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KEY=ACTION - MENDEZ KOCH

RxJS in Action Simon and Schuster Summary *RxJS in Action* gives you the development skills you need to create reactive applications with RxJS. This book is full of theory and practical examples that build on each other and help you begin thinking in a reactive manner. Foreword by Ben Lesh, Project lead, RxJS 5. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology On the web, events and messages flow constantly between UI and server components. With RxJS, you can filter, merge, and transform these streams directly, opening the world of data flow programming to browser-based apps. This JavaScript implementation of the ReactiveX spec is perfect for on-the-fly tasks like autocomplete. Its asynchronous communication model makes concurrency much, much easier. About the Book *RxJS in Action* is your guide to building a reactive web UI using RxJS. You'll begin with an intro to stream-based programming as you explore the power of RxJS through practical examples. With the core concepts in hand, you'll tackle production techniques like error handling, unit testing, and interacting with frameworks like React and Redux. And because RxJS builds on ideas from the world of functional programming, you'll even pick up some key FP concepts along the way. What's Inside Building clean, declarative, fault-tolerant applications Transforming and composing streams Taming asynchronous processes Integrating streams with third-party libraries Covers RxJS 5 About the Reader This book is suitable for readers comfortable with JavaScript and standard web application architectures. About the Author Paul P. Daniels is a professional software engineer with experience in .NET, Java, and JavaScript. Luis Atencio is a software engineer working daily with Java, PHP, and JavaScript platforms, and author of Manning's *Functional Programming in JavaScript*. Table of Contents PART 1 - UNDERSTANDING STREAMS Thinking reactively Reacting with RxJS Core operators It's about time you used RxJS PART 2 - OBSERVABLES IN PRACTICE Applied reactive streams Coordinating business processes Error handling with RxJS PART 3 MASTERING RXJS Heating up observables Toward testable, reactive programs RxJS in the wild **Rxjs in Action Manning Publications** A growing flood of data is aimed at JavaScript applications, and they need be ready for it. As more and more data is received, applications must scale to stay operational. There's also the problem of latency when data has to be fetched from remote locations. RxJS, or Reactive Extensions for JavaScript, is a library for transforming, composing, and consuming streams of data. RxJS combines reactive and functional programming to give an extensible, asynchronous event handling system for JavaScript. *RxJS in Action* gives readers the development skills they need to create reactive applications with RxJS. This book is full of theory and practical examples that build on each other and help readers begin thinking in a reactive manner. The book begins by teaching the fundamentals of functional programming, and dives in to the basics of RxJS and what it means to be reactive. Next, it teaches how to build real-world applications with RxJS. The last part of the book tackles the advanced topics to take the reader's reactive programming skills to the next level, as they will learn how to deal with error handling, unit testing, and the role of RxJS when combined with frameworks such as Angular.js or Cycle.js. Examples in the book use RxJS 5, the latest version of RxJS built with an eye on performance and simplicity. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. **Functional Programming in JavaScript How to improve your JavaScript programs using functional techniques Simon and Schuster** Summary *Functional Programming in JavaScript* teaches JavaScript developers functional techniques that will improve extensibility, modularity, reusability, testability, and performance. Through concrete examples and jargon-free explanations, this book teaches you how to apply functional programming to real-life development tasks Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In complex web applications, the low-level details of your JavaScript code can obscure the workings of the system as a whole. As a coding style, functional programming (FP) promotes loosely coupled relationships among the components of your application, making the big picture easier to design, communicate, and maintain. About the Book *Functional Programming in JavaScript* teaches you techniques to improve your web applications - their extensibility, modularity, reusability, and testability, as well as their performance. This easy-to-read book uses concrete examples and clear explanations to show you how to use functional programming in real life. If you're new to functional programming, you'll appreciate this guide's many insightful comparisons to imperative or object-oriented programming that help you understand functional design. By the end, you'll think about application design in a fresh new way, and you may even grow to appreciate monads! What's Inside High-value FP techniques for real-world uses Using FP where it makes the most sense Separating the logic of your system from implementation details FP-style error handling, testing, and debugging All code samples use JavaScript ES6 (ES 2015) About the Reader Written for developers with a solid grasp of JavaScript fundamentals and web application design. About the Author Luis Atencio is a software engineer and architect building enterprise applications in Java, PHP, and JavaScript. Table of Contents PART 1 THINK FUNCTIONALLY Becoming functional Higher-order JavaScript PART 2 GET FUNCTIONAL Few data structures, many operations Toward modular, reusable code Design patterns against complexity PART 3 ENHANCING YOUR FUNCTIONAL SKILLS Bulletproofing your code Functional optimizations Managing asynchronous events and data **The Joy of JavaScript Manning Publications**

Whether for building interactive browser-based applications or creating server-side applications in Node, JavaScript is the most widely used language for web programming. With new features, language improvements, paradigms, and potential use cases appearing regularly, there's never been a more exciting time to be a JavaScript developer. In *The Joy of JavaScript*, author and JavaScript expert Luis Atencio teaches you key design concepts that lead to clean, lean, modular, and easy-to-maintain code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. **Rx.NET in Action Simon and Schuster Summary** Rx.NET in Action teaches developers how to build event-driven applications using the Reactive Extensions (Rx) library. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern applications must react to streams of data such as user and system events, internal messages, and sensor input. Reactive Extensions (Rx) is a .NET library containing more than 600 operators that you can compose together to build reactive client- and server-side applications to handle events asynchronously in a way that maximizes responsiveness, resiliency, and elasticity. About the Book Rx.NET in Action teaches developers how to build event-driven applications using the Rx library. Starting with an overview of the design and architecture of Rx-based reactive applications, you'll get hands-on with in-depth code examples to discover firsthand how to exploit the rich query capabilities that Rx provides and the Rx concurrency model that allows you to control both the asynchronicity of your code and the processing of event handlers. You'll also learn about consuming event streams, using schedulers to manage time, and working with Rx operators to filter, transform, and group events. What's Inside Introduction to Rx in C# Creating and consuming streams of data and events Building complex queries on event streams Error handling and testing Rx code About the Reader Readers should understand OOP concepts and be comfortable coding in C#. About the Author Tamir Dresher is a senior software architect at CodeValue and a prominent member of Israel's Microsoft programming community. Table of Contents PART 1 - GETTING STARTED WITH REACTIVE EXTENSIONS Reactive programming Hello, Rx Functional thinking in C# PART 2 - CORE IDEAS Creating observable sequences Creating observables from .NET asynchronous types Controlling the observer-observable relationship Controlling the observable temperature Working with basic query operators Partitioning and combining observables Working with Rx concurrency and synchronization Error handling and recovery APPENDIXES Writing asynchronous code in .NET The Rx Disposables library Testing Rx queries and operators **Angular in Action Simon and Schuster Summary** Angular in Action teaches you everything you need to build production-ready Angular applications. Thoroughly practical and packed with tricks and tips, this hands-on tutorial is perfect for web devs ready to build web applications that can handle whatever you throw at them. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Angular makes it easy to deliver amazing web apps. This powerful JavaScript platform provides the tooling to manage your project, libraries to help handle most common tasks, and a rich ecosystem full of third-party capabilities to add as needed. Built with developer productivity in mind, Angular boosts your efficiency with a modern component architecture, well-constructed APIs, and a rich community. About the Book Angular in Action teaches you everything you need to build production-ready Angular applications. You'll start coding immediately, as you move from the basics to advanced techniques like testing, dependency injection, and performance tuning. Along the way, you'll take advantage of TypeScript and ES2015 features to write clear, well-architected code. Thoroughly practical and packed with tricks and tips, this hands-on tutorial is perfect for web devs ready to build web applications that can handle whatever you throw at them. What's Inside Spinning up your first Angular application A complete tour of Angular's features Comprehensive example projects Testing and debugging Managing large applications About the Reader Written for web developers comfortable with JavaScript, HTML, and CSS. About the Author Jeremy Wilken is a Google Developer Expert in Angular, Web Technologies, and Google Assistant. He has many years of experience building web applications and libraries for eBay, Teradata, and VMware. Table of Contents Angular: a modern web platform Building your first Angular app App essentials Component basics Advanced components Services Routing Building custom directives and pipes Forms Testing your application Angular in production **Reactive Programming with RxJS 5 Untangle Your Asynchronous JavaScript Code Pragmatic Bookshelf** Reactive programming is revolutionary. It makes asynchronous programming clean, intuitive, and robust. Use RxJS 5 to write complex programs in a simple way, and master the Observable: a powerful data type that substitutes callbacks and promises. Think about your programs as streams of data that change and adapt to produce what you want. Manage real-world concurrency and write complex flows of events in your applications with ease. Take advantage of Schedulers to make asynchronous testing easier. The code in this new edition is completely updated for RxJS 5 and ES6. Create concurrent applications with ease using RxJS 5, a powerful event composition library. Real-world JavaScript applications require you to master asynchronous programming, and chances are that you'll spend more time coordinating asynchronous events than writing actual functionality. This book introduces concepts and tools that will greatly simplify the process of writing asynchronous programs. Find out about Observables, a unifying data type that simplifies concurrent code and eases the pain of callbacks. Learn how Schedulers change the concept of time itself, making asynchronous testing sane again. Find real-world examples for the browser and Node.js along the way: how about a real-time earthquake visualization in 20 lines of code, or a frantic shoot-'em-up space videogame? You'll also use Cycle.js - a modern, reactive, web framework - to make a new breed of web applications. By the end of the book, you'll know how to think in a reactive way, and to use RxJS 5 to build complex programs and create amazing reactive user interfaces. You'll also understand how to integrate it with your existing projects and use it with the frameworks you already know. All the code in this new edition has been thoroughly revised and updated for RxJS 5, ES6, and Cycle.js Unified. What You Need: NodeJS 6.x and a modern web browser **Reactive Programming with Node.js Apress** Learn how to institute Reactive Programming (RP) for your back-end development with Node.js. Up to now, RP has most often been used in front-end development, but with its cutting-edge approach you can also transform your back-end programming. Reactive Programming with Node.js will show you the paradigms of RP, why you should use it, and the variations available to you. You will learn how to use the main libraries necessary to provide an enhanced development experience in Node.js, including RxJS, Bacon.js, Kefir.js, and Highland.js. You will also create a custom library that provides a variety of key features, and learn how to scale up a system developed using RP in Node.js. Ideal for back-end developers with knowledge of Node.js or JavaScript, this book enables you to get up and running with RP in Node.js, and revolutionize your back-end development. What You'll Learn: Review the variations of Reactive programming Use the main libraries that provide this type of development experience in Node.js Create a custom library Scale up a

system developed using RP in Node.js Who This Book Is For: Any back-end developers who understand Node.js or are advanced enough to pick up the basics. Ideal for developers who have an interest in learning about this different programming paradigm that's being used more and more every day. **Reactive Programming with Angular and ngrx Learn to Harness the Power of Reactive Programming with RxJS and ngrx Extensions Apress** Manage your Angular development using Reactive programming. Growing in popularity and now an essential part of any professional web developer's toolkit, Reactive programming can enrich your development and make your code more efficient. Featuring a core application to explore and build yourself, this book shows you how to utilize ngrx/store as a state management with Redux pattern, and how to utilize ngrx/effects to define a better and more robust application architecture. Through working code examples, you will understand every aspect of Reactive programming with Angular so that you'll be able to develop maintainable, readable code. Reactive Programming with Angular and ngrx is ideal for developers already familiar with JavaScript, Angular, or other languages, and who are looking for more insight into their Angular projects. Use this book to start mastering Reactive programming today. What You'll Learn see how="" the="" boilerplate="" and="" webpack="" work p/pulliConstruct components efficientlybr/liiUtilize ngrx extensions and RxJSbr/liiOrganize state management with reducers, actions and side effectsbr/li/ulp Who This Book Is For Developers who are already familiar with JavaScript and Angular and want to move onto more advanced development. **Functional Reactive Programming Simon and Schuster** Summary Functional Reactive Programming teaches the concepts and applications of FRP. It offers a careful walk-through of core FRP operations and introduces the concepts and techniques you'll need to use FRP in any language. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Today's software is shifting to more asynchronous, event-based solutions. For decades, the Observer pattern has been the go-to event infrastructure, but it is known to be bug-prone. Functional reactive programming (FRP) replaces Observer, radically improving the quality of event-based code. About the Book Functional Reactive Programming teaches you how FRP works and how to use it. You'll begin by gaining an understanding of what FRP is and why it's so powerful. Then, you'll work through greenfield and legacy code as you learn to apply FRP to practical use cases. You'll find examples in this book from many application domains using both Java and JavaScript. When you're finished, you'll be able to use the FRP approach in the systems you build and spend less time fixing problems. What's Inside Think differently about data and events FRP techniques for Java and JavaScript Eliminate Observer one listener at a time Explore Sodium, RxJS, and Kefir.js FRP systems About the Reader Readers need intermediate Java or JavaScript skills. No experience with functional programming or FRP required. About the Authors Stephen Blackheath and Anthony Jones are experienced software developers and the creators of the Sodium FRP library for multiple languages. Foreword by Heinrich Apfelmus. Illustrated by Duncan Hill. Table of Contents Stop listening! Core FRP Some everyday widget stuff Writing a real application New concepts FRP on the web Switch Operational primitives Continuous time Battle of the paradigms Programming in the real world Helpers and patterns Refactoring Adding FRP to existing projects Future directions **hapi.js in Action Simon and Schuster** Summary Hapi.js in Action teaches you how to build modern Node-driven applications using hapi.js. Packed with examples, this book takes you from your first simple server through the skills you'll need to build a complete application. Foreword by Eran Hammer. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The hapi.js web framework for Node.js is built around three radical ideas. Developer productivity: hapi's intuitive setup gets you up and running in no time. Maintainability: hapi's modular design allows for easy scaling and improvement. Flexibility: hapi has a lightweight core that you can expand and customize with plugins. Are you ready to get hapi? About the Book Hapi.js in Action is an incredibly practical book that teaches you to build APIs, servers, and applications using Node.js and the hapi.js framework. You'll begin with an easy-to-follow mental model of a Node.js web application and see exactly where hapi fits into the picture. Then, you'll walk through building an API and composing it into a web application. Along the way, you'll explore key topics like validation, testing, authentication, and deployment. Throughout, you'll learn how to build rock-solid, secure, and fast applications. What's Inside Best practices for Node application design Building APIs with hapi Maintaining and scaling applications Extending hapi with plugins About the Reader This book assumes you have strong JavaScript skills. Experience with Node.js is helpful but not required. About the Author Matt Harrison is a core contributor to hapi.js and an active member of the Node community. Table of Contents PART 1 - FIRST STEPS Introducing hapi Building an API Building a website PART 2 - EXPANDING YOUR TOOLBOX Routes and handlers in-depth Understanding requests and responses Validation with Joi Building modular applications with plugins Cache me if you can PART 3 - CREATING ROCK-SOLID APPS Authentication and security Testing with Lab, Code, and server.inject() Production and beyond **Architecting Angular Applications with Redux, RxJS, and NgRx Learn to build Redux style high-performing applications with Angular 6 Packt Publishing Ltd** Managing the state of large-scale web applications is a highly challenging task with the need to align different components, backends, and web workers harmoniously. When it comes to Angular, you can use NgRx, which combines the simplicity of Redux with the reactive programming power of RxJS to build your application architecture, making your ... **Functional JavaScript Introducing Functional Programming with Underscore.js "O'Reilly Media, Inc."** How can you overcome JavaScript language oddities and unsafe features? With this book, you'll learn how to create code that's beautiful, safe, and simple to understand and test by using JavaScript's functional programming support. Author Michael Fogus shows you how to apply functional-style concepts with Underscore.js, a JavaScript library that facilitates functional programming techniques. Sample code is available on GitHub at <https://github.com/funjs/book-source>. Fogus helps you think in a functional way to help you minimize complexity in the programs you build. If you're a JavaScript programmer hoping to learn functional programming techniques, or a functional programmer looking to learn JavaScript, this book is the ideal introduction. Use applicative programming techniques with first-class functions Understand how and why you might leverage variable scoping and closures Delve into higher-order functions—and learn how they take other functions as arguments for maximum advantage Explore ways to compose new functions from existing functions Get around JavaScript's limitations for using recursive functions Reduce, hide, or eliminate the footprint of state change in your programs Practice flow-based programming with chains and functional pipelines Discover how to code without using classes **Svelte and Sapper in Action Simon and Schuster** Svelte and Sapper in Action teaches you to design and build fast, elegant web applications. You'll start immediately by creating an engaging Travel Packing app as you learn to create Svelte components and develop great UX. You'll master Svelte's unique

state management model, use Sapper for simplified page routing, and take on modern best practices like code splitting, offline support, and server-rendered views. Summary Imagine web apps with fast browser load times that also offer amazing developer productivity and require less code to create. That's what Svelte and Sapper deliver! Svelte pushes a lot of the work a frontend framework would handle to the compile step, so your app components come out as tight, well-organized JavaScript modules. Sapper is a lightweight web framework that minimizes application size through server-rendering front pages and only loading the JavaScript you need. The end result is more efficient apps with great UX and simplified state management. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Many web frameworks load hundreds of "just-in-case" code lines that clutter and slow your apps. Svelte, an innovative, developer-friendly tool, instead compiles applications to very small bundles for lightning-fast load times that do more with less code. Pairing Svelte with the Sapper framework adds features for flexible and simple page routing, server-side rendering, static site development, and more. About the book Svelte and Sapper in Action teaches you to design and build fast, elegant web applications. You'll start immediately by creating an engaging Travel Packing app as you learn to create Svelte components and develop great UX. You'll master Svelte's unique state management model, use Sapper for simplified page routing, and take on modern best practices like code splitting, offline support, and server-rendered views. What's inside - Creating Svelte components - Using stores for shared data - Configuring page routing - Debugging, testing, and deploying Svelte apps - Using Sapper for dynamic and static sites About the reader For web developers familiar with HTML, CSS, and JavaScript. About the author Mark Volkmann is a partner at Object Computing, where he has provided software consulting and training since 1996. Table of Contents PART 1 - GETTING STARTED 1 Meet the players 2 Your first Svelte app PART 2 - DEEPER INTO SVELTE 3 Creating components 4 Block structures 5 Component communication 6 Stores 7 DOM interactions 8 Lifecycle functions 9 Client-side routing 10 Animation 11 Debugging 12 Testing 13 Deploying 14 Advanced Svelte PART 3 - DEEPER INTO SAPPER 15 Your first Sapper app 16 Sapper applications 17 Sapper server routes 18 Exporting static sties with Sapper 19 Sapper offline support PART 4 - BEYOND SVELTE AND SAPPER 20 Preprocessors 21 Svelte Native **React in Action Simon and Schuster** Summary React in Action introduces front-end developers to the React framework and related tools. This clearly written, example-rich book begins by introducing you to React, diving into some of the fundamental ideas in React, and working with components. In the second section, you'll explore the different ways that data works in React as well as learning more about components. You'll also find several useful appendixes covering related topics like React tooling and the React ecosystem. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Facebook created React to help deliver amazing user experiences on a website with thousands of components and an incomprehensible amount of traffic. The same powerful tools are available to you too! The key is a clever design for managing state, data flow, and rendering, so your application is easy to think about and runs smoothly. Add an incredibly rich ecosystem of components and libraries, and you've got a recipe for building web apps that will delight both developers and users. About the Book React in Action teaches you to think like a pro about user interfaces and building them with React. This practical book gets you up and running quickly with hands-on examples in every chapter. You'll master core topics like rendering, lifecycle methods, JSX, data flow, forms, routing, integrating with third-party libraries, and testing. And the included application design ideas will help make your apps pop. As you learn to integrate React into full-stack applications, you'll explore state management with Redux and server-side rendering, and even dabble in React Native for mobile UIs. What's Inside React from the ground up Implementing a routing system with components Server-side rendering in Node.js Working with third-party libraries Testing React components About the Reader Written for developers familiar with HTML, CSS, and JavaScript. About the Author Mark Thomas is an experienced software engineer who works daily with React, JavaScript, and Node.js. He loves clean code, beautiful systems, and good coffee. Table of Contents PART 1 - MEET REACT Meet React Our first component PART 2 - COMPONENTS AND DATA IN REACT Data and data flow in React Rendering and lifecycle methods in React Working with forms in React Integrating third-party libraries with React Routing in React More routing and integrating Firebase Testing React components PART 3 - REACT APPLICATION ARCHITECTURE Redux application architecture More Redux and integrating Redux with React React on the server and integrating React Router An introduction to React Native **Programming TypeScript Making Your JavaScript Applications Scale O'Reilly Media** Any programmer working with a dynamically typed language will tell you how hard it is to scale to more lines of code and more engineers. That's why Facebook, Google, and Microsoft invented gradual static type layers for their dynamically typed JavaScript and Python code. This practical book shows you how one such type layer, TypeScript, is unique among them: it makes programming fun with its powerful static type system. If you're a programmer with intermediate JavaScript experience, author Boris Cherny will teach you how to master the TypeScript language. You'll understand how TypeScript can help you eliminate bugs in your code and enable you to scale your code across more engineers than you could before. In this book, you'll: Start with the basics: Learn about TypeScript's different types and type operators, including what they're for and how they're used Explore advanced topics: Understand TypeScript's sophisticated type system, including how to safely handle errors and build asynchronous programs Dive in hands-on: Use TypeScript with your favorite frontend and backend frameworks, migrate your existing JavaScript project to TypeScript, and run your TypeScript application in production **Mastering Reactive JavaScript Packt Publishing Ltd** Expand your boundaries by creating applications empowered with real-time data using RxJs without compromising performance About This Book Handle an infinite stream of incoming data using RxJs without going crazy Explore important RxJs operators that can help you improve your code readability Get acquainted with the different techniques and operators used to handle data traffic, which occurs when you receive data faster than you can process Who This Book Is For If you're a web developer with some basic JavaScript programming knowledge who wants to implement the reactive programming paradigm with JavaScript, then this book is for you. What You Will Learn Get to know the basics of functional reactive programming using RxJs Process a continuous flow of data with linear memory consumption Filter, group, and react to changes in your system Discover how to deal with data traffic Compose operators to create new operators and use them in multiple observables to avoid code repetition Explore transducers and see how they can improve your code readability Detect and recover from errors in observables using Retry and Catch operators Create your own reactive application: a real-time webchat In Detail If you're struggling to handle a large amount of data and don't know how to improve your code readability, then reactive programming is the right solution for you. It lets you describe how your code behaves when

changes happen and makes it easier to deal with real-time data. This book will teach you what reactive programming is, and how you can use it to write better applications. The book starts with the basics of reactive programming, what Reactive Extensions is, and how can you use it in JavaScript along with some reactive code using Bacon. Next, you'll discover what an Observable and an Observer are and when to use them. You'll also find out how you can query data through operators, and how to use schedulers to react to changes. Moving on, you'll explore the RxJs API, be introduced to the problem of data traffic (backpressure), and see how you can mitigate it. You'll also learn about other important operators that can help improve your code readability, and you'll see how to use transducers to compose operators. At the end of the book, you'll get hands-on experience of using RxJs, and will create a real-time web chat using RxJs on the client and server, providing you with the complete package to master RxJs. Style and approach This easy-to-follow guide is full of hands-on examples of reactive programming. Each topic is explained and placed in context, and for the more inquisitive there are more details of the concepts used, ending with an application using the concepts learned through the book.

Reactive State for Angular with NgRx Learn to build Reactive Angular Applications using NgRx **BPB Publications** Learn how to build a Reactive Application with Ngrx and Angular **KEY FEATURES** Learn how to create your own minimalistic Redux implementation. Get familiar with the working of NgRx Store. Learn how to handle asynchronous events without breaking Redux paradigm using NgRx Effects. Learn how to manage router state using NgRx Router Store. Deal with a list of records using an entity state adapter pattern using NgRx Entity. **DESCRIPTION** This book will help you learn NgRx in and out. We will start by discussing the fundamental ideas that underpin the design for the centralized store and the need for state management in Angular. We will then learn about the Redux paradigm and the three rules it governs. Along the way, we will explore various Redux terminologies in terms of action, dispatcher, and reducer and will then create our minimalistic version of Redux. We will have a dedicated chapter that paves the way for an Angular application in which we will be integrating NgRx throughout the book. We will also work with Redux Devtools, which will be crucial to debugging NgRx. The book also focuses on the creation of the NgRx Store using @ngrx/schematics and hooking it up in the sample Angular application we built previously. Till here, the sample Angular application is purely relying on NgRx to read/write the application state except for the router state. Next, we will leverage the NgRx Router Store to bring the router state under the radar of NgRx as well so that the entire sample Angular application would be using a single source of truth in terms of NgRx for any application data. Towards the end, we will optimize the list of records using a proven entity state adapter pattern via NgRx Entity to interact with such records at the individual level to be efficient and performant. **WHAT WILL YOU LEARN** Learn the fundamentals of State Management. Learn how NgRx works under the hood and make your Angular applications truly reactive. Learn how to handle asynchronous events with NgRx Effects. Learn how to use record collection using NgRx Entity. Learn advanced Angular application using Angular/Material/NgRx/RxJS/TypeScript. Get acquainted with the knowledge to understand any other state management library. **WHO THIS BOOK IS FOR** Beginners, as well as Experienced Angular developers who want to write sustainable Angular applications over time, will benefit from this book. This book is for anyone interested in State Management with NgRx in Angular. **TABLE OF CONTENTS** 1 Redux Principles for ROCK solid application state 2 Setting up NgRx in Angular 3 NgRx Store 4 NgRx Effects 5 NgRx Router Store 6 NgRx Entity State

Hands-On Reactive Programming with Clojure Create asynchronous, event-based, and concurrent applications, 2nd Edition **Packt Publishing Ltd** Learn how to use RxClojure to deal with stateful computations **Key Features** Leverage the features of Functional Reactive Programming using Clojure **Create dataflow-based systems that are the building blocks of Reactive Programming** Use different Functional Reactive Programming frameworks, techniques, and patterns to solve real-world problems **Book Description** Reactive Programming is central to many concurrent systems, and can help make the process of developing highly concurrent, event-driven, and asynchronous applications simpler and less error-prone. This book will allow you to explore Reactive Programming in Clojure 1.9 and help you get to grips with some of its new features such as transducers, reader conditionals, additional string functions, direct linking, and socket servers. **Hands-On Reactive Programming with Clojure** starts by introducing you to Functional Reactive Programming (FRP) and its formulations, as well as showing you how it inspired Compositional Event Systems (CES). It then guides you in understanding Reactive Programming as well as learning how to develop your ability to work with time-varying values thanks to examples of reactive applications implemented in different frameworks. You'll also gain insight into some interesting Reactive design patterns such as the simple component, circuit breaker, request-response, and multiple-master replication. Finally, the book introduces microservices-based architecture in Clojure and closes with examples of unit testing frameworks. By the end of the book, you will have gained all the knowledge you need to create applications using different Reactive Programming approaches. What you will learn **Understand** how to think in terms of time-varying values and event streams **Create, compose, and transform observable sequences using Reactive extensions** **Build a CES framework from scratch using core.async as its foundation** **Develop a simple ClojureScript game using Reagil** **Integrate Om and RxJS in a web application** **Implement a reactive API in Amazon Web Services (AWS)** **Discover helpful approaches to backpressure and error handling** **Get to grips with futures and their applications** **Who this book is for** If you're interested in using Reactive Programming to build asynchronous and concurrent applications, this is the book for you. Basic knowledge of Clojure programming is necessary to understand the concepts covered in this book. **Angular Development with TypeScript** **Simon and Schuster** Summary Angular Development with TypeScript, Second Edition is an intermediate-level tutorial that introduces Angular and TypeScript to developers comfortable with building web applications using other frameworks and tools. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. **About the Technology** Whether you're building lightweight web clients or full-featured SPAs, Angular is a clear choice. The Angular framework is fast, efficient, and widely adopted. Add the benefits of developing in the statically typed, fully integrated TypeScript language, and you get a programming experience other JavaScript frameworks just can't match. **About the Book** Angular Development with TypeScript, Second Edition teaches you how to build web applications with Angular and TypeScript. Written in an accessible, lively style, this illuminating guide covers core concerns like state management, data, forms, and server communication as you build a full-featured online auction app. You'll get the skills you need to write type-aware classes, interfaces, and generics with TypeScript, and discover time-saving best practices to use in your own work. **What's inside** Code samples for Angular 5, 6, and 7 **Dependency injection** **Reactive programming** **The Angular Forms API** **About the Reader** Written for intermediate web developers familiar with HTML, CSS, and JavaScript. **About the Author** Yakov Fain and

Anton Moiseev are experienced trainers and web application developers. They have coauthored several books on software development. Table of Contents Introducing Angular The main artifacts of an Angular app Router basics Router advanced Dependency injection in Angular Reactive programming in Angular Laying out pages with Flex Layout Implementing component communications Change detection and component lifecycle Introducing the Forms API Validating forms Interacting with servers using HTTP Interacting with servers using the WebSocket protocol Testing Angular applications Maintaining app state with ngrx **Web Performance in Action Building Fast Web Pages Simon and Schuster** Summary Web Performance in Action is your companion guide to making websites faster. You'll learn techniques that speed the delivery of your site's assets to the user, increase rendering speed, decrease the overall footprint of your site, as well as how to build a workflow that automates common optimization techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Nifty features, hip design, and clever marketing are great, but your website will flop if visitors think it's slow. Network conditions can be unpredictable, and with today's sites being bigger than ever, you need to set yourself apart from the competition by focusing on speed. Achieving a high level of performance is a combination of front-end architecture choices, best practices, and some clever sleight-of-hand. This book will demystify all these topics for you. About the Book Web Performance in Action is your guide to making fast websites. Packed with "Aha!" moments and critical details, this book teaches you how to create performant websites the right way. You'll master optimal rendering techniques, tips for decreasing your site's footprint, and technologies like HTTP/2 that take your website's speed from merely adequate to seriously fast. Along the way, you'll learn how to create an automated workflow to accomplish common optimization tasks and speed up development in the process. What's Inside Foolproof performance-boosting techniques Optimizing images and fonts HTTP/2 and how it affects your optimization workflow About the Reader This book assumes that you're familiar with HTML, CSS, and JavaScript. Many examples make use of Git and Node.js. About the Author Jeremy Wagner is a professional front-end web developer with over ten years of experience. Foreword by Ethan Marcotte. Table of Contents Understanding web performance Using assessment tools Optimizing CSS Understanding critical CSS Making images responsive Going further with images Faster fonts Keeping JavaScript lean and fast Boosting performance with service workers Fine-tuning asset delivery Looking to the future with HTTP/2 Automating optimization with gulp **RxSwift (Fourth Edition) Reactive Programming with Swift** Learn Reactive Programming in Swift with RxSwift!The popularity of reactive programming continues to grow on an every-increasing number of platforms and languages. Rx lets developers easily and quickly build apps with code that can be understood by other Rx developers - even over different platforms.Not only will you learn how to use the RxSwift port to create complex reactive applications on iOS, you'll also see how to easily solve common application design issues by using RxSwift. Finally you'll discover how to exercise full control over the library and leverage the full power of reactive programming in your apps.This books is for iOS developers who already feel comfortable with iOS and Swift, and want to dive deep into development with RxSwift.Topics Covered in RxSwift:- Getting Started: Get an introduction to the reactive programming paradigm, learn the terminology involved and see how to begin using RxSwift in your projects.- Event Management: Learn how to handle asynchronous event sequences via two key concepts in Rx - Observables and Observers.- Being Selective: See how to work with various events using concepts such as filtering, transforming, combining, and time operators.- UI Development: RxSwift makes it easy to work with UI of your apps using RxCocoa, which provides integration of both UIKit and Cocoa.- Intermediate Topics: Level up your RxSwift knowledge with chapters on reactive networking, multi-threading, and error handling.And much, much more!By the end of this book, you'll have hands-on experience solving common issues in a reactive paradigm - and you'll be well on your way to coming up with your own Rx patterns and solutions! **Learning Redux Packt Publishing Ltd** Build consistent web apps with Redux by easily centralizing the state of your application. About This Book Write applications that behave consistently, run in different environments (client, server and native), and are easy to test Take your web apps to the next level by combining the power of Redux with other frameworks such as React and Angular Uncover the best practices and hidden features of Redux to build applications that are powerful, consistent, and maintainable Who This Book Is For This book targets developers who are already fluent in JavaScript but want to extend their web development skills to develop and maintain bigger applications. What You Will Learn Understand why and how Redux works Implement the basic elements of Redux Use Redux in combination with React/Angular to develop a web application Debug a Redux application Interface with external APIs with Redux Implement user authentication with Redux Write tests for all elements of a Redux application Implement simple and more advanced routing with Redux Learn about server-side rendering with Redux and React Create higher-order reducers for Redux Extend the Redux store via middleware In Detail The book starts with a short introduction to the principles and the ecosystem of Redux, then moves on to show how to implement the basic elements of Redux and put them together. Afterward, you are going to learn how to integrate Redux with other frameworks, such as React and Angular. Along the way, you are going to develop a blog application. To practice developing growing applications with Redux, we are going to start from nothing and keep adding features to our application throughout the book. You are going to learn how to integrate and use Redux DevTools to debug applications, and access external APIs with Redux. You are also going to get acquainted with writing tests for all elements of a Redux application. Furthermore, we are going to cover important concepts in web development, such as routing, user authentication, and communication with a backend server After explaining how to use Redux and how powerful its ecosystem can be, the book teaches you how to make your own abstractions on top of Redux, such as higher-order reducers and middleware. By the end of the book, you are going to be able to develop and maintain Redux applications with ease. In addition to learning about Redux, you are going be familiar with its ecosystem, and learn a lot about JavaScript itself, including best practices and patterns. Style and approach This practical guide will teach you how to develop a complex, data-intensive application leveraging the capabilities of the Redux framework. **Angular: Up and Running Learning Angular, Step by Step "O'Reilly Media, Inc."** This book will demystify Angular as a framework, as well as provide clear instructions and examples on how to get started with writing scalable Angular applications. Angular: Up & Running covers most of the major pieces of Angular, but in a structured manner that is generally used in hands-on training. Each chapter takes one concept, and use examples to cover how it works. Problems to work on (with solutions) at the end of each chapter reinforce the learnings of each chapter and allow readers to really get hands-on with Angular. **PHP Reactive Programming Packt Publishing Ltd** Leverage the power of Reactive Programming in PHP About This Book Develop an interesting multiplayer browser game written in RxJS and

re-implement it using RxPHP Enhance existing reactive applications by building a CLI tool combining Symfony Console Implement Gearman and Rabbit MQ for asynchronous communication Who This Book Is For This book is aimed at people with a solid knowledge of PHP and programming languages in general. We also assume they have at least a little experience with other technologies such as JavaScript, Node.js, and others. What You Will Learn How to work with the RxPHP library and see what it offers via many examples Use the RxPHP library in combination with Symfony Console The different approaches to using Symfony3's Event Dispatcher component Test your reactive PHP code using PHPUnit Analyze PHP source code and apply a custom set of rules by building a CLI tool In Detail Reactive Programming helps us write code that is concise, clear, and readable. Combining the power of reactive programming and PHP, one of the most widely used languages, will enable you to create web applications more pragmatically. PHP Reactive Programming will teach you the benefits of reactive programming via real-world examples with a hands-on approach. You will create multiple projects showing RxPHP in action alone and in combination with other libraries. The book starts with a brief introduction to reactive programming, clearly explaining the importance of building reactive applications. You will use the RxPHP library, built a reddit CLI using it, and also re-implement the Symfony3 Event Dispatcher with RxPHP. You will learn how to test your RxPHP code by writing unit tests. Moving on to more interesting aspects, you will implement a web socket backend by developing a browser game. You will learn to implement quite complex reactive systems while avoiding pitfalls such as circular dependencies by moving the RxJS logic from the frontend to the backend. The book will then focus on writing extendable RxPHP code by developing a code testing tool and also cover Using RxPHP on both the server and client side of the application. With a concluding chapter on reactive programming practices in other languages, this book will serve as a complete guide for you to start writing reactive applications in PHP. Style and approach This book will teach readers how to build reactive applications in a step-by-step manner. It will also present several examples of reactive applications implemented with different frameworks. **Learning RxJava Packt Publishing Ltd** Reactive Programming with Java and ReactiveX About This Book Explore the essential tools and operators RxJava provides, and know which situations to use them in Delve into Observables and Subscribers, the core components of RxJava used for building scalable and performant reactive applications Delve into the practical implementation of tools to effectively take on complex tasks such as concurrency and backpressure Who This Book Is For The primary audience for this book is developers with at least a fundamental mastery of Java. Some readers will likely be interested in RxJava to make programs more resilient, concurrent, and scalable. Others may be checking out reactive programming just to see what it is all about, and to judge whether it can solve any problems they may have. What You Will Learn Learn the features of RxJava 2 that bring about many significant changes, including new reactive types such as Flowable, Single, Maybe, and Completable Understand how reactive programming works and the mindset to "think reactively" Demystify the Observable and how it quickly expresses data and events as sequences Learn the various Rx operators that transform, filter, and combine data and event sequences Leverage multicasting to push data to multiple destinations, and cache and replay them Discover how concurrency and parallelization work in RxJava, and how it makes these traditionally complex tasks trivial to implement Apply RxJava and Retrolambda to the Android domain to create responsive Android apps with better user experiences Use RxJava with the Kotlin language to express RxJava more idiomatically with extension functions, data classes, and other Kotlin features In Detail RxJava is a library for composing asynchronous and event-based programs using Observable sequences for the JVM, allowing developers to build robust applications in less time. Learning RxJava addresses all the fundamentals of reactive programming to help readers write reactive code, as well as teach them an effective approach to designing and implementing reactive libraries and applications. Starting with a brief introduction to reactive programming concepts, there is an overview of Observables and Observers, the core components of RxJava, and how to combine different streams of data and events together. You will also learn simpler ways to achieve concurrency and remain highly performant, with no need for synchronization. Later on, we will leverage backpressure and other strategies to cope with rapidly-producing sources to prevent bottlenecks in your application. After covering custom operators, testing, and debugging, the book dives into hands-on examples using RxJava on Android as well as Kotlin. Style and approach This book will be different from other Rx books, taking an approach that comprehensively covers Rx concepts and practical applications. **C++ Reactive Programming Design concurrent and asynchronous applications using the RxCpp library and Modern C++17 Packt Publishing Ltd** Learn how to implement the reactive programming paradigm with C++ and build asynchronous and concurrent applications Key Features Efficiently exploit concurrency and parallelism in your programs Use the Functional Reactive programming model to structure programs Understand reactive GUI programming to make your own applications using Qt Book Description Reactive programming is an effective way to build highly responsive applications with an easy-to-maintain code base. This book covers the essential functional reactive concepts that will help you build highly concurrent, event-driven, and asynchronous applications in a simpler and less error-prone way. C++ Reactive Programming begins with a discussion on how event processing was undertaken by different programming systems earlier. After a brisk introduction to modern C++ (C++17), you'll be taken through language-level concurrency and the lock-free programming model to set the stage for our foray into the Functional Programming model. Following this, you'll be introduced to RxCpp and its programming model. You'll be able to gain deep insights into the RxCpp library, which facilitates reactive programming. You'll learn how to deal with reactive programming using Qt/C++ (for the desktop) and C++ microservices for the Web. By the end of the book, you will be well versed with advanced reactive programming concepts in modern C++ (C++17). What you will learn Understand language-level concurrency in C++ Explore advanced C++ programming for the FRP Uncover the RxCpp library and its programming model Mix the FP and OOP constructs in C++ 17 to write well-structured programs Master reactive microservices in C++ Create custom operators for RxCpp Learn advanced stream processing and error handling Who this book is for If you're a C++ developer interested in using reactive programming to build asynchronous and concurrent applications, you'll find this book extremely useful. This book doesn't assume any previous knowledge of reactive programming. **Reactive Programming with RxJava Creating Asynchronous, Event-Based Applications "O'Reilly Media, Inc."** In today's app-driven era, when programs are asynchronous and responsiveness is so vital, reactive programming can help you write code that's more reliable, easier to scale, and better-performing. With this practical book, Java developers will first learn how to view problems in the reactive way, and then build programs that leverage the best features of this exciting new programming paradigm. Authors Tomasz Nurkiewicz and Ben Christensen include concrete examples that use the RxJava

library to solve real-world performance issues on Android devices as well as the server. You'll learn how RxJava leverages parallelism and concurrency to help you solve today's problems. This book also provides a preview of the upcoming 2.0 release. Write programs that react to multiple asynchronous sources of input without descending into "callback hell" Get to that aha! moment when you understand how to solve problems in the reactive way Cope with Observables that produce data too quickly to be consumed Explore strategies to debug and to test programs written in the reactive style Efficiently exploit parallelism and concurrency in your programs Learn about the transition to RxJava version 2

Vert.x in Action Asynchronous and Reactive Java Manning Publications Vert.x in Action teaches you how to build production-quality reactive applications in Java. This book covers core Vert.x concepts, as well as the fundamentals of asynchronous and reactive programming. Learn to develop microservices by using Vert.x tools for database communications, persistent messaging, and test app resiliency. The patterns and techniques included here transfer to reactive technologies and frameworks beyond Vert.x. Summary As enterprise applications become larger and more distributed, new architectural approaches like reactive designs, microservices, and event streams are required knowledge. The Vert.x framework provides a mature, rock-solid toolkit for building reactive applications using Java, Kotlin, or Scala. Vert.x in Action teaches you to build responsive, resilient, and scalable JVM applications with Vert.x using well-established reactive design patterns. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Vert.x is a collection of libraries for the Java virtual machine that simplify event-based and asynchronous programming. Vert.x applications handle tedious tasks like asynchronous communication, concurrent work, message and data persistence, plus they're easy to scale, modify, and maintain. Backed by the Eclipse Foundation and used by Red Hat and others, this toolkit supports code in a variety of languages. About the book Vert.x in Action teaches you how to build production-quality reactive applications in Java. This book covers core Vert.x concepts, as well as the fundamentals of asynchronous and reactive programming. Learn to develop microservices by using Vert.x tools for database communications, persistent messaging, and test app resiliency. The patterns and techniques included here transfer to reactive technologies and frameworks beyond Vert.x. What's inside Building reactive services Responding to external service failures Horizontal scaling Vert.x toolkit architecture and Vert.x testing Deploying with Docker and Kubernetes About the reader For intermediate Java web developers. About the author Julien Ponge is a principal software engineer at Red Hat, working on the Eclipse Vert.x project. Table of Contents PART 1 - FUNDAMENTALS OF ASYNCHRONOUS PROGRAMMING WITH VERT.X 1 Vert.x, asynchronous programming, and reactive systems 2 Verticles: The basic processing units of Vert.x 3 Event bus: The backbone of a Vert.x application 4 Asynchronous data and event streams 5 Beyond callbacks 6 Beyond the event bus PART 2 - DEVELOPING REACTIVE SERVICES WITH VERT.X 7 Designing a reactive application 8 The web stack 9 Messaging and event streaming with Vert.x 10 Persistent state management with databases 11 End-to-end real-time reactive event processing 12 Toward responsiveness with load and chaos testing 13 Final notes: Container-native Vert.x

Building Progressive Web Apps Bringing the Power of Native to the Browser "O'Reilly Media, Inc." Move over native apps. New progressive web apps have capabilities that will soon make you obsolete. With this hands-on guide, web developers and business execs will learn how—and why—to develop web apps that take advantage of features that have so far been exclusive to native apps. Features that include fast load times, push notifications, offline access, homescreen shortcuts, and an entirely app-like experience. By leveraging the latest browser APIs, progressive web apps combine all of the benefits of native apps, while avoiding their issues. Throughout the book, author Tal Ater shows you how to improve a simple website for the fictional Gotham Imperial Hotel into a modern progressive web app. Plus: Understand how service workers work, and use them to create sites that launch in an instant, regardless of the user's internet connection Create full-screen web apps that launch from the phone's homescreen just like native apps Re-engage users with push notifications, even days after they have left your site Embrace offline-first and build web apps that gracefully handle loss of connectivity Explore new UX opportunities and challenges presented by progressive web apps

The Pragmatic Programmer From Journeyman to Master Addison-Wesley Professional What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." —John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." —Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." —Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." —Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." —Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process—taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and

effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, *The Pragmatic Programmer* illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer. **Serverless Architectures on AWS With examples using AWS Lambda Simon and Schuster** Summary Serverless Architectures on AWS teaches you how to build, secure and manage serverless architectures that can power the most demanding web and mobile apps. Forewords by Patrick Debois (Founder of devopsdays) and Dr. Donald F. Ferguson (Columbia University). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology There's a shift underway toward serverless cloud architectures. With the release of serverless computer technologies such as AWS Lambda, developers are now building entirely serverless platforms at scale. In these new architectures, traditional back-end servers are replaced with cloud functions acting as discrete single-purpose services. By composing and combining these serverless cloud functions together in a loose orchestration and adopting useful third-party services, developers can create powerful yet easy-to-understand applications. About the Book Serverless Architectures on AWS teaches you how to build, secure, and manage serverless architectures that can power the most demanding web and mobile apps. You'll get going quickly with this book's ready-made real-world examples, code snippets, diagrams, and descriptions of architectures that can be readily applied. By the end, you'll be able to architect and build your own serverless applications on AWS. What's Inside First steps with serverless computing Important patterns and architectures Writing AWS Lambda functions and using the API Gateway Composing serverless applications using key services like Auth0 and Firebase Securing, deploying, and managing serverless architectures About the Reader This book is for software developers interested in back end technologies. Experience with JavaScript (node.js) and AWS is useful but not required. About the Author Dr. Peter Sbarski is a well-known AWS expert, VP of engineering at A Cloud Guru, and head of Serverlessconf. Table of Contents PART 1 - FIRST STEPS Going serverless Architectures and patterns Building a serverless application Setting up your cloud PART 2 - CORE IDEAS Authentication and authorization Lambda the orchestrator API Gateway PART 3 - GROWING YOUR ARCHITECTURE Storage Database Going the last mile APPENDIXES Services for your serverless architecture Installation and setup More about authentication and authorization Lambda insider Models and mapping **Designing Microservices Platforms with NATS A modern approach to designing and implementing scalable microservices platforms with NATS messaging Packt Publishing Ltd** A complete reference for designing and building scalable microservices platforms with NATS messaging technology for inter-service communication with security and observability Key Features Understand the use of a messaging backbone for inter-service communication in microservices architecture Design and build a real-world microservices platform with NATS as the messaging backbone using the Go programming language Explore security, observability, and best practices for building a microservices platform with NATS Book Description Building a scalable microservices platform that caters to business demands is critical to the success of that platform. In a microservices architecture, inter-service communication becomes a bottleneck when the platform scales. This book provides a reference architecture along with a practical example of how to implement it for building microservices-based platforms with NATS as the messaging backbone for inter-service communication. In *Designing Microservices Platforms with NATS*, you'll learn how to build a scalable and manageable microservices platform with NATS. The book starts by introducing concepts relating to microservices architecture, inter-service communication, messaging backbones, and the basics of NATS messaging. You'll be introduced to a reference architecture that uses these concepts to build a scalable microservices platform and guided through its implementation. Later, the book touches on important aspects of platform securing and monitoring with the help of the reference implementation. Finally, the book concludes with a chapter on best practices to follow when integrating with existing platforms and the future direction of microservices architecture and NATS messaging as a whole. By the end of this microservices book, you'll have developed the skills to design and implement microservices platforms with NATS. What you will learn Understand the concepts of microservices architecture Get to grips with NATS messaging technology Handle transactions and message delivery guarantees with microservices Implement a reference architecture for microservices using NATS Discover how to improve the platform's security and observability Explore how a NATS microservices platform integrates with an enterprise ecosystem Who this book is for This book is for enterprise software architects and developers who want to gain hands-on microservices experience for designing, implementing, and managing complex distributed systems with microservices architecture concepts. Intermediate-level experience in any programming language and software architecture is required to make the most of this book. **Hands-On Design Patterns with C# and .NET Core Write clean and maintainable code by using reusable solutions to common software design problems Packt Publishing Ltd** Apply design patterns to solve problems in software architecture and programming using C# 7.x and .NET Core 2 Key Features Enhance your programming skills by implementing efficient design patterns for C# and .NET Explore design patterns for functional and reactive programming to build robust and scalable applications Discover how to work effectively with microservice and serverless architectures Book Description Design patterns are essentially reusable solutions to common programming problems. When used correctly, they meet crucial software requirements with ease and reduce costs. This book will uncover effective ways to use design patterns and demonstrate their implementation with executable code specific to both C# and .NET Core. *Hands-On Design Patterns with C# and .NET Core* begins with an overview of object-oriented programming (OOP) and SOLID principles. It provides an in-depth explanation of the Gang of Four (GoF) design patterns such as creational, structural, and behavioral. The book then takes you through functional, reactive, and concurrent patterns, helping you write better code with streams, threads, and coroutines. Toward the end of the book, you'll learn about the latest trends in architecture, exploring design patterns for microservices, serverless, and cloud native applications. You'll even understand the considerations that need to be taken into account when choosing between different architectures such as microservices and MVC. By the end of the book, you will be able to write efficient and clear code and be comfortable working on scalable and maintainable projects of any size. What you will learn Make your code more flexible by applying SOLID principles Follow the Test-driven development (TDD) approach in your .NET Core projects Get to grips with efficient database migration, data

persistence, and testing techniques Convert a console application to a web application using the right MVP Write asynchronous, multithreaded, and parallel code Implement MVVM and work with RxJS and AngularJS to deal with changes in databases Explore the features of microservices, serverless programming, and cloud computing Who this book is for If you have a basic understanding of C# and the .NET Core framework, this book will help you write code that is easy to reuse and maintain with the help of proven design patterns that you can implement in your code. **AngularJS in Action Simon and Schuster** Summary AngularJS in Action covers everything you need to know to get started with the AngularJS framework. As you read, you'll explore all the individual components of the framework and learn how to customize and extend them. You'll discover the emerging patterns for web application architecture and tackle required tasks like communicating with a web server back-end. Along the way, you'll see AngularJS in action by building real world applications with thoroughly commented code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology AngularJS is a JavaScript-based framework that extends HTML, so you can create dynamic, interactive web applications in the same way you create standard static pages. Out of the box, Angular provides most of the functionality you'll need for basic apps, but you won't want to stop there. Intuitive, easy to customize, and test-friendly, Angular practically begs you to build more interesting apps. About the Book AngularJS in Action teaches you everything you need to get started with AngularJS. As you read, you'll learn to build interactive single-page web interfaces, apply emerging patterns like MVVM, and tackle key tasks like communicating with back-end servers. All examples are supported by clear explanations and illustrations along with fully annotated code listings. This book assumes you know at least some JavaScript. No prior exposure to AngularJS is required. What's Inside Get started with AngularJS Write your own components Best practices for application architecture Progressively build a full-featured application Covers Angular JS 1.3 Sample application updated to the latest version of Angular About the Author Lukas Ruebbelke is a full-time web developer and an active contributor to the AngularJS community. Table of Contents PART 1 GET ACQUAINTED WITH ANGULARJS Hello AngularJS Structuring your AngularJS application PART 2 MAKE SOMETHING WITH ANGULARJS Views and controllers Models and services Directives Animations Structuring your site with routes Forms and validations APPENDIXES Setting up Karma Setting up a Node.js server Setting up a Firebase server Running the app. **.NET Design Patterns Packt Publishing Ltd** Explore the world of .NET design patterns and bring the benefits that the right patterns can offer to your toolkit today About This Book Dive into the powerful fundamentals of .NET framework for software development The code is explained piece by piece and the application of the pattern is also showcased. This fast-paced guide shows you how to implement the patterns into your existing applications Who This Book Is For This book is for those with familiarity with .NET development who would like to take their skills to the next level and be in the driver's seat when it comes to modern development techniques. Basic object-oriented C# programming experience and an elementary familiarity with the .NET framework library is required. What You Will Learn Put patterns and pattern catalogs into the right perspective Apply patterns for software development under C#/.NET Use GoF and other patterns in real-life development scenarios Be able to enrich your design vocabulary and well articulate your design thoughts Leverage object/functional programming by mixing OOP and FP Understand the reactive programming model using Rx and Rxjs Writing compositional code using C# LINQ constructs Be able to implement concurrent/parallel programming techniques using idioms under .NET Avoiding pitfalls when creating compositional, readable, and maintainable code using imperative, functional, and reactive code. In Detail Knowing about design patterns enables developers to improve their code base, promoting code reuse and making their design more robust. This book focuses on the practical aspects of programming in .NET. You will learn about some of the relevant design patterns (and their application) that are most widely used. We start with classic object-oriented programming (OOP) techniques, evaluate parallel programming and concurrency models, enhance implementations by mixing OOP and functional programming, and finally to the reactive programming model where functional programming and OOP are used in synergy to write better code. Throughout this book, we'll show you how to deal with architecture/design techniques, GoF patterns, relevant patterns from other catalogs, functional programming, and reactive programming techniques. After reading this book, you will be able to convincingly leverage these design patterns (factory pattern, builder pattern, prototype pattern, adapter pattern, facade pattern, decorator pattern, observer pattern and so on) for your programs. You will also be able to write fluid functional code in .NET that would leverage concurrency and parallelism! Style and approach This tutorial-based book takes a step-by-step approach. It covers the major patterns and explains them in a detailed manner along with code examples. **Learning JavaScript Design Patterns A JavaScript and jQuery Developer's Guide "O'Reilly Media, Inc."** With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis! **Web Components in Action Simon and Schuster** Summary Web Components are a standardized way to build reusable custom elements for web pages and applications using HTML, CSS, and JavaScript. A Web Component is well-encapsulated, keeping its internal structure separate from other page elements so they don't collide with the rest of your code. In Web Components in Action you'll learn to design, build, and deploy reusable Web Components from scratch. Foreword by Gray Norton. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The right UI can set your sites and web applications apart from the ordinary. Using the Web Components API, you can build Custom Elements and then add them to your pages with just a simple HTML tag. This standards-based design approach gives you complete control over the style and behavior of your components and makes them radically easier to build, share, and reuse between

projects. About the Book Web Components in Action teaches you to build and use Web Components from the ground up. You'll start with simple components and component-based applications, using JavaScript, HTML, and CSS. Then, you'll customize them and apply best design practices to maximize reusability. Through hands-on proje