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Go Progra  
Blueprints Second

mming  
Edition

*Blueprint*

*s Second*

*Edition*

***A new edition of  
the most popular  
book of project  
management  
case studies,***

*Page 1/425*

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*expanded to include more than 100 cases plus a "super case" on the Iridium Project Case studies are an important part of project management education and training. This Fourth Edition of Harold Kerzner's*

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***Project Management Case Studies features a number of new cases covering value measurement in project management. Also included is the well-received "super case," which covers all***

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*Edition*

***aspects of  
project  
management and  
may be used as a  
capstone for a  
course. This new  
edition: Contains  
100-plus case  
studies drawn  
from real  
companies to  
illustrate both  
successful and  
poor***

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*implementation  
of project  
management*

*Represents a  
wide range of  
industries,  
including  
medical and  
pharmaceutical,  
aerospace,  
manufacturing,  
automotive,  
finance and  
banking, and tele*

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*communications  
Blueprints, Second  
Edition*  
***Covers cutting-  
edge areas of  
construction and  
international  
project  
management  
plus a "super  
case" on the  
Iridium Project,  
covering all  
aspects of  
project  
management***

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***Follows and  
supports  
preparation for  
the Project  
Management  
Professional  
(PMP®)  
Certification  
Exam Project  
Management  
Case Studies,  
Fourth Edition is  
a valuable  
resource for***

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*students, as well  
as practicing  
engineers and  
managers, and  
can be used on  
its own or with  
the new Eleventh  
Edition of Harold  
Kerzner's  
landmark  
reference,  
Project  
Management: A  
Systems*



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***Approach to  
Planning,  
Scheduling, and  
Controlling.***

***(PMP and Project  
Management  
Professional are  
registered marks  
of the Project  
Management  
Institute, Inc.)***

***Learn the tools  
and techniques  
of game design***

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***using a project-  
based approach  
with Unreal***

***Engine 4 and***

***C++ Key***

***FeaturesKickstar***

***t your career or***

***dive into a new***

***hobby by***

***exploring game***

***design with UE4***

***and C++Learn***

***the techniques***

***needed to***

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***prototype and  
develop your own  
ideas Reinforce  
your skills with  
project-based  
learning by  
building a series  
of games from  
scratch***  
***Book  
Description  
Game  
development can  
be both a  
creatively***

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*fulfilling hobby  
and a full-time  
career path. It's  
also an exciting  
way to improve  
your C++ skills  
and apply them  
in engaging and  
challenging  
projects. Game  
Development  
Projects with  
Unreal Engine  
starts with the*

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*basic skills you'll  
need to get*

*started as a  
game developer.*

*The  
fundamentals of  
game design will  
be explained  
clearly and  
demonstrated  
practically with  
realistic  
exercises. You'll  
then apply what*

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Programming

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***you've learned with challenging activities. The book starts with an introduction to the Unreal Editor and key concepts such as actors, blueprints, animations, inheritance, and player input. You'll then move***

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*on to the first of  
three projects:*

*building a  
dodgeball game.*

*In this project,  
you'll explore  
line traces,  
collisions,  
projectiles, user  
interface, and  
sound effects,  
combining these  
concepts to  
showcase your*

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Programming

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***new skills. You'll then move on to the second project; a side-scroller game, where you'll implement concepts including animation blending, enemy AI, spawning objects, and collectibles. The***



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*final project is an FPS game, where you will cover the key concepts behind creating a multiplayer environment. By the end of this Unreal Engine 4 game development book, you'll have the confidence and knowledge to*

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***get started on  
your own***

***creative UE4  
projects and  
bring your ideas  
to life. What you  
will learn Create  
a fully-functional  
third-person  
character and  
enemies Build  
navigation with  
keyboard, mouse,  
gamepad, and***

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***touch  
controlsProgram  
logic and game  
mechanics with  
collision and  
particle  
effectsExplore AI  
for games with  
Blackboards and  
Behavior  
TreesBuild  
character  
animations with  
Animation***

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***Blueprints and  
Montages Test  
your game for  
mobile devices  
using mobile  
preview Add  
polish to your  
game with visual  
and sound  
effects Master the  
fundamentals of  
game UI design  
using a heads-up  
display Who this***

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***book is for This  
book is suitable  
for anyone who  
wants to get  
started using  
UE4 for game  
development. It  
will also be  
useful for anyone  
who has used  
Unreal Engine  
before and wants  
to consolidate,  
improve and***

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*apply their skills.  
To grasp the  
concepts  
explained in this  
book better, you  
must have prior  
knowledge of the  
basics of C++  
and understand  
variables,  
functions,  
classes,  
polymorphism,  
and pointers. For*

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*full compatibility  
with the IDE*

*used in this  
book, a Windows  
system is  
recommended.*

*Unleash the  
power of Python  
3 objects About  
This Book Stop  
writing scripts  
and start  
architecting  
programs Learn*

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*the latest Python  
syntax and  
libraries A*

*practical, hands-  
on tutorial that  
teaches you all  
about abstract  
design patterns  
and how to  
implement them  
in Python 3 Who  
This Book Is For  
If you're new to  
object-oriented*



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*programming  
Blueprints Second  
Edition*

***programming  
techniques, or if  
you have basic  
Python skills and  
wish to learn in  
depth how and  
when to correctly  
apply object-  
oriented  
programming in  
Python to design  
software, this is  
the book for you.  
What You Will***

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*Learn Implement  
Blueprints Second  
Edition*  
***objects in Python  
by creating  
classes and  
defining methods  
Separate related  
objects into a  
taxonomy of  
classes and  
describe the  
properties and  
behaviors of  
those objects via  
the class***

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*interface Extend  
class*

*functionality  
using inheritance  
Understand when  
to use object-  
oriented  
features, and  
more importantly  
when not to use  
them Discover  
what design  
patterns are and  
why they are*

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Programming

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***different in  
Python Uncover  
the simplicity of  
unit testing and  
why it's so  
important in  
Python Grasp  
common  
concurrency  
techniques and  
pitfalls in Python  
3 Exploit object-  
oriented  
programming in***

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**key Python technologies such as Kivy and Django. Object-oriented programming concurrently with asyncio In Detail Python 3 is more versatile and easier to use than ever. It runs on all major platforms in a**

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Blueprints Second  
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***huge array of use cases. Coding in***

***Python***

***minimizes***

***development***

***time and***

***increases***

***productivity in***

***comparison to***

***other languages.***

***Clean,***

***maintainable***

***code is easy to***

***both read and***

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***write using Python's clear, concise syntax. Object-oriented programming is a popular design paradigm in which data and behaviors are encapsulated in such a way that they can be manipulated together. Many***

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***modern programming languages utilize the powerful concepts behind object-oriented programming and Python is no exception.***

***Starting with a detailed analysis of object-oriented analysis and design, you***



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***will use the  
Python  
programming  
language to  
clearly grasp key  
concepts from  
the object-  
oriented  
paradigm. This  
book fully  
explains classes,  
data  
encapsulation,  
inheritance,***

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***polymorphism,  
abstraction, and  
exceptions with  
an emphasis on  
when you can use  
each principle to  
develop well-  
designed  
software. You'll  
get an in-depth  
analysis of many  
common object-  
oriented design  
patterns that are***

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*more suitable to Python's unique style. This book will not just teach Python syntax, but will also build your confidence in how to program. You will also learn how to create maintainable applications by*

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*studying higher  
level design  
patterns.*

*Following this,  
you'll learn the  
complexities of  
string and file  
manipulation,  
and how Python  
distinguishes  
between binary  
and textual data.  
Not one, but two  
very powerful*

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***automated  
testing systems  
will be***

***introduced in the  
book. After you  
discover the joy  
of unit testing  
and just how easy  
it can be, you'll  
study higher  
level libraries  
such as database  
connectors and  
GUI toolkits and***

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***learn how they uniquely apply object-oriented principles. You'll learn how these principles will allow you to make greater use of key members of the Python ecosystem such as Django and Kivy. This new edition includes all the***

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*topics that made  
Python 3 Object-  
oriented*

*Programming an  
instant Packt  
classic. It's also  
packed with  
updated content  
to reflect recent  
changes in the  
core Python  
library and  
covers modern  
third-party*

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Blueprints Second  
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***packages that  
were not  
available on the  
Python 3  
platform when  
the book was  
first published.  
Style and  
approach  
Throughout the  
book you will  
learn key object-  
oriented  
programming***



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*techniques*  
Blueprints, Second

*demonstrated by*  
Edition

*comprehensive*  
*case studies in*  
*the context of a*  
*larger project.*

*What will you*  
*learn from this*  
*book? Go makes*  
*it easy to build*  
*software that's*  
*simple, reliable,*  
*and efficient.*

*And this book*

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*makes it easy for  
programmers  
like you to get  
started.*

*Googledesigned  
Go for high-  
performance  
networking and  
multiprocessing,  
but—like Python  
and  
JavaScript—the  
language is easy  
to read and use.*

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***With this practical hands-on guide, you'll learn how to write Go code using clear examples that demonstrate the language in action. Best of all, you'll understand the conventions and techniques that***

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**employers want  
entry-level**

**Godevelopers to  
know. Why does  
this book look so  
different? Based  
on the latest  
research in  
cognitive science  
and learning  
theory, HeadFirst  
Go uses a  
visually rich  
format to engage**

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*your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really*

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**works.**

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**Edition**

**Develop an**

**extendable smart**

**robot capable of**

**performing a**

**complex series of**

**actions with**

**Python and**

**Raspberry Pi Key**

**Features**

**Get up**

**to speed with the**

**fundamentals of**

**robotic**

**programming**

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***and build  
intelligent  
robots Learn how  
to program a  
voice agent to  
control and  
interact with  
your robot's  
behavior Enable  
your robot to see  
its environment  
and avoid  
barriers using  
sensors*****Book**

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***We live in an age where the most complex or repetitive tasks are automated. Smart robots have the potential to revolutionize how we perform all kinds of tasks with high accuracy and***



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*efficiency. With  
this second*

*edition of Learn  
Robotics*

*Programming,  
you'll see how a  
combination of  
the Raspberry Pi  
and Python can  
be a great  
starting point for  
robot*

*programming.  
The book starts*

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Programming  
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***by introducing  
you to the basic  
structure of a  
robot and shows  
you how to  
design, build,  
and program it.  
As you make your  
way through the  
book, you'll add  
different outputs  
and sensors,  
learn robot  
building skills,***

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*and write code to add autonomous behavior using sensors and a camera. You'll also be able to upgrade your robot with Wi-Fi connectivity to control it using a smartphone. Finally, you'll understand how you can apply the*

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***skills that you've  
learned to  
visualize, lay out,  
build, and code  
your future robot  
building projects.  
By the end of  
this book, you'll  
have built an  
interesting robot  
that can perform  
basic artificial  
intelligence  
operations and***

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***be well versed in  
programming  
robots and  
creating complex  
robotics projects  
using what  
you've learned.***

***What you will  
learnLeverage  
the features of  
the Raspberry Pi  
OSDiscover how  
to configure a  
Raspberry Pi to***

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robotInterface

*motors and*

*sensors with a*

*Raspberry*

*PiCode your*

*robot to develop*

*engaging and*

*intelligent robot*

*behaviorExplore*

*AI behavior such*

*as speech*

*recognition and*

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***visual  
processing*** Find  
***out how you can  
control AI robots  
with a mobile  
phone over Wi-  
Fi*** Understand  
***how to choose  
the right parts  
and assemble  
your robot*** Who  
***this book is for***  
***This second  
edition of Learn***

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***Robotics  
Programming is  
for  
programmers,  
developers, and  
robotics  
enthusiasts who  
want to develop a  
fully functional  
robot and  
leverage AI to  
build interactive  
robots. Basic  
knowledge of the***



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***Python programming language will help you understand the concepts covered in this robot programming book more effectively.***

***Get***

***Programming with Go***

***Pro Python***

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***System  
Administration  
Learning QGIS  
Tkinter GUI  
Application  
Development  
Blueprints,  
Second Edition  
Develop quality  
game  
components and  
solve scripting  
problems with  
the power of C++***

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**Go Programming  
Language For  
Dummies**

**An insightful  
guide to learning  
the Go**

**programming  
language About  
This Book**

**Insightful  
coverage of Go  
programming**

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Programming

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*Edition*

***syntax,  
constructs, and  
idioms to help  
you understand  
Go code  
effectively Push  
your Go skills,  
with topics such  
as, data types,  
channels,  
concurrency,  
object-oriented  
Go, testing, and  
network***

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***programming  
Blueprints, Second  
Edition***  
***Each chapter  
provides working  
code samples  
that are  
designed to help  
reader quickly  
understand  
respective topic***  
***Who This Book Is  
For If you have  
prior exposure to  
programming  
and are***

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***interested in learning the Go programming language, this book is designed for you. It will quickly run you through the basics of programming to let you exploit a number of features offered by Go***

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**programming  
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Edition**  
**Install and  
configure the Go  
development  
environment to  
quickly get  
started with your  
first program.  
Use the basic  
elements of the  
language  
including source**

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***code structure,  
variables,  
constants, and  
control flow  
primitives to  
quickly get  
started with Go  
Gain practical  
insight into the  
use of Go's type  
system including  
basic and  
composite types  
such as maps,***



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Programming

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***slices, and  
structs. Use  
interface types  
and techniques  
such as  
embedding to  
create idiomatic  
object-oriented  
programs in Go.  
Develop effective  
functions that  
are encapsulated  
in well-organized  
package***

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***structures with***

***support for error***

***handling and***

***panic recovery.***

***Implement***

***goroutine,***

***channels, and***

***other***

***concurrency***

***primitives to***

***write highly-***

***concurrent and***

***safe Go code***

***Write tested and***

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Edi

***benchmarked  
code using Go's  
built test tools***

***Access OS***

***resources by  
calling C libraries  
and interact with  
program***

***environment at  
runtime In Detail***

***The Go***

***programming  
language has  
firmly***

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***established itself  
as a favorite for  
building complex  
and scalable  
system  
applications. Go  
offers a direct  
and practical  
approach to  
programming  
that let  
programmers  
write correct and  
predictable code***

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Programming

**using**

Blueprints Second

**idioms and a full-  
featured**

**standard library.**

**This is a step-by-  
step, practical**

**guide full of real  
world examples**

**to help you get  
started with Go**

**in no time at all.**

**We start off by  
understanding**

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Programming

**the**

**fundamentals of**

**Go, followed by a**

**detailed**

**description of**

**the Go data**

**types, program**

**structures and**

**Maps. After this,**

**you learn how to**

**use Go**

**concurrency**

**idioms to avoid**

**pitfalls and**

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**create programs that are exact in expected behavior. Next, you will be familiarized with the tools and libraries that are available in Go for writing and exercising tests, benchmarking, and code coverage.**

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***Finally, you will be able to utilize some of the most important features of GO such as, Network Programming and OS integration to build efficient applications. All the concepts are explained in a crisp and concise***



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Edition

***manner and by  
the end of this  
book; you would  
be able to create  
highly efficient  
programs that  
you can deploy  
over cloud. Style  
and approach  
The book is  
written to serve  
as a reader-  
friendly step-by-  
step guide to***

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***learning the Go programming language. Each topic is sequentially introduced to build on previous materials covered. Every concept is introduced with easy-to-follow code examples that focus on***

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*maximizing the  
understanding of  
the topic at  
hand.*

*The Go  
Programming  
Language is the  
authoritative  
resource for any  
programmer who  
wants to learn  
Go. It shows how  
to write clear  
and idiomatic Go*

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**to solve real-world problems.**

**The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most**

**comfortable with JavaScript, Ruby,**

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***Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters***

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Programming

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**cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from**

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***the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The***

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**chapters on  
methods and  
interfaces  
introduce Go's  
unconventional  
approach to  
object-oriented  
programming, in  
which methods  
can be declared  
on any type and  
interfaces are  
implicitly  
satisfied. They**



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***explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which***

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***covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of***

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**concurrency with  
shared variables.**

***These chapters  
provide a solid  
foundation for  
programmers  
encountering  
concurrency for  
the first time.***

***The final two  
chapters explore  
lower-level  
features of Go.***

***One covers the***

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**art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C**

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*libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications.*

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*Each chapter has  
exercises to test  
your*

*understanding  
and explore  
extensions and  
alternatives.*

*Source code is  
freely available  
for download  
from*

*<http://gopl.io/>  
and may be  
conveniently*

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***fetched, built,  
and installed  
using the go get  
command.***

***The latest guide  
to using QGIS  
2.14 to create  
great maps and  
perform***

***geoprocessing  
tasks with ease***

***About This Book***

***Learn how to  
work with***

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***various data and  
create beautiful  
maps using this  
easy-to-follow  
guide. Give a  
touch of  
professionalism  
to your maps  
both for  
functionality and  
look and feel  
with the help of  
this practical  
guide. A***



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***progressive  
hands-on guide  
that builds on a  
geo-spatial data  
and adds more  
reactive maps by  
using geometry  
tools. Who This  
Book Is For This  
book is great for  
users,  
developers, and  
consultants who  
know the basic***

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***functions and  
processes of GIS  
and want to  
learn to use QGIS  
to analyze  
geospatial data  
and create rich  
mapping  
applications. If  
you want to take  
advantage of the  
wide range of  
functionalities  
that QGIS offers,***

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*then this is the  
book for you.*

***What You Will  
Learn Install  
QGIS and get  
familiar with the  
user interface  
Load vector and  
raster data from  
files, databases,  
and web services  
Create, visualize,  
and edit spatial  
data Perform***

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tasks and  
automate them  
Create advanced  
cartographic  
outputs Design  
great print maps  
Expand QGIS  
using Python In  
Detail QGIS is a  
user-friendly  
open source  
geographic  
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***system (GIS) that runs on Linux, Unix, Mac OS X, and Windows. The popularity of open source geographic information systems and QGIS in particular has been growing rapidly over the last few years.***

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Third Edition is a  
practical, hands-  
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updated for QGIS  
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provides you  
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to help you apply  
your GIS  
knowledge to  
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book will**

Blueprints Second

**introduce you to**

**working with**

**QGIS quickly and**

**painlessly. This**

**book takes you**

**from installing**

**and configuring**

**QGIS to handling**

**spatial data to**

**creating great**

**maps. You will**

**learn how to load**

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***and visualize  
existing spatial  
data and create  
data from  
scratch. You will  
get to know  
important  
plugins, perform  
common  
geoprocessing  
and spatial  
analysis tasks  
and automate  
them with***



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it effectively in a  
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setting. About  
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are both  
authors,  
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each project, the  
author will  
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***problem, design  
the solution,  
and go through  
the more  
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project is  
accompanied by  
the source code  
of a fully  
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***prototype, which  
you'll be able to  
use immediately  
or adapt to your  
requirements  
and  
environment.***

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at experienced  
system  
administrators***



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automation and  
want to apply  
their Python  
knowledge to  
solve various  
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administration  
problems.***

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specific  
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n-bureaucratic  
processes to  
help your  
community  
perform tasks,***

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*work together,  
and share  
successes*

*Provide tools  
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that let  
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work quickly  
Create buzz  
around your  
community to*

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clearly comes  
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have been  
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Engineer “Most  
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*developer,  
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the greatest  
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saved my  
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*should be a*

*desktop*

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*for a living.”*

*—Jared*

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reliable, high-  
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data structures  
including slices,  
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and  
pointersDevelop  
reusable  
packages with  
reflection and in  
terfacesBecome  
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e concurrent  
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clients and  
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for working with  
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***Python***

***Programming***

***Blueprints***

Summary Go in Action introduces the Go language, guiding you from inquisitive developer to Go guru. The book begins by

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introducing the  
unique features  
and concepts of  
Go. Then, you'll  
get hands-on  
experience writing  
real-world  
applications  
including websites  
and network  
servers, as well as  
techniques to

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convert data at  
speeds that will  
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About the  
Technology  
Application

development can  
be tricky enough  
even when you  
aren't dealing with  
complex systems  
programming  
problems like web-  
scale concurrency  
and real-time



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performance.

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While it's possible

to solve these

common issues

with additional

tools and

frameworks, Go

handles them right

out of the box,

making for a more

natural and

productive coding

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Programming

experience.

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Developed at

Edition

Google, Go powers

nimble startups as

well as big enterpr

ises—companies

that rely on high-

performing

services in their

infrastructure.

About the Book Go

in Action is for any

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intermediate-level  
developer who has  
experience with

other

programming

languages and

wants a jump-start

in learning Go or a

more thorough

understanding of

the language and

its internals. This

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book provides an intensive, comprehensive, and idiomatic view of Go. It focuses on the specification and implementation of the language, including topics like language syntax, Go's type

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Programming

system,

Blueprints, Second

concurrency,

Edition

channels, and

testing. What's

Inside Language

specification and

implementation

Go's type system

Internals of Go's

data structures

Testing and

benchmarking

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About the Reader  
This book assumes  
you're a working  
developer  
proficient with  
another language  
like Java, Ruby,  
Python, C#, or  
C++. About the  
Authors William  
Kennedy is a  
seasoned software

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developer and  
author of the blog  
GoingGo.Net. Brian  
Ketelsen and Erik  
St. Martin are the  
organizers of  
GopherCon and  
coauthors of the  
Go-based Skynet  
framework. Table  
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Introducing Go Go

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Programming  
Blueprints Second  
Edition

quick-start

Packaging and

tooling Arrays,

slices, and maps

Go's type system

Concurrency

Concurrency

patterns Standard

library Testing and

benchmarking

Ready, set,

program with Go!



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Now is the perfect time to learn the Go Programming Language. It ' s one of the most in-demand languages among tech recruiters and developers love its simplicity and power. Go Programming

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Language For  
Dummies is an  
easy way to add  
this top job skill to  
your toolkit.

Written for novice  
and experienced  
coders alike, this  
book traverses  
basic syntax,  
writing functions,  
organizing data,

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Programming  
Blueprints Second  
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building packages,  
and interfacing  
with APIs. Go—or  
GoLang, as it ' s  
also known—has  
proven to be a  
strong choice for  
developers  
creating  
applications for  
the cloud-based  
world we live in.

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This book will put you on the path to using the language that 's created some of today 's leading web applications, so you can steer your career where you want to Go! Learn how Go works and start writing

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programs and  
modules Install  
and implement the  
most powerful  
third-party Go  
packages Use Go  
in conjunction  
with web services  
and MySQL  
databases Keep  
your codebase  
organized and use

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Go to structure data. With this book, you can join the growing numbers of developers using Go to create 21st century solutions. Step inside to take start writing code that puts data in users ' hands.

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Get to grips with traditional computer vision algorithms and deep learning approaches, and build real-world applications with OpenCV and other machine learning frameworks

Key Features

*Page 199/425*

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Understand how to capture high-quality image data, detect and track objects, and process the actions of animals or humans  
Implement your learning in different areas of computer vision



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Explore advanced  
concepts in

OpenCV such as  
machine learning,  
artificial neural  
network, and  
augmented reality

Book Description

OpenCV is a native  
cross-platform C++  
library for  
computer vision,

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machine learning,  
and image

processing. It is  
increasingly being  
adopted in Python  
for development.

This book will get  
you hands-on with  
a wide range of  
intermediate to  
advanced projects  
using the latest

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version of the  
framework and  
language, OpenCV  
4 and Python 3.8,  
instead of only  
covering the core  
concepts of  
OpenCV in  
theoretical lessons.  
This updated  
second edition will  
guide you through

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working on  
independent  
hands-on projects  
that focus on  
essential OpenCV  
concepts such as  
image processing,  
object detection,  
image  
manipulation,  
object tracking,  
and 3D scene

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reconstruction, in addition to statistical learning and neural networks. You ' ll begin with concepts such as image filters, Kinect depth sensor, and feature matching. As you advance,

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you ' ll not only get hands-on with reconstructing and visualizing a scene in 3D but also learn to track visually salient objects. The book will help you further build on your skills by demonstrating

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how to recognize  
traffic signs and  
emotions on faces.

Later, you ' ll  
understand how to  
align images, and  
detect and track  
objects using  
neural networks.  
By the end of this  
OpenCV Python  
book, you ' ll have

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gained hands-on  
experience and  
become proficient  
at developing  
advanced  
computer vision  
apps according to  
specific business  
needs. What you  
will learn Generate  
real-time visual  
effects using



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filters and image  
manipulation  
techniques such as  
dodging and  
burning Recognize  
hand gestures in  
real-time and  
perform hand-  
shape analysis  
based on the  
output of a  
Microsoft Kinect

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Programming

sensor Learn

Blueprints, Second

feature extraction

and feature

matching to track

arbitrary objects

of interest

Reconstruct a 3D

real-world scene

using 2D camera

motion and

camera

reprojection

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techniques Detect  
faces using a  
cascade classifier  
and identify  
emotions in  
human faces using  
multilayer  
perceptrons  
Classify, localize,  
and detect objects  
with deep neural  
networks Who this

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book is for This  
book is for  
intermediate-level  
OpenCV users who  
are looking to  
enhance their  
skills by  
developing  
advanced  
applications.

Familiarity with  
OpenCV concepts

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and Python

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libraries, and basic

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knowledge of the

Python

programming

language are

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Learn all the Java

and Android skills

you need to start

making powerful

mobile

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applications with  
practical and  
actionable steps

Key Features Kick-  
start your Android  
programming  
career, or just  
have fun

publishing apps to  
the Google Play  
marketplace A first-  
principles

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introduction to  
Java, via Android,  
which means

you'll be able to  
start building your  
own applications  
from scratchLearn  
by example and  
build four real-  
world apps and  
dozens of mini-  
apps throughout

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the bookBook  
Description Are  
you trying to start  
a career in  
programming, but  
haven't found the  
right way in? Do  
you have a great  
idea for an app,  
but don't know  
how to make it a  
reality? Or maybe



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order to learn

Android, you must

know Java. If so,

then this book is

for you. This new

and expanded

second edition of

Android

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Beginners will be

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your companion to  
create Android Pie  
applications from  
scratch. We will  
introduce you to  
all the  
fundamental  
concepts of  
programming in  
an Android  
context, from the  
basics of Java to

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working with the  
Android API. All  
examples use the  
up-to-date API  
classes, and are  
created from  
within Android  
Studio, the official  
Android  
development  
environment that  
helps supercharge

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your application development process. After this crash course, we'll dive deeper into Android programming and you'll learn how to create applications with a professional-standard UI through fragments

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and store your user's data with SQLite. In addition, you'll see how to make your apps multilingual, draw to the screen with a finger, and work with graphics, sound, and animations too. By the end of this

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book, you'll be  
ready to start  
building your own  
custom

applications in  
Android and Java.

What you will  
learn Master the  
fundamentals of  
coding Java for  
Android Pie Install  
and set up your

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Android

development

environment Build

functional user

interfaces with the

Android Studio

visual designer

Add user

interaction, data

captures, sound,

and animation to

your apps Manage

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your apps' data  
using the built-in  
Android SQLite  
database Find out  
about the design  
patterns used by  
professionals to  
make top-grade  
applications Build,  
deploy, and  
publish real  
Android



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applications to the  
Google Play

marketplaceWho

this book is for

This book is for

you if you are

completely new to

Java, Android, or

programming and

want to make

Android

applications. This

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book also acts as a refresher for those who already have experience of using Java on Android to advance their knowledge and make fast progress through the early projects.

Build real-world,

*Page 226/425*

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production-ready  
solutions in Go  
using cutting-edge  
technology and  
techniques About  
This Book Get up  
to date with Go  
and write code  
capable of  
delivering massive  
world-class scale  
performance and

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to apply the  
nuances of the Go  
language, and get  
to know the open  
source community  
that surrounds it  
to implement a  
wide range of start-  
up quality projects  
Write interesting  
and clever but

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learn skills and  
techniques that  
are directly  
transferrable to  
your own projects  
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familiar with Go  
and are want to  
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work, then this is  
the book for you.

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knowledge is a

must. What You

Will Learn Build

quirky and fun

projects from

scratch while

exploring patterns,

practices, and

techniques, as well

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as a range of  
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different

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technologies

Create websites

and data services

capable of massive

scale using Go's

net/http package,

exploring RESTful

patterns as well as

low-latency

WebSocket APIs

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Interact with a variety of remote web services to consume capabilities ranging from authentication and authorization to a fully functioning thesaurus Develop high-quality command-line



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tools that utilize  
the powerful shell  
capabilities and  
perform well using  
Go's in-built  
concurrency  
mechanisms Build  
microservices for  
larger  
organizations  
using the Go Kit  
library Implement

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database as well as

high-throughput

messaging queue

technology to put

together an

architecture that is

truly ready to

scale Write

concurrent

programs and

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gracefully manage  
the execution of  
them and

communication by  
smartly using  
channels Get a feel  
for app

deployment using  
Docker and Google  
App Engine In  
Detail Go is the  
language of the

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Internet age, and the latest version of Go comes with major architectural changes.

Implementation of the language, runtime, and libraries has changed significantly. The

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compiler and runtime are now written entirely in Go. The garbage collector is now concurrent and provides dramatically lower pause times by running in parallel with other Go routines when

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possible. This book will show you how to leverage all the latest features and much more. This book shows you how to build powerful systems and drops you into real-world situations. You will

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learn to develop  
high-quality  
command-line  
tools that utilize  
the powerful shell  
capabilities and  
perform well using  
Go's in-built  
concurrency  
mechanisms.  
Scale,  
performance, and

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high availability lie at the heart of our projects, and the lessons learned throughout this book will arm you with everything you need to build world-class solutions. You will get a feel for app deployment using



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Docker and Google App Engine. Each project could form the basis of a start-up, which means they are directly applicable to modern software markets. Style and approach This book provides fun projects that

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involve building applications from scratch. These projects will teach you to build chat applications, a distributed system, and a recommendation system.

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The faster way to

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build games using  
UE4 Blueprints

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your first games

and bring your

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UE4 and C++

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Introduction to the

Terrifyingly

Beautiful World of

Computers and

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Future of

Infrastructure

Project

Management

Start thinking about your

development pipeline as

a mission-critical

application. Discover

techniques for

implementing code-

driven infrastructure and

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CI/CD workflows using  
Jenkins, Docker,

Terraform, and cloud-  
native services. In

Pipeline as Code, you  
will master: Building and  
deploying a Jenkins  
cluster from scratch

Writing pipeline as code  
for cloud-native  
applications Automating  
the deployment of  
Dockerized and  
Serverless applications

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Blueprints with Go and  
and Kubernetes

Deploying Jenkins on  
AWS, GCP and Azure  
Managing, securing and  
monitoring a Jenkins  
cluster in production Key  
principles for a successful  
DevOps culture Pipeline  
as Code is a practical  
guide to automating your  
development pipeline in  
a cloud-native, service-

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driven world. You ' ll  
use the latest

infrastructure-as-code  
tools like Packer and  
Terraform to develop  
reliable CI/CD pipelines  
for numerous cloud-  
native applications.

Follow this book's  
insightful best practices,  
and you ' ll soon be  
delivering software  
that ' s quicker to  
market, faster to deploy,

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and with less last-minute production bugs.

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About the technology  
Treat your CI/CD pipeline like the real application it is. With the Pipeline as Code approach, you create a collection of scripts that



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replace the tedious web UI wrapped around most CI/CD systems. Code-driven pipelines are easy to use, modify, and maintain, and your entire CI pipeline becomes more efficient because you directly interact with core components like Jenkins, Terraform, and Docker. About the book *In Pipeline as Code* you'll learn to build

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reliable CI/CD pipelines  
for cloud-native  
applications. With  
Jenkins as the backbone,  
you ' ll  
programmatically control  
all the pieces of your  
pipeline via modern  
APIs. Hands-on  
examples include  
building CI/CD  
workflows for distributed  
Kubernetes applications,  
and serverless functions.

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By the time you're finished, you'll be able to swap manual UI-based adjustments with a fully automated approach! What's inside Build and deploy a Jenkins cluster on scale Write pipeline as code for cloud-native applications Automate the deployment of Dockerized and serverless applications Deploy Jenkins on AWS,

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GCP, and Azure Grasp

key principles of a

successful DevOps

culture About the reader

For developers familiar

with Jenkins and Docker.

Examples in Go. About

the author Mohamed

Labouardy is the CTO

and co-founder of

Crew.work, a Jenkins

contributor, and a

DevSecOps evangelist.

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1 GETTING STARTED  
WITH JENKINS 1

What's CI/CD? 2

Pipeline as code with  
Jenkins PART 2

OPERATING A SELF-  
HEALING JENKINS

CLUSTER 3 Defining  
Jenkins architecture 4

Baking machine images  
with Packer 5

Discovering Jenkins as  
code with Terraform 6

Deploying HA Jenkins

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HANDS-ON CI/CD

PIPELINES 7 Defining a pipeline as code for microservices 8 Running automated tests with Jenkins 9 Building Docker images within a CI pipeline 10 Cloud-native applications on Docker Swarm 11 Dockerized microservices on K8s 12

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Lambda-based serverless  
functions PART 4

MANAGING,  
SCALING, AND  
MONITORING

JENKINS 13 Collecting  
continuous delivery  
metrics 14 Jenkins  
administration and best  
practices

Master application  
development by writing  
succinct, robust, and  
reusable code with Qt 5

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5 with C++14 Integrate

useful third-party

libraries such as OpenCV

Package and deploy your

application on multiple

platforms Who This

Book Is For This book

will appeal to developers

and programmers who

would like to build GUI-

based applications.

Knowledge of C++ is



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necessary and the basics  
of Qt would be helpful.

What You Will Learn

Create stunning UIs with  
Qt Widget and Qt Quick  
Develop powerful, cross-  
platform applications  
with the Qt framework  
Design GUIs with the Qt  
Designer and build a  
library in it for UI  
preview Handle user  
interaction with the Qt  
signal/slot mechanism in

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C++ Prepare a cross-  
platform project to host a  
third-party library Build a  
Qt application using the  
OpenCV API Use the Qt  
Animation framework to  
display stunning effects  
Deploy mobile apps with  
Qt and embedded  
platforms In Detail Qt 5.7  
is an application  
development framework  
that provides a great user  
experience and develops

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full-capability applications with Qt Widgets, QML, and even Qt 3D. This book will address challenges in successfully developing cross-platform applications with the Qt framework. Cross-platform development needs a well-organized project. Using this book, you will have a better understanding of the Qt

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framework and the tools to resolve serious issues such as linking, debugging, and multithreading. Your journey will start with the new Qt 5 features. Then you will explore different platforms and learn to tame them. Every chapter along the way is a logical step that you must take to master Qt. The journey will end in an application

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that has been tested and is ready to be shipped.

**Style and approach** This is an easy-to-follow yet comprehensive guide to building applications in Qt. Each chapter covers increasingly advanced topics, with subjects grouped according to their complexity as well as their usefulness.

Packed with practical examples and

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explanations, Mastering  
Qt contains everything  
you need to take your  
applications to the next  
level.

Publisher's note: This  
edition from 2019 is  
based on Unreal Engine  
4 and does not make use  
of the most recent Unreal  
Engine features. A new  
third edition, updated for  
Unreal Engine 5  
blueprints including new

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topics, such as implementing procedural generation and creating a product configurator, has now been published. Key Features Design a fully functional game in UE4 without writing a single line of code Implement visual scripting to develop gameplay mechanics, UI, visual effects, VR and artificial intelligence Deploy your

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game on multiple  
platforms and share it  
with the worldBook

Description Blueprints is  
the visual scripting  
system in Unreal Engine  
that enables

programmers to create  
baseline systems and can  
be extended by designers.

This book helps you  
explore all the features of  
the Blueprint Editor and  
guides you through using



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Variables, Macros, and  
Functions. You'll also

learn about object-  
oriented programming  
(OOP) and discover the  
Gameplay Framework.  
In addition to this, you'll  
learn how Blueprint  
Communication allows  
one Blueprint to access  
information from  
another Blueprint. Later  
chapters will focus on  
building a fully functional

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game using a step-by-step approach. You'll

start with a basic first-person shooter (FPS)

template, and each

chapter will build on the prototype to create an

increasingly complex and robust game experience.

You'll then progress from creating basic shooting

mechanics to more

complex systems, such as user interface elements

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Programming  
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and intelligent enemy behavior. The skills you

will develop using

Blueprints can also be employed in other gaming genres. In the concluding chapters, the book demonstrates how to use arrays, maps, enums, and vector operations. Finally, you'll learn how to build a basic VR game. By the end of this book, you'll have

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learned how to build a fully functional game and will have the skills required to develop an entertaining experience for your audience. What you will learn

Understand programming concepts in Blueprints

Create prototypes and iterate new game mechanics rapidly

Build user interface elements and interactive menus

Use

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advanced Blueprint  
nodes to manage the  
complexity of a  
gameExplore all the  
features of the Blueprint  
editor, such as the  
Components tab,  
Viewport, and Event  
GraphGet to grips with  
object-oriented  
programming (OOP)  
concepts and explore the  
Gameplay  
FrameworkLearn Virtual

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Reality development with  
UE BlueprintWho this

book is for This book is

for anyone who is

interested in developing  
games or applications

with UE4. Although

basic knowledge of

Windows OS is required,

experience in

programming or UE4 is

not necessary.

How to build useful, real-  
world applications in the

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Python programming  
language Key Features

Deliver scalable and high-performing applications in Python. Delve into the great ecosystem of Python frameworks and libraries through projects that you will build with this book. This comprehensive guide will help you demonstrate the power of Python by building practical

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Programming

Blueprints Python is a

very powerful, high-level,  
object-oriented

programming language.

It's known for its  
simplicity and huge  
community support.

Python Programming

Blueprints will help you

build useful, real-world  
applications using

Python. In this book, we

will cover some of the



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most common tasks that Python developers face on a daily basis, including performance optimization and making web applications more secure. We will familiarize ourselves with the associated software stack and master asynchronous features in Python. We will build a weather application using command-line parsing.

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We will then move on to create a Spotify remote control where we'll use OAuth and the Spotify Web API. The next project will cover reactive extensions by teaching you how to cast votes on Twitter the Python way. We will also focus on web development by using the famous Django framework to create an online game store. We

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will then create a web-based messenger using the new Nameko

microservice framework.

We will cover topics like authenticating users and, storing messages in

Redis. By the end of the book, you will have gained hands-on

experience in coding with Python. What you will learn Learn object-oriented and functional

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programming concepts  
while developing projects

The dos and don'ts of  
storing passwords in a  
database Develop a fully  
functional website using  
the popular Django  
framework Use the  
Beautiful Soup library to  
perform web scrapping  
Get started with cloud  
computing by building  
microservice and  
serverless applications in

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Programming  
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AWS Develop scalable  
and cohesive

microservices using the  
Nameko framework

Create service

dependencies for Redis  
and PostgreSQL Who

this book is for This book  
is for software developers  
who are familiar with

Python and want to gain  
hands-on experience  
with web and software  
development projects. A

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Programming  
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basic knowledge of  
Python programming is  
required.

Build a variety of real-  
world applications by  
taking advantage of the  
newest features of Java 9  
About This Book See  
some of the new features  
of Java 9 and be  
introduced to parts of the  
Java SDK This book  
provides a set of diverse,  
interesting projects that

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range in complexity from  
fairly simple to advanced  
and cover HTTP 2.0

Take advantage of Java's  
new modularity features  
to write real-world  
applications that solve a  
variety of problems Who  
This Book Is For This  
book is for Java  
developers who are  
already familiar with the  
language. Familiarity with  
more advanced topics,

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Programming

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Edition,

such as network  
programming and  
threads, would be  
helpful, but is not

assumed. What You Will

Learn Learn how to

package Java applications

as modules by using the

Java Platform Module

System Implement

process management in

Java by using the all-new

process handling API

Integrate your



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applications with third-party services in the

cloud Interact with mail servers using JavaMail to build an application that filters spam messages

Learn to use JavaFX to build rich GUI based applications, which are an essential element of application development

Write microservices in Java using platform libraries and third-party

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frameworks Integrate a Java application with MongoDB to build a cloud-based note taking application In Detail Java is a powerful language that has applications in a wide variety of fields. From playing games on your computer to performing banking transactions, Java is at the heart of everything. The book starts by unveiling

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the new features of Java 9 and quickly walks you through the building blocks that form the basis of writing applications.

There are 10 comprehensive projects in the book that will showcase the various features of Java 9. You will learn to build an email filter that separates spam messages from all your inboxes, a social

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media aggregator app that will help you efficiently track various feeds, and a microservice for a client/server note application, to name a few. The book covers various libraries and frameworks in these projects, and also introduces a few more frameworks that complement and extend the Java SDK. Through

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the course of building applications, this book will not only help you get to grips with the various features of Java 9, but will also teach you how to design and prototype professional-grade applications with performance and security considerations. Style and approach This is a learn-as-you-build practical guide to building full-

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fledged applications  
using Java 9. With a  
project-based approach,  
we'll improve your Java  
skills. You will experience  
a variety of solutions to  
problems with Java.

Kubernetes: Up and  
Running

Mastering Qt 5

Game Development and  
Simulation with Unreal  
Technology, Second  
Edition

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Blueprints of the Afterlife  
OpenCV 4 with Python

Blueprints

Go Programming

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Dr. Alireza

Tavakkoli's Game  
Development and  
Simulation with  
Unreal Technology

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covers the latest version of Unreal Technology. Since the 1990s Epic Games, Inc. has been leading the revolution of gaming graphics and Artificial Intelligence. Now, unreal technology is one of the most potent and



prominent engines that is currently used in games. Its influence can be spotted in classic triple A titles like, Fortnite, Gears of War 2, Borderlands 2, and XCOM: Enemy Unknown. Tavakkoli goes into detail concerning the creation of

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game level designs,  
blueprint coding,  
shader programing,  
as well as artificial  
intelligence

concepts to help  
readers in creating  
their own games.

Game Development  
also includes a  
number of practice  
friendly extensions  
and concept

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modules to help solidify the reader's understanding of concepts and techniques. The book is divided into three sections that acts as building blocks in order to facilitate the comprehension of the material.

Build real-world,

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production-ready  
solutions in Go

using cutting-edge  
technology and  
techniques

About  
This Book- Get up  
to date with Go and  
write code capable  
of delivering  
massive world-class  
scale performance  
and availability-  
Learn to apply the

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nuances of the Go language, and get to know the open source community that surrounds it to implement a wide range of start-up quality projects- Write interesting and clever but simple code, and learn skills and techniques that are

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Edition  
directly  
transferrable to  
your own

projectsWho This

Book Is ForIf you

are familiar with

Go and are want to

put your knowledge

to work, then this is

the book for you.

Go programming

knowledge is a

must. What You

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Will Learn- Build  
quirky and fun  
projects from  
scratch while  
exploring patterns,  
practices, and  
techniques, as well  
as a range of  
different  
technologies-  
Create websites  
and data services  
capable of massive

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scale using Go's  
net/http package,  
exploring RESTful  
patterns as well as  
low-latency

WebSocket APIs-

Interact with a  
variety of remote  
web services to

consume

capabilities ranging  
from authentication  
and authorization



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to a fully  
functioning  
thesaurus- Develop  
high-quality  
command-line tools  
that utilize the  
powerful shell  
capabilities and  
perform well using  
Go's in-built  
concurrency  
mechanisms- Build  
microservices for

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larger organizations using the Go Kit library- Implement a modern document database as well as high-throughput messaging queue technology to put together an architecture that is truly ready to scale- Write concurrent

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programs and gracefully manage the execution of them and communication by smartly using channels- Get a feel for app deployment using Docker and Google App EngineIn DetailGo is the language of the Internet age,

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and the latest version of Go comes with major architectural changes.

Implementation of the language, runtime, and libraries has changed significantly. The compiler and runtime are now

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written entirely in Go. The garbage collector is now concurrent and provides dramatically lower pause times by running in parallel with other Go routines when possible. This book will show you how to leverage all the

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latest features and  
much more. This  
book shows you  
how to build  
powerful systems  
and drops you into  
real-world  
situations. You will  
learn to develop  
high-quality  
command-line tools  
that utilize the  
powerful shell

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capabilities and perform well using Go's in-built concurrency mechanisms. Scale, performance, and high availability lie at the heart of our projects, and the lessons learned throughout this book will arm you with everything you

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need to build world-class solutions. You will get a feel for app deployment using Docker and Google App Engine. Each project could form the basis of a start-up, which means they are directly applicable to modern software markets. Style and



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approach This book provides fun projects that involve building applications from scratch. These projects will teach you to build chat applications, a distributed system, and a recommendation system.

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Understand the principles of software

architecture with coverage on SOA, distributed and messaging systems, and database modeling Key FeaturesGain knowledge of architectural approaches on SOA

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and microservices  
for architectural  
decisionsExplore

different

architectural

patterns for

building distributed

applicationsMigrat

e applications

written in Java or

Python to the Go

languageBook

Description

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Programming  
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Building software requires careful planning and architectural considerations; Golang was developed with a fresh perspective on building next-generation applications on the cloud with distributed and

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concurrent  
computing  
concerns. Hands-  
On Software  
Architecture with  
Golang starts with  
a brief introduction  
to architectural  
elements, Go, and a  
case study to  
demonstrate  
architectural  
principles. You'll

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then move on to look at code-level aspects such as modularity, class design, and constructs specific to Golang and implementation of design patterns. As you make your way through the chapters, you'll explore the core

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objectives of  
architecture such  
as effectively  
managing  
complexity,  
scalability, and  
reliability of  
software systems.  
You'll also work  
through creating  
distributed systems  
and their  
communication

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before moving on to modeling and scaling of data. In the concluding chapters, you'll learn to deploy architectures and plan the migration of applications from other languages. By the end of this book, you will have gained insight into



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various design and architectural patterns, which will enable you to create robust, scalable architecture using Golang. What you will learn Understand architectural paradigms and deep dive into Micr

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oservicesDesign pa  
rallelism/concurren  
cy patterns and

learn object-  
oriented design  
patterns in

GoExplore API-  
driven systems

architecture with  
introduction to

REST and GraphQL  
standardsBuild

event-driven

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architectures and  
make your  
architectures anti-  
fragile Engineer  
scalability and  
learn how to  
migrate to Go from  
other languages Get  
to grips with  
deployment  
considerations with  
CI/CD pipeline,  
cloud deployments,

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and so on Build an  
end-to-end e-  
commerce (travel)  
application  
backend in Go Who  
this book is for  
Hands-On Software  
Architecture with  
Golang is for  
software  
developers,  
architects, and  
CTOs looking to

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use Go in their  
software  
architecture to  
build enterprise-  
grade applications.  
Programming  
knowledge of  
Golang is assumed.

You Will Learn  
Python 3! Zed  
Shaw has perfected  
the world's best  
system for learning

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Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python 3 the

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Hard Way, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how a

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computer works;  
what good  
programs look like;  
and how to read,  
write, and think  
about code. Zed  
then teaches you  
even more in 5+  
hours of video  
where he shows  
you how to break,  
fix, and debug your  
code—live, as he's



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doing the exercises.  
Install a complete  
Python

environment

Organize and write  
code Fix and break  
code Basic

mathematics

Variables Strings

and text Interact

with users Work

with files Looping

and logic Data

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structures using  
lists and

dictionaries

Program design

Object-oriented  
programming

Inheritance and  
composition

Modules, classes,  
and objects Python  
packaging

Automated testing

Basic game

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development Basic  
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Edition  
web development  
It'll be hard at first.

But soon, you'll just  
get it—and that will  
feel great! This  
course will reward  
you for every  
minute you put into  
it. Soon, you'll  
know one of the  
world's most  
powerful, popular

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languages. You'll  
be a Python

programmer. This  
Book Is Perfect For  
Total beginners  
with zero

programming  
experience Junior  
developers who  
know one or two  
languages

Returning

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professionals who  
haven't written  
code in years

Seasoned

professionals

looking for a fast,  
simple, crash

course in Python 3

Build and control

AI-enabled

autonomous robots

using the

Raspberry Pi and

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Python

Introducing Go

Head First Go

Go Recipes

From Journeyman  
to Master

The Go

Programming

Language

**Perfect for  
beginners familiar  
with programming  
basics, this hands-**

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**Programming  
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on guide provides  
an easy introduction  
to Go, the general-  
purpose  
programming  
language from  
Google. Author  
Caleb Doxsey  
covers the  
language's core  
features with step-  
by-step instructions  
and exercises in  
each chapter to help

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**you practice what  
you learn. Go is a**

**general-purpose  
programming  
language with a  
clean syntax and  
advanced features,  
including**

**concurrency. This  
book provides the  
one-on-one support  
you need to get  
started with the  
language, with**



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**short, easily digestible chapters that build on one another. By the time you finish this book, not only will you be able to write real Go programs, you'll be ready to tackle advanced techniques. Jump into Go basics, including data types, variables, and**

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**control structures**

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**Learn complex**

**types, such as**

**slices, functions,**

**structs, and**

**interfaces Explore**

**Go's core library**

**and learn how to**

**create your own**

**package Write tests**

**for your code by**

**using the**

**language's go test**

**program Learn how**

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**to run programs  
concurrently with  
goroutines and  
channels Get  
suggestions to help  
you master the craft  
of programming  
Solve your Go  
problems using a  
problem-solution  
approach. Each  
recipe is a self-  
contained answer to  
a practical**

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programming

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problem in Go. Go

Recipes contains

recipes that deal

with the

fundamentals of Go,

allowing you to

build simple,

reliable, and

efficient software.

Other topics include

working with data

using modern

NoSQL databases

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such as MongoDB  
and RethinkDB. The

book provides in-  
depth guidance for  
building highly  
scalable backend  
APIs in Go for your  
mobile client  
applications and  
web client  
applications. All this  
means that you'll be  
able to write  
programs that get

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**the most out of  
multicore and  
networked  
machines, using  
Go's novel type  
system that enables  
flexible and modular  
program  
construction. You'll  
see how to test your  
Go applications so  
they are ready for  
deployment, as well  
as learning how to**

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**write HTTP servers  
to offer you**

**maximum flexibility**

**when dealing with**

**remote clients. What**

**You'll Learn Work**

**with the core**

**fundamentals of Go**

**Persist data into**

**NoSQL databases**

**Build scalable**

**backend APIs Test**

**your Go**

**applications Create**

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**HTTP web servers in  
Go Who This Book  
Is For Experienced  
programmers who  
have some or no  
prior experience  
with Go.**

**Geometry**

**Management, Event  
Handling, and more**

**Key Features A**

**Practical, guide to  
learn the application  
of Python and GUI**



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programming with  
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**tkinter Create  
multiple cross-  
platform real-world  
projects by  
integrating host of  
third party libraries  
and tools Learn to  
build beautiful and  
highly interactive  
user interfaces,  
targeting multiple  
devices. Book**

**Description Tkinter**

*Page 337/425*

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**is the built-in GUI  
package that comes  
with standard**

**Python**

**distributions. It is a  
cross-platform  
package, which  
means you build  
once and deploy  
everywhere. It is  
simple to use and  
intuitive in nature,  
making it suitable  
for programmers**

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and non-

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**programmers alike.**

**This book will help you master the art of GUI programming. It delivers the bigger picture of GUI programming by building real-world, productive, and fun applications such as a text editor, drum machine, game of chess, audio player,**

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**drawing application,  
piano tutor, chat  
application, screen  
saver, port scanner,  
and much more. In  
every project, you  
will build on the  
skills acquired in the  
previous project and  
gain more expertise.  
You will learn to  
write multithreaded  
programs, network  
programs, database-**

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**driven programs,  
asyncio based**

**programming and  
more. You will also  
get to know the  
modern best  
practices involved in  
writing GUI apps.**

**With its rich source  
of sample code, you  
can build upon the  
knowledge gained  
with this book and  
use it in your own**

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**projects in the  
discipline of your  
choice. What you**

**will learn -A**

**Practical, guide to  
help you learn the  
application of**

**Python and GUI**

**programming with**

**Tkinter - Create**

**multiple, cross-**

**platform, real-world**

**projects by**

**integrating a host of**

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Programming  
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**third-party libraries  
and tools - Learn to**

**build beautiful and**

**highly interactive**

**user interfaces,**

**targeting multiple**

**devices. Who this**

**book is for This**

**book is for a**

**beginner to**

**intermediate-level**

**Pythonists who**

**want to build**

**modern, cross-**

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**platform GUI applications with the amazingly powerful Tkinter. Prior knowledge of Tkinter is required. Developing computer games is a perfect way to learn how to program in modern programming languages. This book teaches how to**



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Programming

**program in C#  
through the creation**

**of computer games**

**– and without**

**requiring any**

**previous**

**programming**

**experience.**

**Contrary to most**

**programming**

**books, van Toll,**

**Egges, and Fokker**

**do not organize the**

**presentation**

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**according to programming language constructs, but instead use the structure and elements of computer games as a framework. For instance, there are chapters on dealing with player input, game objects, game worlds, game states,**

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**levels, animation,  
physics, and**

Blueprints, Second

**editions. The**

**reader will be**

**guided through the**

**development of four**

**games showing the**

**various aspects of**

**game development.**

**Starting with a**

**simple shooting**

**game, the authors**

**move on to puzzle**

**games consisting of**

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Programming  
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multiple levels, and conclude the book by developing a full-fledged platform game with animation, game physics, and intelligent enemies.

They show a number of commonly used techniques in games, such as drawing layers of

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Programming

**sprites, rotating,**

**scaling and**

**animating sprites,**

**dealing with**

**physics, handling**

**interaction between**

**game objects, and**

**creating pleasing**

**visual effects. At the**

**same time, they**

**provide a thorough**

**introduction to C#**

**and object-oriented**

**programming,**

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**introducing step by step important programming concepts such as loops, methods, classes, collections, and exception handling. This second edition includes a few notable updates. First of all, the book and all example programs are now**

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**based on the library  
MonoGame 3.6,  
instead of the  
obsolete XNA Game  
Studio. Second,  
instead of  
explaining how the  
example programs  
work, the text now  
invites readers to  
write these  
programs  
themselves, with  
clearly marked**

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reference points  
throughout the text.

Third, the book now  
makes a clearer  
distinction between  
general (C#)  
programming  
concepts and  
concepts that are  
specific to game  
development.

Fourth, the most  
important  
programming



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Programming  
Blueprints, Second  
Edition

**concepts are now  
summarized in**

**convenient “Quick  
Reference” boxes,  
which replace the  
syntax diagrams of  
the first edition.**

**Finally, the updated  
exercises are now  
grouped per chapter  
and can be found at  
the end of each  
chapter, allowing  
readers to test their**

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Programming

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**knowledge more directly. The book is also designed to be used as a basis for a game-oriented programming course.**

**Supplementary materials for organizing such a course are available on an accompanying web site, which also**

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**includes all example programs, game sprites, sounds, and the solutions to all exercises.**

**Build real-world, production-ready solutions by harnessing the powerful features of**  
**Go About This Book**  
**An easy-to-follow guide that provides everything a**

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**developer needs to  
know to build end-to-  
end web**

**applications in Go**

**Write interesting**

**and clever, but**

**simple code, and**

**learn skills and**

**techniques that are**

**directly transferable**

**to your own projects**

**A practical approach**

**to utilize application**

**scaffolding to**

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Edition

**design highly  
scalable programs  
that are deeply  
rooted in go  
routines and  
channels Who This  
Book Is For This  
book is intended for  
developers who are  
new to Go, but have  
previous experience  
of building web  
applications and  
APIs. What You Will**

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**Learn Build a fully featured REST API to enable client-side single page apps Utilize TLS to build reliable and secure sites Learn to apply the nuances of the Go language to implement a wide range of start-up quality projects Create websites and data services**

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capable of massive  
scale using Go's

net/http package,

exploring RESTful

patterns as well as

low-latency

WebSocket APIs

Interact with a

variety of remote

web services to

consume

capabilities ranging

from authentication

and authorization to

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**a fully functioning  
thesaurus Explore  
the core syntaxes  
and language  
features that enable  
concurrency in Go  
Understand when  
and where to use  
concurrency to keep  
data consistent and  
applications non-  
blocking,  
responsive, and  
reliable Utilize**



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**advanced**

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**concurrency**

**patterns and best**

**practices to stay low-**

**level without**

**compromising the**

**simplicity of Go**

**itself In Detail Go is**

**an open source**

**programming**

**language that makes**

**it easy to build**

**simple, reliable, and**

**efficient software. It**

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**is a statically typed language with syntax loosely derived from that of C, adding garbage collection, type safety, some dynamic-typing capabilities, additional built-in types such as variable-length arrays and key-value maps, and a large**

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**standard library.**

**This course starts**

**with a walkthrough**

**of the topics most**

**critical to anyone**

**building a new web**

**application. Whether**

**it's keeping your**

**application secure,**

**connecting to your**

**database, enabling**

**token-based**

**authentication, or**

**utilizing logic-less**

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**through the history  
of concurrency, how  
Go utilizes it, how  
Go differs from  
other languages,  
and the features and  
structures of Go's  
concurrency core. It  
will make you feel  
comfortable  
designing a safe,  
data-consistent, and  
high-performance  
concurrent**

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**application in Go.  
This course is an  
invaluable resource  
to help you  
understand Go's  
powerful features to  
build simple,  
reliable, secure, and  
efficient web  
applications. Style  
and approach This  
course is a step-by-  
step guide, which  
starts off with the**

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**discussing**

**significant options,**

**and decisions at**

**each stage, while**

**keeping the**

**programs lean,**

**uncluttered, and as**

**simple as possible.**

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**Programming**

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**corrupt**

**nanotechnology,**

**a film archivist,**

**a former**

**mercenary and**

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dishwasher are  
manipulated by  
a man who is  
overseeing the  
construction of  
a Manhattan  
replica in Puget  
Sound. By the  
author of  
Misconception.  
Original.**

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syntax,  
constructs, and  
idioms to help**

*Page 372/425*

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including  
comprehensive  
theory and  
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and get to know  
the open source  
community that  
surrounds it to  
implement a  
wide range of  
start-up quality  
projects Who  
This Book Is For  
Beginners to Go  
who are**

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other OOP  
languages like  
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Python will find  
this course  
interesting and  
beneficial. What  
You Will Learn  
Install and  
configure the Go  
development**

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quickly get  
started with  
your first  
program Use  
the basic  
elements of the  
language  
including source  
code structure,  
variables,  
constants, and**



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primitives Get  
to know all the  
basic syntax  
and tools you  
need to start  
coding in Go  
Create unique  
instances that  
cannot be  
duplicated  
within a**

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**program Build  
quirky and fun  
projects from  
scratch while  
exploring  
patterns,  
practices, and  
techniques, as  
well as a range  
of different  
technologies  
Create websites**

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**and data  
services capable  
of massive  
scaling using  
Go's net/http  
package,  
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patterns as well  
as low-latency  
WebSocket APIs  
Interact with a  
variety of**

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**remote web  
services to  
consume  
capabilities,  
ranging from  
authentication  
and  
authorization to  
a fully  
functioning  
thesaurus In  
Detail The Go**

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language has  
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itself as a  
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and practical**

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that lets**

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write correct  
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featured  
standard  
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is full of real-  
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to help you get  
started with Go  
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You'll start by  
understanding  
the  
fundamentals of  
Go, then get a  
detailed**

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**description of  
the Go data  
types, program  
structures, and  
Maps. After  
that, you'll learn  
how to use Go  
concurrency  
idioms to avoid  
pitfalls and  
create programs  
that are exact in**



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**expected behavior. Next, you will get familiar with the tools and libraries that are available in Go to write and exercise tests, benchmarking, and code coverage. After**

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**that, you will be able to utilize some of the most important features of GO such as Network Programming and OS integration to build efficient applications. Then you'll start**

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skills to build  
some amazing  
projects in Go.  
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develop high-  
quality  
command-line  
tools that utilize  
the powerful  
shell  
capabilities and**

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**perform well  
using Go's built-  
in concurrency  
mechanisms.**

**Scale,  
performance,  
and high  
availability lie at  
the heart of our  
projects, and  
the lessons  
learned**

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**be able to  
conquer all your  
fears of**

**application  
development**

**and go on to**

**build large,**

**robust and**

**succinct apps in**

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**Learning Path**

**combines some**

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practical  
examples, this  
course teaches  
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the necessary  
components so  
you can  
implement a  
graphical user  
interface (GUI)**

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looking, and  
responsive  
results. You will  
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throughout the  
book by  
developing  
three  
applications and  
tackling their**

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programming  
challenges.**

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that Google  
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application  
containers a  
week. How's  
that possible?  
Google revealed**



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system) that  
radically  
simplifies the**

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deploying, and  
maintaining  
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systems in the  
cloud. This  
practical guide  
shows you how  
Kubernetes and  
container  
technology can**

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**help you  
achieve new  
levels of**

**velocity, agility,  
reliability, and  
efficiency.**

**Authors Kelsey  
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**Brendan Burns,  
and Joe**

**Beda—who've  
worked on**

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distributed  
systems,  
whether it is for  
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challenges that  
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development,  
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such as Docker  
Create and run**

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runtime Explore  
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essential for  
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**new software**

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**downtime or**

**errors Get**

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**how to develop**

**and deploy real-**

**world**

**applications in**

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a small

programming

language designed

by Google to

tackle big

problems. Large

projects mean

large teams with

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people of varying  
levels of

experience. Go

offers a small, yet  
capable, language  
that can be

understood and  
used by anyone,  
no matter their

experience. About  
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serving as a solid  
foundation for your  
future

programming  
projects. You'll  
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work with types  
and functions, and  
explore bigger  
ideas like state  
and concurrency,

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with plenty of  
exercises to lock in  
what you learn.

What's inside

Language

concepts like

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Seven capstone

projects featuring

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and simulations All  
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book is for anyone  
familiar with  
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