Angela Riggs Chris Matts Bart Vermijlen Lisa Crispin Zuzi Sochova Corey Ladas Rini Van Solingen Dana Pylayeva Stacey Ackerman Tim Ottinger Ivo Peksens Tom Perry Tobias Fors Hina Popal Terry Harmer Olaf Lewitz Joanne Perold Stacia Viscardi Emily Webber Tobias Anderberg Heidi Helfand Ravi Kumar Cesario Ramos Corinna Baldauf Jeff Patton Ron Jeffries Tom Cagley Oana Juncu Nele Van Beveren Jimmy Janlén Irene Kuhn Michael (Mike) Hill Ilan Kirschenbaum Jürgen De Smet Lanette Creamer Daria Bagina Phil Gadzinski Tony Ponton Roman Pichler Madhavi Ledalla Brenda Bao Tze Chin Tang Selena Delesie Molood Ceccarelli Nadezhda Belousova Anke Maerz Daniel Terhorst-North Deepti Jain Karen Catlin Tsutomu Yasui Kanatcha Sakdiset Kevlin Henney

Construct a robust end-to-end solution for analyzing and visualizing streaming data Real-time analytics is the hottest topic in data analytics today. In Real-Time Analytics: Techniques to Analyze and Visualize Streaming Data, expert Byron Ellis teaches data analysts technologies to build an effective real-time analytics platform. This platform can then be used to make sense of the constantly changing data that is beginning to outpace traditional batch-based analysis platforms. The author is among a very few leading experts in the field. He has a prestigious background in research, development, analytics, real-time visualization, and Big Data streaming and is uniquely qualified to help you explore this revolutionary field. Moving from a description of the overall analytic architecture of real-time analytics to using specific tools to

obtain targeted results, Real-Time Analytics leverages open source and modern commercial tools to construct robust, efficient systems that can provide real-time analysis in a cost-effective manner. The book includes: A deep discussion of streaming data systems and architectures Instructions for analyzing, storing, and delivering streaming data Tips on aggregating data and working with sets Information on data warehousing options and techniques Real-Time Analytics includes in-depth case studies for website analytics, Big Data, visualizing streaming and mobile data, and mining and visualizing operational data flows. The book's "recipe" layout lets readers quickly learn and implement different techniques. All of the code examples presented in the book, along with their related data sets, are available on the companion website.

Black Apache

A True Story of Murder in the Arctic

Go Web Development Cookbook

Texas Almanac and State Industrial Guide

Beginner's Guide ; Become a Proficient Octave User by Learning this High-level Scientific Numerical Tool from the Ground Up

The Rough Guide to Mexico

It takes a book as versatile as its subject to cover Apache Tomcat, the popular open source Servlet and JSP container and high performance web server. Tomcat: The Definitive Guide is a valuable reference for administrators and webmasters, a useful guide for programmers who want to use Tomcat as their web application server during development or in

production, and an excellent introduction for anyone interested in Tomcat. Updated for the latest version of Tomcat, this new edition offers a complete guide to installing, configuring, maintaining and securing this servlet container. In fact, with such a wealth of new information, this is essentially a new book rather than a simple revision. You will find details for using Tomcat on all major platforms, including Windows, Linux, OS X, Solaris, and FreeBSD, along with specifics on Tomcat configuration files, and step-by-step advice for deploying and running web applications. This book offers complete information for: Installation and startup procedures Configuring Tomcat-including realms, roles, users, servlet sessions, and JNDI resources including JDBC DataSources Deploying web applications-individual servlets and JSP pages, and web application archive files Tuning Tomcat to measure and improve performance Integrating Tomcat with Apache Web Server Securing Tomcat to keep online thugs at bay Tomcat configuration files-server.xml and web.xml, and more Debugging and Troubleshooting-diagnosing problems with Tomcat or a web application Compiling your own Tomcat, rather than using the pre-built release Running two or more Tomcat servlet containers in parallel This book also offers an overview of the Tomcat open source project's community resources, including docs, mailing lists, and more. Community interest fueled a strong demand for a Tomcat guide from

O'Reilly. The result clearly exceeds expectations.

Probably The Best Manageability Guide To Date. There has never been a Manageability Guide like this. It contains 88 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about Manageability. A quick look inside of some of the subjects covered: BlackBerry Enterprise Server - BlackBerry Enterprise Server Resource Kit, Chromatin - Metaphase chromatin (Chromosomes), Oracle Corporation Manageability claim, Linux Terminal Server Project - Fat clients, Span of control - Theoretical considerations, Object-oriented programming - Overview, Emergency Social Services - Regions, Byte (magazine) - The launch of byte.com, ISO 10962 - Background and Goals of Introduction, Intel AMT versions - Versions, Windows Management Instrumentation - Importance of WMI providers, Host Embedded Controller Interface - Details, Enterprise architecture - Enterprise Architecture Description, Diskless node, VMware - Server software, AJAX Service Bus - Key benefits, Hardware Platform Interface - HPI to xTCA Mapping Specification, Hazard - Prioritization of hazards, Frame-Relay - Local management interface (LMI), G.hn - Industry Analysts, Partition

(database), Wake-on-LAN - History, Office Communications Server - Client software and devices, The Open Group - Inventions and standards, HP-UX, Apache MINA - Advantages, IaaS - Advantages, Ericom Software - Overview, File Area Network - SAN, IT infrastructure - Overview, Business requirements - Difficulties, List of system quality attributes, Digital inheritance - Limitations and alternatives, Cloud hosting - Overview, and much more...

Complete, Unabridged Guide to Play Framework . Get the information you need--fast! This comprehensive guide offers a thorough view of key knowledge and detailed insight. It's all you need. Here's part of the content - you would like to know it all? Delve into this book today!..... : It included a migration from Apache MINA to JBoss Netty, Scala support, native GlassFish container, an asynchronous web services library, OAuth support, HTTPS support and other features. ...It included dependency management with Apache Ivy, support for WebSockets, integrated database migration (reversion is not implemented yet), a switch to the H2 database and other features. ... Although Play applications are designed to be run using the built-in JBoss Netty web server, they can also be packaged as WAR files to be distributed to standard Java EE application servers. ... Asynchronous I/O: due to using JBoss Netty as its web server, Play can service long requests asynchronously rather than tying up HTTP threads doing

business logic like Java EE frameworks that don't use the asynchronous support offered by Servlet 3. There is absolutely nothing that isn't thoroughly covered in the book. It is straightforward, and does an excellent job of explaining all about Play Framework in key topics and material. There is no reason to invest in any other materials to learn about Play Framework . You'll understand it all. Inside the Guide: Play Framework , Zend Framework, XML, WordPress, Web template, Web application framework, WebWork, WaveMaker, TYPO3, Symfony, Spring Framework, Software release life cycle, Software license, Smalltalk, Simple Mail Transfer Protocol, Simple Build Tool, Selenium (software), Seine-et-Marne, Seaside (software), script.aculo.us, Scala (programming language), Ruby on Rails, Python (programming language), Programming language, Perl, PHP, Oracle Application Express, Open source, OpenID, OAuth, Mashape, Makumba (framework), Lua (programming language), Jspx-bay, Joomla, Java annotation, Java Platform, Enterprise Edition, Java Persistence API, Java (programming language), JavaServer Faces, JavaScript, JSON, ItsNat, Internationalization and localization, Hard copy, Grails (framework), Google App Engine, GlassFish, GitHub, Fusebox (programming), Flexive, Ext JS, Erlang (programming language), English language, E-book, Dojo Toolkit, Comparison of web application frameworks, Common Lisp, ColdSpring Framework, Cloud computing, Base One Foundation Component Library,

Application programming interface, AppFuse, Apache Wicket, Apache
Struts, ASP.NET MVC Framework, AIDA/Web, Play Framework
Cool Developers Reveal the Details of their Cooler Apps
Big Data Processing with Apache Spark
The Monitor Guide to Post Offices and Railroad Stations in the United
States and Canada
Build full-stack web applications with Go
Deep Learning
Internet and Distributed Computing Systems

Enterprise Integration Patterns provides an invaluable catalog of sixty-five
patterns, with real-world solutions that demonstrate the formidable of messaging
and help you to design effective messaging solutions for your enterprise. The
authors also include examples covering a variety of different integration
technologies, such as JMS, MSMQ, TIBCO ActiveEnterprise, Microsoft BizTalk,
SOAP, and XSL. A case study describing a bond trading system illustrates the
patterns in practice, and the book offers a look at emerging standards, as well as
insights into what the future of enterprise integration might hold. This book
provides a consistent vocabulary and visual notation framework to describe large-
scale integration solutions across many technologies. It also explores in detail the
advantages and limitations of asynchronous messaging architectures. The
authors present practical advice on designing code that connects an application
to a messaging system, and provide extensive information to help you determine

when to send a message, how to route it to the proper destination, and how to monitor the health of a messaging system. If you want to know how to manage, monitor, and maintain a messaging system once it is in use, get this book.
Part of Packt's cookbook series, this book is packed with easy to follow recipes containing step-by-step instructions. The book is designed in such a way that you can read it chapter by chapter, or refer to the tasks in no particular order. This book is for Drools developers who want to improve their current working methods and discover new features to apply to their projects. Readers are expected to be familiar with the basics of the Drools platform as well as Java.
86 recipes on how to build fast, scalable, and powerful web services and applications with Go Key Features Become proficient in RESTful web services Build scalable, high-performant web applications in Go Get acquainted with Go frameworks for web development Book Description Go is an open source programming language that is designed to scale and support concurrency at the language level. This gives you the liberty to write large concurrent web applications with ease. From creating web application to deploying them on Amazon Cloud Services, this book will be your one-stop guide to learn web development in Go. The Go Web Development Cookbook teaches you how to create REST services, write microservices, and deploy Go Docker containers. Whether you are new to programming or a professional developer, this book will help get you up to speed with web development in Go. We will focus on writing modular code in Go; in-depth informative examples build the base, one step at a

time. You will learn how to create a server, work with static files, SQL, NoSQL databases, and Beego. You will also learn how to create and secure REST services, and create and deploy Go web application and Go Docker containers on Amazon Cloud Services. By the end of the book, you will be able to apply the skills you've gained in Go to create and explore web applications in any domain. What you will learn Create a simple HTTP and TCP web server and understand how it works Explore record in a MySQL and MongoDB database Write and consume RESTful web service in Go Invent microservices in Go using Micro – a microservice toolkit Create and Deploy the Beego application with Nginx Deploy Go web application and Docker containers on an AWS EC2 instance Who this book is for This book is for Go developers interested in learning how to use Go to build powerful web applications. A background in web development is expected.
Java Cookbook
Designing, Building, and Deploying Messaging Solutions
Ground Zero
A Reference Guide
The Standard Guide, Washington
Effective Java

At the End of the World is the remarkable story of a series of murders that occurred in an extremely remote corner of the Arctic in 1941. Those murders show that senseless violence in the name of religion is not only a contemporary phenomenon, and that a people as seemingly

peaceful as the Inuit can become unpeaceful at the drop of a hat or, in this instance, a meteor shower. At the same time, the book is a warning cry against the destruction of what's left of our culture's humanity, along the destruction of the natural world. Has technology deprived us of our eyes? the author asks. Has it deprived the world of birds, beasts, and flowers? Lawrence Millman's At the End of the World is a brilliant and original book by one of the boldest writers of our era.

A gripping story of action in the Old West from Clay Fisher, a five-time Spur Award-winning author and recipient of the Levi Strauss Award for Lifetime Achievement. He was a legend with a blood price on his head both north and south of the border; a renegade, black West Point man now living among the hostile bronco Apaches, and waging a war of vengeance against two governments. But when a courageous Mestizo priest with a desperate dream needed a man of strength to fulfill his vision, there was only one warrior fierce enough to turn to. It was the one they called the Black Apache.

Explore the fundamentals of systems programming starting from kernel API and filesystem to network programming and process communications Key FeaturesLearn how to write Unix and Linux system code in Golang v1.12Perform inter-process communication using pipes, message queues, shared memory, and semaphoresExplore modern Go features such as

goroutines and channels that facilitate systems programmingBook Description System software and applications were largely created using low-level languages such as C or C++. Go is a modern language that combines simplicity, concurrency, and performance, making it a good alternative for building system applications for Linux and macOS. This Go book introduces Unix and systems programming to help you understand the components the OS has to offer, ranging from the kernel API to the filesystem, and familiarize yourself with Go and its specifications. You'll also learn how to optimize input and output operations with files and streams of data, which are useful tools in building pseudo terminal applications. You'll gain insights into how processes communicate with each other, and learn about processes and daemon control using signals, pipes, and exit codes. This book will also enable you to understand how to use network communication using various protocols, including TCP and HTTP. As you advance, you'll focus on Go's best feature-concurrency helping you handle communication with channels and goroutines, other concurrency tools to synchronize shared resources, and the context package to write elegant applications. By the end of this book, you will have learned how to build concurrent system applications using Go What you will learnExplore concepts of system programming using Go and concurrencyGain insights into Golang's internals, memory models and

allocationFamiliarize yourself with the filesystem and IO streams in generalHandle and control processes and daemons' lifetime via signals and pipesCommunicate with other applications effectively using a networkUse various encoding formats to serialize complex data structuresBecome well-versed in concurrency with channels, goroutines, and syncUse concurrency patterns to build robust and performant system applicationsWho this book is for If you are a developer who wants to learn system programming with Go, this book is for you. Although no knowledge of Unix and Linux system programming is necessary, intermediate knowledge of Go will help you understand the concepts covered in the book
Play Framework - Unabridged Guide
JBPM5 Developer Guide
A Practitioner's Approach
Manageability 88 Success Secrets - 88 Most Asked Questions on Manageability - What You Need to Know
GNU Octave
7th International Conference, IDCS 2014, Calabria, Italy, September 22-24, 2014, Proceedings

Offers thorough introductions to several of the Apache Foundation's hottest projects, including Xerces, Axis, and Xindice. Shows you how to build XML-driven websites using the popular Cocoon project. Demonstrates how to transform XML-based documents into a variety of

formats, including PDF, SVG, and PS, using the Formatting Objects Processor (FOP) project. Includes a concise introduction to XML and Web Services.

At the End of the WorldA True Story of Murder in the ArcticMacmillan

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java™, Second Edition, presents the most

practical, authoritative guidelines available for writing efficient, well-designed programs.
Bullinger's Postal and Shippers Guide for the United States and Canada
A Handbook for Visitors
Spring Framework 74 Success Secrets - 74 Most Asked Questions on Spring Framework - What You Need to Know
Bullinger's Postal and Shipping Guide for the United States & Canada
HTTP
Pro Apache XML

Although interest in machine learning has reached a high point, lofty expectations often scuttle projects before they get very far. How can machine learning—especially deep neural networks—make a real difference in your organization? This hands-on guide not only provides the most practical information available on the subject, but also helps you get started building efficient deep learning networks. Authors Adam Gibson and Josh Patterson provide theory on deep learning before introducing their open-source Deeplearning4j (DL4J) library for developing production-class workflows. Through real-world examples, you'll learn methods and strategies for training deep network architectures and running deep learning workflows on Spark and Hadoop with DL4J. Dive into machine learning concepts in general, as well as deep learning in particular Understand how deep networks evolved from neural network fundamentals Explore the major deep network architectures, including Convolutional and Recurrent Learn how to map specific deep networks to the right problem Walk through the fundamentals of tuning general neural networks and specific deep network architectures Use

vectorization techniques for different data types with DataVec, DL4J's workflow tool Learn how to use DL4J natively on Spark and Hadoop

Summary Netty in Action introduces the Netty framework and shows you how to incorporate it into your Java network applications. You'll learn to write highly scalable applications without the need to dive into the low-level non-blocking APIs at the core of Java. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Netty is a Java-based networking framework that manages complex networking, multithreading, and concurrency for your applications. And Netty hides the boilerplate and low-level code, keeping your business logic separate and easier to reuse. With Netty, you get an easy-to-use API, leaving you free to focus on what's unique to your application. About the Book Netty in Action introduces the Netty framework and shows you how to incorporate it into your Java network applications. You will discover how to write highly scalable applications without getting into low-level APIs. The book teaches you to think in an asynchronous way as you work through its many hands-on examples and helps you master the best practices of building large-scale network apps. What's Inside Netty from the ground up Asynchronous, event-driven programming Implementing services using different protocols Covers Netty 4.x About the Reader This book assumes readers are comfortable with Java and basic network architecture. About the Authors Norman Maurer is a senior software engineer at Apple and a core developer of Netty. Marvin Wolfthal is a Dell Services consultant who has implemented mission-critical enterprise systems using Netty. Table of Contents PART 1 NETTY CONCEPTS AND ARCHITECTURE Netty-asynchronous and event-driven Your first Netty application Netty components and design Transports ByteBuf ChannelHandler and

ChannelPipeline EventLoop and threading model Bootstrapping Unit testing PART 2 CODECS The codec framework Provided ChannelHandlers and codecs PART 3 NETWORK PROTOCOLS WebSocket Broadcasting events with UDP PART 4 CASE STUDIES Case studies, part 1 Case studies, part 2

This is a practical, step-by-step guide that will help you to quickly become a proficient Octave user. The book is packed with clear examples, screenshots, and code to carry out your data analysis without any problems. This book is intended for anyone interested in scientific computing and data analysis. The reader should have a good level of mathematics and a basic understanding of programming will be useful, although it is not a prerequisite.

The Definitive Guide

Techniques to Analyze and Visualize Streaming Data

At the End of the World

The New Standard Guidebook to the Mexican Republic, with Chapters on Cuba, the Bahama Islands, and the Ocean Routes to Mexico; with 2 Maps and 27 Plans

Hands-On System Programming with Go

A Quick Retrieval Handbook

This book constitutes the refereed proceedings of the 7th International Conference on Internet and Distributed Computing Systems, IDCS 2014, held in Calabria, Italy, in September 2014. The 23 revised full and 15 revised short papers presented were carefully reviewed and selected from 50 submissions. The papers cover the following topics: ad-hoc and sensor networks; internet and Web technologies; network operations and management; multi-agent systems; cloud-based information infrastructures. Summary Camel in Action, Second Edition is the most complete Camel book on the market. Written by

core developers of Camel and the authors of the highly acclaimed first edition, this book distills their experience and practical insights so that you can tackle integration tasks like a pro. Forewords by James Strachan and Dr. Mark Little Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Apache Camel is a Java framework that implements enterprise integration patterns (EIPs) and comes with over 200 adapters to third-party systems. A concise DSL lets you build integration logic into your app with just a few lines of Java or XML. By using Camel, you benefit from the testing and experience of a large and vibrant open source community. About the Book Camel in Action, Second Edition is the definitive guide to the Camel framework. It starts with core concepts like sending, receiving, routing, and transforming data. It then goes in depth on many topics such as how to develop, debug, test, deal with errors, secure, scale, cluster, deploy, and monitor your Camel applications. The book also discusses how to run Camel with microservices, reactive systems, containers, and in the cloud. What's Inside Coverage of all relevant EIPs Camel microservices with Spring Boot Camel on Docker and Kubernetes Error handling, testing, security, clustering, monitoring, and deployment Hundreds of examples in Java and XML About the Reader Readers should be familiar with Java. This book is accessible to beginners and invaluable to experts. About the Author Claus Ibsen is a senior principal engineer working for Red Hat specializing in cloud and integration. He has worked on Apache Camel for the last nine years where he heads the project. Claus lives in Denmark. Jonathan Anstey is an engineering manager at Red Hat and a core Camel contributor. He lives in Newfoundland, Canada. Table of Contents Part 1 - First steps Meeting Camel Routing with Camel Part 2 - Core Camel Transforming data with Camel Using beans with Camel Enterprise integration patterns Using components Part 3 - Developing and testing Microservices Developing Camel projects Testing RESTful web services Part 4 - Going further with Camel Error

handling Transactions and idempotency Parallel processing Securing Camel Part 5 - Running and managing Camel Running and deploying Camel Management and monitoring Part 6 - Out in the wild Clustering Microservices with Docker and Kubernetes Camel tooling Bonus online chapters Available at https://www.manning.com/books/camel-in-?action-second-edition and in electronic versions of this book: Reactive Camel Camel and the IoT by Henryk Konsek

Build modern and concurrent applications for Unix and Linux systems using Golang

Drools Developer's Cookbook

Solutions and Examples for Java Developers

Enterprise Integration Patterns

With Shipping Directions by Express and Freight Lines