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Architect and design highly scalable, robust, clean and highly performant applications in .NET Core About This Book Incorporate architectural soft-skills such as DevOps and Agile methodologies to enhance program-level objectives Gain knowledge of architectural approaches on the likes of SOA architecture and microservices to provide traceability and rationale for architectural decisions Explore a variety of practical use cases and code examples to implement the tools and techniques described in the book Who This Book Is For This book is for experienced .NET developers who are aspiring to become architects of enterprise-grade applications, as well as software architects who would like to leverage .NET to create effective blueprints of applications. What You Will Learn Grasp the important aspects and best practices of application lifecycle management Leverage the popular ALM tools, application insights, and their usage to monitor performance, testability, and optimization tools in an enterprise Explore various authentication models such as social media-based authentication, 2FA and OpenID Connect, learn authorization techniques Explore Azure with various solution approaches for Microservices and Serverless architecture along with Docker containers Gain knowledge about the recent market trends and practices and how they can be achieved with .NET Core and Microsoft tools and technologies In Detail If you want to design and develop enterprise applications using .NET Core as the development framework and learn about industry-wide best practices and guidelines, then this book is for you. The book starts with a brief introduction to enterprise architecture, which will help you to understand what enterprise architecture is and what the key components are. It will then teach you about the types of patterns and the principles of software development, and explain the various aspects of distributed computing to keep your applications effective and scalable. These chapters act as a catalyst to start the practical implementation, and design and develop applications using different architectural approaches, such as layered architecture, service oriented architecture, microservices and cloud-specific solutions. Gradually, you will learn about the different approaches and models of the Security framework and explore various authentication models and authorization techniques, such as social media-based authentication and safe storage using app secrets. By the end of the book, you will get to know the concepts and usage of the emerging fields, such as DevOps, BigData, architectural practices, and Artificial Intelligence. Style and approach Filled with examples and use cases, this guide takes a no-nonsense approach to show you the best tools and techniques required to become a successful software architect. If you look at a SharePoint application you'll find that most of its active components are Web Parts. SharePoint 2010 includes dozens of prebuilt Web Parts that you can use. It also provides an API that lets you build custom Web Parts using C# or VB.NET. SharePoint 2010 Web Parts in Action is a comprehensive guide to deploying, customizing, and creating Web Parts. Countless examples walk you through everything from design, to development, deployment, troubleshooting, and upgrading. Because Web Parts are ASP.NET controls, you'll learn to use Visual Studio 2010 to extend existing Web Parts and to build custom components from scratch. What's Inside Using and configuring Web Parts Web Part and portal best practices Custom use cases, like mobile and international apps Web Part design

patterns This book is written for application developers working with SharePoint 2010. Knowing Visual Studio 2010 is helpful but not required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. A variety of positive change has recently taken place in the DNN ecosystem, code base, and underlying technology. Professional DNN7: Open Source .NET CMS Platform provides thorough coverage of all aspects of DNN including the latest features, API's, and updates. Looking to ramp up your knowledge of DNN7? If so, this book is for you! In this book, you'll learn how to install, configure, administer, develop modules, and much more! DNN has undergone a significant transformation over the past 4 years. The rebrand from DotNetNuke to DNN was just the start. The entire platform was migrated from VB to C#, the user interface was overhauled providing a much-improved user experience, dramatic improvements in functionality & performance were made including support for social collaboration and mobile devices. Recently API's that make modern, client-side development easy have been introduced as well. The underlying technology platform has migrated from ASP.NET 2.0 to ASP.NET 4.0 and DNN has also integrated Microsoft's Web API as the service framework at the core of the DNN solution. All of these enhancements provide developers with a lot of power in one solution. In previous Professional DotNetNuke books, DotNetNuke founder Shaun Walker authored a popular introductory chapter covering the evolution of the DNN open source project. He will expand this initial chapter with information about venture capital funding, commercialization, and software business insights - which will be of interest to DNN enthusiasts, as well as technology entrepreneurs. DNN site builders, administrators, and developers will learn how to: determine if they have met the installation requirements and install DNN administer and host a DNN site and install and configure modules manage users and keep a DNN installation secure localize a DNN site for multiple languages build custom DNN modules in C# using the model of separation of database, business logic, and presentation layers customize the DNN look with skinning make their site social with EVOQ In this book, the authors take an application-centric approach: the development of an application drives the Struts along with Ajax coverage, rather than the other way around. Chapter titles include: What We Do Wrong: Web Antipatterns Explained; Managing Business Logic with Struts; Architecting the Data Access Tier with ObjectRelationalBridge; Building Flexible Front-Ends with the Tiles Framework; Dynamic Forms using Ajax and the Struts Validator Framework; Speeding Struts Development with XDoclet, and Logging and Debugging. Appendices discuss JavaEdge setup, Struts development tools, and Apache Struts Ti/WebWork. The end result: you will learn to use Struts very effectively! Architects of buildings and architects of software have more in common than most people think. Both professions require attention to detail, and both practitioners will see their work collapse around them if they make too many mistakes. It's impossible to imagine a world in which buildings get built without blueprints, but it's still common for software applications to be designed and built without blueprints, or in this case, design patterns. A software design pattern can be identified as "a recurring solution to a recurring problem." Using design patterns for software development makes sense in the same way that architectural design patterns make sense--if it works well in one place, why not use it in another? But developers have had enough of books that simply catalog design patterns without extending into new areas, and books that are so theoretical that you can't actually do anything better after reading them than you could before you started. Crawford and Kaplan's J2EE Design Patterns approaches the subject in a unique, highly practical and pragmatic way. Rather than simply present another catalog of design patterns, the authors broaden the scope by discussing ways to choose design patterns when building an enterprise application from scratch, looking closely at the real world tradeoffs that Java developers must weigh when architecting their applications. Then they go on to show how to apply the patterns when writing realworld software. They also extend design patterns into areas not covered in other books, presenting original patterns for data modeling, transaction / process modeling, and interoperability. J2EE Design Patterns offers extensive coverage of the five problem areas enterprise developers face: Maintenance (Extensibility) Performance (System Scalability) Data Modeling (Business Object Modeling) Transactions (process Modeling) Messaging (Interoperability) And with its careful balance between theory and practice, J2EE Design Patterns will give developers new to the Java enterprise development arena a solid understanding of how to approach a wide variety of architectural and procedural problems, and will give experienced J2EE pros an opportunity to extend and improve on their existing experience. Refactoring is an effective way to quickly uncover problematic code and fix it. In this first book to provide a hands-on approach to refactoring in C# and ASP.NET, you'll discover to apply refactoring techniques to manage and modify your code. Plus, you'll learn how to build a prototype application from scratch and discover how to refactor the prototype into a properly designed, enterprise-level application. With the help of step-by-step directions, you'll gain a better understanding of different code issues and refactoring transformations. Many of these transformations are developed from real-world scenarios that are the result of key business decisions. In addition, you'll find formal definitions of refactoring techniques that you'll be able to refer to while on the job. This book covers the refactoring techniques that will enable you to become more efficient and productive. You'll be able to use this information to respond to change and improve the design of existing code. What you will learn from this book How to assemble your own refactoring toolkit Techniques for performing unit testing Tips on refactoring to patterns How to use refactoring to upgrade legacy C# and ASP.NET code Ways to take advantage of the method extraction to eliminate duplicated code How to make code simpler, easier to modify, and more understandable All about object oriented theory and design patterns Methods for using LINQ and other C# 3.0 enhancements Who this book is for This book is for C# and ASP.NET developers who want to learn how to effectively manage and modify their code with refactoring tools and features. Wrox Professional guides are planned and written by working programmers to meet the real-world needs of programmers, developers, and IT professionals. Focused and relevant, they address the issues technology professionals face every day. They provide examples, practical solutions, and expert education in new technologies, all designed to help programmers do a better job. This is the completely updated and revised edition to the bestselling tutorial and reference to J2EE Patterns. The book introduces new patterns, new refactorings, and new ways of using XML and J2EE Web services. This book constitutes the thoroughly refereed postproceedings of the Second International Workshop on Semantic Web and Databases, SWDB 2004, held in Toronto, Canada in August 2004 as a satellite workshop of VLDB 2004. The 14 revised full papers presented together with 2 papers by the invited keynote speakers were carefully selected during two rounds of reviewing and improvement from 47 submissions. Among the topics addressed are data semantics, semantic Web services, service-oriented computing, workflow composition, XML semantics, relational tables, ontologies, semantic Web algebra, heterogeneous data sources, context mediation, OWL, ontology engineering, data integration, semantic Web queries, database queries, and peer-to-peer warehouses. ASP.NET MVC insiders cover the latest updates to the technology in this popular Wrox reference MVC 5 is the newest update to the popular Microsoft technology that enables you to build dynamic, data-driven websites. Like previous versions, this guide shows you step-by-step techniques on using MVC to best advantage, with plenty of practical tutorials to illustrate the concepts. It covers controllers, views, and models; forms and HTML helpers; data annotation and validation; membership, authorization, and security. MVC 5, the latest version of MVC, adds sophisticated features such as single page applications, mobile optimization, and adaptive rendering A team of top Microsoft MVP experts, along with visionaries in the field, provide practical advice on basic and advanced MVC topics Covers controllers, views, models, forms, data annotations, authorization and security, Ajax, routing, ASP.NET web API, dependency injection, unit testing, real-world application, and much more Professional ASP.NET MVC 5 is the comprehensive resource you need to make the best use of the updated Model-View-Controller technology. The book is an introduction to grid computing, a strategy central to IBM's plans to help organizations succeed through better sharing of resources. It includes case studies which demonstrate how organizations have success with grid computing across a variety of industries. Your process may be agile, but are you building agility directly into the code base? This book teaches .NET programmers how to give code the flexibility to adapt to changing requirements and customer demands by applying cutting-edge techniques, including SOLID principles, design patterns, and other industry best practices. Understand why composition is preferable to inheritance and how flexible the interface really can be Gain deep knowledge of key design patterns and anti-patterns, when to apply them, and how to give their code agility Bridge the gap between the theory behind SOLID principles, design patterns, and industry best practices by pragmatically solving real-world problems Get code samples written in upcoming version of Microsoft Visual C# Topics include: Agile with Scrum process; dependencies and layering; the interface; patterns and anti-patterns; introduction to SOLID principles, including open/closed and dependency interjection; and using application templates New edition of the top book on MVC from the top ASP.NET experts at Microsoft! MVC 3.0 is the latest update to Microsoft's Model-View-Controller technology, which enables developers to build dynamic, data-driven web sites. This in-depth book shows you step by step how

to use MVC 3.0. Written by top ASP.NET MVC experts at Microsoft, the latest edition of this popular book covers new and updated features such as the new View engine, Razor, NuGet, and much more. The book's practical tutorials reinforce concepts and allow you create real-world applications. Topics include controllers and actions, forms and HTML helpers, Ajax, unit testing, and much more. Shows developers and programmers how to use ASP.NET MVC 3.0, Microsoft's new version of its Model-View-Controller technology for developing dynamic, data-driven web sites Features an expert author team?all are members of Microsoft's ASP.NET team Uses a step-by-step approach to explain all major features and functionalities and provides practical tutorials to allow you to create real-world applications Goes into theory as well as practical application and covers such topics as Razor, NuGet (PowerShell inside Visual Studio 2010), and new layout features Move your development skills to the next level with MVC 3.0 and Professional ASP.NET MVC 3.0. Welcome to "Practical PayPal Integration in ASP.NET Core". This book will provide useful resources on PayPal Checkout and Subscriptions APIs and SDKs, as well as their applications in ASP.NET Core projects. I hope that this book will be useful for .NET programmers, software developers, and students of all skill levels, who are interested in integrating the PayPal REST APIs into their ASP.NET applications. You may often get confused with PayPal because there are so many frameworks and options to do the same thing. In fact, there are over 50 PayPal services, APIs, and SDKs out there - you just do not know which one is suitable for your applications. In this book, I will choose the latest PayPal products, services, APIs, and SDKs, and integrate them into your ASP.NET Core applications. Here are PayPal technologies that I plan to use:

- PayPal Smart Payment Buttons - These new buttons, introduced in June 2018, provide a simplified and secure check out experience. They intelligently present the most relevant payment types to your shoppers automatically.
- PayPal JavaScript SDK - This SDK integrates Smart Payment Buttons into your web site and renders them to a container DOM element.
- PayPal Checkout .NET SDK - To simplify integrations, PayPal provides a .NET SDK for their Version 2 REST Payment API. Using the SDK over a direct integration allows the SDK to handle authentication on the server side for you.
- PayPal Subscriptions API - I will implement a Subscriptions .NET SDK based on PayPal Version 1 Subscriptions REST API. This SDK allows you to easily integrate PayPal Subscriptions into .NET applications. In the first part of this book, I will explain how to use the PayPal Checkout .NET SDK to get start with the PayPal Version 2 Payments and Orders REST APIs. I will use various examples to demonstrate the procedures to complete a PayPal checkout transaction, including how to set up the development environment, how to integrate and render Smart Payment Buttons, how to create and manage orders, and how to capture and verify the transaction. In the second part of this book, I will switch to PayPal Subscriptions API. This API has not been ported to Version 2 yet, so we have to use Version 1 API for subscription. To make matters even worse, PayPal has never released a stable Subscriptions .NET SDK, which makes it difficult for .NET developers to integrate PayPal Subscriptions API into .NET and .NET Core applications. Therefore, I decide to implement a simple PayPal Subscriptions .NET SDK, which simply exposes various static methods that can be used to integrate PayPal Subscriptions API into .NET applications. I will use several examples to illustrate how to use this SDK to complete subscription transactions.

Many bookstores offer numerous choices of books on Java Server Programming; however, most of these books are intricate and complex to grasp. So, what are your chances of picking up the right one? If this question has been troubling you, be rest assured now! This book, Java Server Programming: Java EE 5 (J2EE 1.5) Black Book, Platinum Edition, is a one-time reference book that covers all aspects of Java EE in an easy-to-understand approach for example, how an application server runs; how GlassFish Application server deploys a Java application; a complete know-how of design patterns, best practices, and design strategies; working with Java related technologies such as NetBeans IDE 6.0, Hibernate, Spring, and Seam frameworks; and proven solutions using the key Java EE technologies, such as JDBC, Servlets, JSP, JSTL, RMI, JNDI, JavaMail, Web services, JCA, Struts, JSF, UML, and much more& All this, as the book explores these concepts with appropriate examples and executable applications no doubt, every aspect of the book is worth its price. Get the best out of Node.js by mastering its most powerful components and patterns to create modular and scalable applications with ease About This Book Create reusable patterns and modules by leveraging the new features of Node.js . Understand the asynchronous single thread design of node and grasp all its features and patterns to take advantage of various functions. This unique guide will help you get the most out of Node.js and its ecosystem. Who This Book Is For The book is meant for developers and software architects with a basic working knowledge of JavaScript who are interested in acquiring a deeper understanding of how to design and develop enterprise-level Node.js applications. Basic knowledge of Node.js is also helpful to get the most out of this book. What You Will Learn Design and implement a series of server-side JavaScript patterns so you understand why and when to apply them in different use case scenarios Become comfortable with writing asynchronous code by leveraging constructs such as callbacks, promises, generators and the async-await syntax Identify the most important concerns and apply unique tricks to achieve higher scalability and modularity in your Node.js application Untangle your modules by organizing and connecting them coherently Reuse well-known techniques to solve common design and coding issues Explore the latest trends in Universal JavaScript, learn how to write code that runs on both Node.js and the browser and leverage React and its ecosystem to implement universal applications In Detail Node.js is a massively popular software platform that lets you use JavaScript to easily create scalable server-side applications. It allows you to create efficient code, enabling a more sustainable way of writing software made of only one language across the full stack, along with extreme levels of reusability, pragmatism, simplicity, and collaboration. Node.js is revolutionizing the web and the way people and companies create their software. In this book, we will take you on a journey across various ideas and components, and the challenges you would commonly encounter while designing and developing software using the Node.js platform. You will also discover the "Node.js way" of dealing with design and coding decisions. The book kicks off by exploring the basics of Node.js describing it's asynchronous single-threaded architecture and the main design patterns. It then shows you how to master the asynchronous control flow patterns, and the stream component and it culminates into a detailed list of Node.js implementations of the most common design patterns as well as some specific design patterns that are exclusive to the Node.js world. Lastly, it dives into more advanced concepts such as Universal Javascript, and scalability' and it's meant to conclude the journey by giving the reader all the necessary concepts to be able to build an enterprise grade application using Node.js. Style and approach This book takes its intended readers through a comprehensive explanation to create a scalable and efficient real-time server-side apps. * Instructs the use of Struts to build MVC Web applications and simplify HTML form construction and validation * Provides information on using Object-RelationalBridge to cut down the amount of data-access code necessary to be written and maintained * Teaches how to use Lucene to incorporate search engine functionality into a Web application * Demonstrates how to use Velocity to cleanly separate presentation and Java Code In this one-of-a-kind book, Microsoft MVP Danijel Arsenovski shows you how to utilize the power of refactoring to improve the design of your existing code and become more efficient and productive. You'll discover how to perform unit testing, refactoring to patterns, and refactoring to upgrade legacy Visual Basic code. As you progress through the chapters, you'll build a prototype application from scratch as Arsenovski walks you step-by-step through each process while offering expert coding tips. Looking to study up for the new J2EE 1.5 Sun Certified Web Component Developer (SCWCD) exam? This book will get you way up to speed on the technology you'll know it so well, in fact, that you can pass the brand new J2EE 1.5 exam. If that's what you want to do, that is. Maybe you don't care about the exam, but need to use servlets and JSPs in your next project. You're working on a deadline. You're over the legal limit for caffeine. You can't waste your time with a book that makes sense only AFTER you're an expert (or worse, one that puts you to sleep). Learn how to write servlets and JSPs, what makes a web container tick (and what ticks it off), how to use JSP's Expression Language (EL for short), and how to write deployment descriptors for your web applications. Master the c:out tag, and get a handle on exactly what's changed since the older J2EE 1.4 exam. You don't just pass the new J2EE 1.5 SCWCD exam, you'll understand this stuff and put it to work immediately. Head First Servlets and JSP doesn't just give you a bunch of facts to memorize; it drives knowledge straight into your brain. You'll interact with servlets and JSPs in ways that help you learn quickly and deeply. And when you're through with the book, you can take a brand-new mock exam, created specifically to simulate the real test-taking experience. * The concepts of AOP are presented independently of any particular implementation * The book covers all 4 major existing tools for AOP: AspectJ, JBoss AOP, AspectWerkz, JAC * The book covers the implementation of a technical aspect based on the Hibernate object/relational persistence framework, a J2EE application implemented with AspectJ, and applications of AOP in the domains of programming by contracts, program testing, and application management The book constitutes the refereed proceedings of the 11th International Conference on Software Composition, SC 2012, held in Prague, Czech Republic, in May/June 2012, co-located with TOOLS 2012 Federated Conferences. The 12

revised full papers were carefully reviewed and selected from 42 submissions for inclusion in the book. The papers reflect all current research in software composition and are organized in topical sections on software composition in specification languages; context-aware and dynamic composition; composition in software development; and applications of software composition. With the release of WebLogic Server 7.0 in June 2002, BEA positioned WebLogic Server as the premier J2EE Web Services development platform. With the next release in late 2002, WLS will integrate WebLogic Workshop and other key tools to provide developers with a stable, market-leading product designed for the next generation of Java applications based on Web Services on the latest J2EE platform. BEA WebLogic Server is the leading J2EE application server, holding almost 40% of the market share in this competitive category. WebLogic Server Unleashed is designed to be the definitive reference work for the WLS developer, offering an in-depth look at the capabilities provided by WLS 7.X and illustrating the best development practices. Dependency Injection is an in-depth guide to the current best practices focusing on the Dependency Injection pattern—the key concept in Spring and the rapidly-growing Google Guice. It explores Dependency Injection, sometimes called Inversion of Control, in fine detail with numerous practical examples. Developers will learn to apply important techniques, focusing on their strengths and limitations, with a particular emphasis on pitfalls, corner-cases, and best practices. This book is written for developers and architects who want to understand Dependency Injection and successfully leverage popular DI technologies such as Spring, Google Guice, PicoContainer, and many others. The book explores many small examples of anchor concepts and unfolds a larger example to show the big picture. Written primarily from a Java point-of-view, this book is appropriate for any developer with a working knowledge of object-oriented programming in Java, Ruby, or C#. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. An outstanding author team presents the ultimate Wrox guide to ASP.NET MVC 4. Microsoft insiders join giants of the software development community to offer this in-depth guide to ASP.NET MVC, an essential web development technology. Experienced .NET and ASP.NET developers will find all the important information they need to build dynamic, data-driven websites with ASP.NET and the newest release of Microsoft's Model-View-Controller technology. Featuring step-by-step guidance and lots of code samples, this guide gets you started and moves all the way to advanced topics, using plenty of examples. Designed to give experienced .NET and ASP.NET programmers everything needed to work with the newest version of MVC technology. Expert author team includes Microsoft ASP.NET MVC insiders as well as leaders of the programming community. Covers controllers, views, models, forms and HTML helpers, data annotation and validation, membership, authorization, security, and routing. Includes essential topics such as Ajax and jQuery, NuGet, dependency injection, unit testing, extending MVC, and Razor. Includes additional real-world coverage requested by readers of the previous edition as well as a new case study example chapter. From learning about the most sought-after design patterns to a comprehensive coverage of architectural patterns and code testing, this book is all you need to write clean, reusable code. Key Features: Write clean, reusable and maintainable code, and make the most of the latest Swift version. Analyze case studies of some of the popular open source projects and give your workflow a huge boost. Choose patterns such as MVP, MVC, and MVVM depending on the application being built. Book Description: Swift keeps gaining traction not only amongst Apple developers but also as a server-side language. This book demonstrates how to apply design patterns and best practices in real-life situations, whether that's for new or already existing projects. You'll begin with a quick refresher on Swift, the compiler, the standard library, and the foundation, followed by the Cocoa design patterns – the ones at the core of many Cocoa libraries – to follow up with the creational, structural, and behavioral patterns as defined by the GoF. You'll get acquainted with application architecture, as well as the most popular architectural design patterns, such as MVC and MVVM, and learn to use them in the context of Swift. In addition, you'll walk through dependency injection and functional reactive programming. Special emphasis will be given to techniques to handle concurrency, including callbacks, futures and promises, and reactive programming. These techniques will help you adopt a test-driven approach to your workflow in order to use Swift Package Manager and integrate the framework into the original code base, along with Unit and UI testing. By the end of the book, you'll be able to build applications that are scalable, faster, and easier to maintain. What you will learn: Work efficiently with Foundation and Swift Standard library. Understand the most critical GoF patterns and use them efficiently. Use Swift 4.2 and its unique capabilities (and limitations) to implement and improve GoF patterns. Improve your application architecture and optimize for maintainability and performance. Write efficient and clean concurrent programs using futures and promises, or reactive programming techniques. Use Swift Package Manager to refactor your program into reusable components. Leverage testing and other techniques for writing robust code. Who this book is for: This book is for intermediate developers who want to apply design patterns with Swift to structure and scale their applications. You are expected to have basic knowledge of iOS and Swift. Solve your programming woes in Unity with practical design propositions. Key Features: Gain a comprehensive overview of Unity engine architecture and coding model. Build a complete racing game using software design patterns and understand how to implement them in Unity. Download the source code of the complete prototype demonstrating each of the software patterns used. Book Description: This book is written for every game developer ready to tackle the bigger picture and start working with advanced programming techniques and design patterns in Unity. Game Development Patterns with Unity 2021 is an introduction to the core principles of reusable software patterns and how to employ them to build components efficiently. In this second edition, you'll tackle design patterns with the help of a practical example; a playable racing game prototype where you'll get to apply all your newfound knowledge. Notable updates also include a game design document (GDD), a Unity programming primer, and the downloadable source code of a complete prototype. Your journey will start by learning about overall design of the core game mechanics and systems. You'll discover tried-and-tested software patterns to code essential components of a game in a structured manner, and start using classic design patterns to utilize Unity's unique API features. As you progress, you'll also identify the negative impacts of bad architectural decisions and understand how to overcome them with simple but effective practices. By the end of this Unity book, the way you develop Unity games will change – you'll adopt a more structured, scalable, and optimized process that will help you take the next step in your career. What you will learn: Structure professional Unity code using industry-standard development patterns. Identify the right patterns for implementing specific game mechanics or features. Develop configurable core game mechanics and ingredients that can be modified without writing a single line of code. Review practical object-oriented programming (OOP) techniques and learn how they're used in the context of a Unity project. Build unique game development systems such as a level editor. Explore ways to adapt traditional design patterns for use with the Unity API. Who this book is for: This book is for Unity game developers who want to learn industry standards for building Unity games. Knowledge of the Unity game engine and programming in the C# language is a must, so if you're a beginner, try our Learning C# by Developing Games with Unity 2021 handbook instead. Learn to develop iPhone and iPad applications for networked enterprise environments. The iPhone and iPad have made a powerful impact on the business world. Developers creating iOS apps for the enterprise face unique challenges involving networking, system integration, security, and device management. This Wrox guide provides everything you need to know to write iOS apps that integrate with enterprise network resources, providing options for networking iOS devices to enterprise systems and to each other. Offers a complete compendium of methods and techniques for networked communication between iOS applications and other platforms and devices. Includes instruction on incorporating synchronous and asynchronous HTTP requests, security, communication issues, and more. Covers payload handling, network security, GameKit and Bonjour communications, and low-level network communications. Professional iOS Network Programming focuses on the networking aspects of iOS and its relationship to remote data sources, offering a truly unique approach. "Demystifies object-oriented programming, and lays out how to use it to design truly secure and performant applications." —Charles Soetan, Plum.io. Key Features: Dozens of techniques for writing object-oriented code that's easy to read, reuse, and maintain. Write code that other programmers will instantly understand. Design rules for constructing objects, changing and exposing state, and more. Examples written in an instantly familiar pseudocode that's easy to apply to Java, Python, C#, and any object-oriented language. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book: Well-written object-oriented code is easy to read, modify, and debug. Elevate your coding style by mastering the universal best practices for object design presented in this book. These clearly presented rules, which apply to any OO language, maximize the clarity and durability of your codebase and increase productivity for you and your team. In Object Design Style Guide, veteran developer Matthias Noback lays out design rules for constructing objects, defining methods, and much more. All examples use instantly familiar pseudocode, so you can follow along in the language you prefer. You'll go case by case through important

scenarios and challenges for object design and then walk through a simple web application that demonstrates how different types of objects can work together effectively. What You Will Learn Universal design rules for a wide range of objects Best practices for testing objects A catalog of common object types Changing and exposing state Test your object design skills with exercises This Book Is Written For For readers familiar with an object-oriented language and basic application architecture. About the Author Matthias Noback is a professional web developer with nearly two decades of experience. He runs his own web development, training, and consultancy company called "Noback's Office." Table of Contents: 1 | Programming with objects: A primer 2 | Creating services 3 | Creating other objects 4 | Manipulating objects 5 | Using objects 6 | Retrieving information 7 | Performing tasks 8 | Dividing responsibilities 9 | Changing the behavior of services 10 | A field guide to objects 11 | Epilogue Learn how to use the Akka framework to build effective applications in Scala About This Book Covers a discussion on Lagom—the newest launched Akka framework that is built to create complex microservices easily The recipe approach of the book allows the reader to know important and independent concepts of Scala and Akka in a seamless manner Provides a comprehensive understanding of the Akka actor model and implementing it to create reactive web applications Who This Book Is For If you are a Scala developer who wants to build scalable and concurrent applications, then this book is for you. Basic knowledge of Akka will help you take advantage of this book. What You Will Learn Control an actor using the ContolAware mailbox Test a fault-tolerant application using the Akka test kit Create a parallel application using futures and agents Package and deploy Akka application inside Docker Deploy remote actors programmatically on different nodes Integrate Streams with Akka actors Install Lagom and create a Lagom project In Detail Akka is an open source toolkit that simplifies the construction of distributed and concurrent applications on the JVM. This book will teach you how to develop reactive applications in Scala using the Akka framework. This book will show you how to build concurrent, scalable, and reactive applications in Akka. You will see how to create high performance applications, extend applications, build microservices with Lagom, and more. We will explore Akka's actor model and show you how to incorporate concurrency into your applications. The book puts a special emphasis on performance improvement and how to make an application available for users. We also make a special mention of message routing and construction. By the end of this book, you will be able to create a high-performing Scala application using the Akka framework. Style and approach This highly practical recipe-based approach will allow you to build scalable, robust, and reactive applications using the Akka framework. Fully updated for ASP.NET MVC 3. Delve into the features, principles, and pillars of the ASP.NET MVC framework—deftly guided by web development luminary Dino Esposito. ASP.NET MVC forces developers to think in terms of distinct components—Model, View, Controller—that make it easier to manage application complexity, while allowing strict control over the markup. Plunge into the framework's internal mechanics and gain perspectives on how to use this programming model versus Web Forms, and begin building your own MVC-based applications quickly. The completely-updated preparation guide for the new OCP Oracle Certified Professional Java SE 11 Programmer II exam—covers Exam 1Z0-816 Java, a platform-independent, object-oriented programming language, is used primarily in mobile and desktop application development. It is a popular language for client-side cloud applications and the principal language used to develop Android applications. Oracle has recently updated its Java Programmer certification tracks for Oracle Certified Professional. OCP Oracle Certified Professional Java SE 11 Programmer II Study Guide ensures that you are fully prepared for this difficult certification exam. Covering 100% of exam objectives, this in-depth study guide provides comprehensive coverage of the functional-programming knowledge necessary to succeed. Every exam topic is thoroughly and completely covered including exceptions and assertions, class design, generics and collections, threads, concurrency, IO and NIO, and more. Access to Sybex's superior online interactive learning environment and test bank—including self-assessment tests, chapter tests, bonus practice exam questions, electronic flashcards, and a searchable glossary of important terms—provides everything you need to be fully prepared on exam day. This must-have guide: Covers all exam objectives such as inheriting abstract classes and interfaces, advanced strings and localization, JDBC, and Object-Oriented design principles and patterns Explains complex material and reinforces your comprehension and retention of important topics Helps you master more advanced areas of functional programming Demonstrates practical methods for building Java solutions OCP Oracle Certified Professional Java SE 11 Programmer II Study Guide will prove invaluable for anyone seeking achievement of this challenging exam, as well as junior- to senior-level programmers who uses Java as their primary programming language. The biggest challenge facing many game programmers is completing their game. Most game projects fizzle out, overwhelmed by the complexity of their own code. Game Programming Patterns tackles that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized as independent recipes so you can pick just the patterns you need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of the CPUs cache to improve your performance. You'll dive deep into how scripting engines encode behavior, how quadrees and other spatial partitions optimize your engine, and how other classic design patterns can be used in games. Build realistic applications with both relational and document databases and derive your code design using TDD. Unit test with xUnit and NSubstitute and learn concepts like DDD, SUT, Mocks, Fakes, Test Doubles, SOLID, and FIRSHAND Key Features Build a full TDD-based app employing familiar tools and libraries to practice real-world scenarios Derive your architecture using TDD with domain-driven design and SOLID approach Know the challenges of rolling out TDD and unit testing into your organization and build a plan Book Description Test-driven development is a manifesto for incrementally adding features to a product but starting with the unit tests first. Today's project templates come with unit tests by default and implementing them has become an expectation. It's no surprise that TDD/unit tests feature in most job specifications and are important ingredients for most interviews and coding challenges. Adopting TDD will enforce good design practices and expedite your journey toward becoming a better coding architect. This book goes beyond the theoretical debates and focuses on familiarizing you with TDD in a real-world setting by using popular frameworks such as ASP.NET Core and Entity Framework. The book starts with the foundational elements before showing you how to use Visual Studio 2022 to build an appointment booking web application. To mimic real-life, you'll be using EF, SQL Server, and Cosmos, and utilize patterns including repository, service, and builder. This book will also familiarize you with domain-driven design (DDD) and other software best practices, including SOLID and FIRSHAND. By the end of this TDD book, you'll have become confident enough to champion a TDD implementation. You'll also be equipped with a business and technical case for rolling out TDD or unit testing to present to your management and colleagues. What you will learn Writing unit tests with xUnit and getting to grips with dependency injection Implementing test doubles and mocking with NSubstitute Using the TDD style for unit testing in conjunction with DDD and best practices Mixing TDD with the ASP.NET API, Entity Framework, and databases Moving to the next level by exploring continuous integration with GitHub Getting introduced to advanced mocking scenarios Championing your team and company for introducing TDD and unit testing Who this book is for This book is for mid to senior-level .NET developers looking to use the potential of TDD to develop high-quality software. Basic knowledge of OOP and C# programming concepts is assumed but no knowledge of TDD or unit testing is expected. The book provides in-depth coverage of all the concepts of TDD and unit testing, making it an excellent guide for developers who want to build a TDD-based application from scratch or planning to introduce unit testing into their organization. Summary Dependency Injection Principles, Practices, and Patterns teaches you to use DI to reduce hard-coded dependencies between application components. You'll start by learning what DI is and what types of applications will benefit from it. Then, you'll work through concrete scenarios using C# and the .NET framework to implement DI in your own projects. As you dive into the thoroughly-explained examples, you'll develop a foundation you can apply to any of the many DI libraries for .NET and .NET Core. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Dependency Injection (DI) is a great way to reduce tight coupling between software components. Instead of hard-coding dependencies, such as specifying a database driver, you make those connections through a third party. Central to application frameworks like ASP.NET Core, DI enables you to better manage changes and other complexity in your software. About the Book Dependency Injection Principles, Practices, and Patterns is a revised and expanded edition of the bestselling classic Dependency Injection in .NET. It teaches you DI from the ground up, featuring relevant examples, patterns, and anti-patterns for creating loosely coupled, well-structured applications. The well-annotated code and diagrams use C# examples to illustrate principles that work flawlessly with modern object-oriented languages and DI libraries. What's Inside Refactoring existing code into loosely coupled code DI techniques that work with statically typed OO languages Integration with common .NET frameworks Updated examples illustrating DI in .NET Core About the Reader For intermediate OO

developers. About the Authors Mark Seemann is a programmer, software architect, and speaker who has been working with software since 1995, including six years with Microsoft. Steven van Deursen is a seasoned .NET developer and architect, and the author and maintainer of the Simple Injector DI library.

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What is this book about?

The results of using J2EE in practice are often disappointing: applications are often slow, unduly complex, and take too long to develop. Rod Johnson believes that the problem lies not in J2EE itself, but in that it is often used badly. Many J2EE publications advocate approaches that, while fine in theory, often fail in reality, or deliver no real business value. Expert One-on-One: J2EE Design and Development aims to demystify J2EE development. Using a practical focus, it shows how to use J2EE technologies to reduce, rather than increase, complexity. Rod draws on his experience of designing successful high-volume J2EE applications and salvaging failing projects, as well as intimate knowledge of the J2EE specifications, to offer a real-world, how-to guide on how you too can make J2EE work in practice. It will help you to solve common problems with J2EE and avoid the expensive mistakes often made in J2EE projects. It will guide you through the complexity of the J2EE services and APIs to enable you to build the simplest possible solution, on time and on budget. Rod takes a practical, pragmatic approach, questioning J2EE orthodoxy where it has failed to deliver results in practice and instead suggesting effective, proven approaches. What does this book cover? In this book, you will learn

When to use a distributed architecture

When and how to use EJB

How to develop an efficient data access strategy

How to design a clean and maintainable web interface

How to design J2EE applications for performance

Who is this book for?

This book would be of value to most enterprise developers. Although some of the discussion (for example, on performance and scalability) would be most relevant to architects and lead developers, the practical focus would make it useful to anyone with some familiarity with J2EE. Because of the complete design-deployment coverage, a less advanced developer could work through the book along with a more introductory text, and successfully build and understand the sample application. This comprehensive coverage would also be useful to developers in smaller organisations, who might be called upon to fill several normally distinct roles. What is special about this book? Wondering what differentiates this book from others like it in the market? Take a look: It does not just discuss technology, but stress its practical application. The book is driven from the need to solve common tasks, rather than by the elements of J2EE. It discusses risks in J2EE development

It takes the reader through the entire design, development and build process of a non-trivial application. This wouldn't be compressed into one or two chapters, like the Java Pet Store, but would be a realistic example comparable to the complexity of applications readers would need to build. At each point in the design, alternative choices would be discussed. This would be important both where there's a real problem with the obvious alternative, and where the obvious alternatives are perhaps equally valid. It emphasizes the use of OO design and design patterns in J2EE, without becoming a theoretical book

The professional developer's essential guide to building robust, maintainable, and flexible web apps by leveraging C# 10 and .NET 6 features and component- and application-scale design patterns

Key Features

Apply the SOLID architectural principles and software design patterns effectively with a focus on dependency injection

Discover modern application architectures such as vertical slice, clean architecture, and event-driven microservices

Explore full-stack ASP.NET Core with an overview of Blazor

Book Description

An Atypical ASP.NET Core 6 Design Patterns Guide, Second Edition approaches programming like playing with LEGO®: snapping small pieces together to create something beautiful. Thoroughly updated for ASP.NET Core 6, with further coverage of microservices patterns, data contracts, and event-driven architecture, this book gives you the tools to build and glue reliable components together to improve your programmatic masterpieces. The chapters are organized based on scale and topic, allowing you to start small and build on a strong base, the same way that you would develop a program. You will begin by exploring basic design patterns, SOLID architectural principles, dependency injection, and other ASP.NET Core 6 mechanisms. You will explore component-scale patterns, and then move to higher level application-scale patterns and techniques to better structure your applications. Finally, you'll advance to the client side to connect the dots with tools like Blazor and make ASP.NET Core a viable full-stack web development framework. You will supplement your learning with practical use cases and best practices, exploring a range of significant Gang of Four (GoF) design patterns along the way. By the end of the book, you will be comfortable combining and implementing patterns in different ways, and crafting software solutions of any scale. What you will learn

Apply the SOLID principles for building flexible and maintainable software

Get to grasp .NET dependency Injection

Work with GoF design patterns such as strategy, decorator, facade, and composite

Explore the MVC patterns for designing web APIs and web applications using Razor

Discover layering techniques and tenets of clean architecture

Become familiar with CQRS and vertical slice architecture as an alternate to layering

Understand microservices and when they can benefit your applications

Build an ASP.NET user interfaces from server-side to client-side

Blazor

Who this book is for

The book is intended for intermediate software and web developers with an understanding of .NET who want to write flexible, maintainable, and robust code for building scalable web applications. Knowledge of C# programming and an understanding of web concepts like HTTP is necessary. Helps readers eliminate performance problems, covering topics including bottlenecks, profiling tools, strings, algorithms, distributed systems, and servlets. Create clean code with Dependency Injection principles

Key Features

Use DI to make your code loosely coupled to manage and test your applications easily on Spring 5 and Google Guice

Learn the best practices and methodologies to implement DI

Write more maintainable Java code by decoupling your objects from their implementations

Book Description

Dependency Injection (DI) is a design pattern that allows us to remove the hard-coded dependencies and make our application loosely coupled, extendable, and maintainable. We can implement DI to move the dependency resolution from compile-time to runtime. This book will be your one stop guide to write loosely coupled code using the latest features of Java 9 with frameworks such as Spring 5 and Google Guice. We begin by explaining what DI is and teaching you about IoC containers. Then you'll learn about object compositions and their role in DI. You'll find out how to build a modular application and learn how to use DI to focus your efforts on the business logic unique to your application and let the framework handle the infrastructure work to put it all together. Moving on, you'll gain knowledge of Java 9's new features and modular framework and how DI works in Java 9. Next, we'll explore Spring and Guice, the popular frameworks for DI. You'll see how to define injection keys and configure them at the framework-specific level. After that, you'll find out about the different types of scopes available in both popular frameworks. You'll see how to manage dependency of cross-cutting concerns while writing applications through aspect-oriented programming. Towards the end, you'll learn to integrate any third-party library in your DI-enabled application and explore common pitfalls and recommendations to build a solid application with the help of best practices, patterns, and anti-patterns in DI. What you will learn

Understand the benefits of DI and fo from a tightly coupled design to a cleaner design organized around dependencies

See Java 9's new features and modular framework

Set up Guice and Spring in an application so that it can be used for DI

Write integration tests for DI applications

Use scopes to handle complex application scenarios

Integrate any third-party library in your DI-enabled application

Implement Aspect-Oriented Programming to handle common cross-cutting concerns such as logging, authentication, and transactions

Understand IoC patterns and anti-patterns in DI

Who this book is for

This book is for Java developers who would like to implement DI in their application. Prior knowledge of the Spring and Guice frameworks and Java programming is assumed. Comprehensive coverage to help experienced .NET developers create flexible, extensible enterprise application code

If you're an experienced Microsoft .NET developer, you'll find in this book a road map to the latest enterprise development methodologies. It covers the tools you will use in addition to Visual Studio, including Spring.NET and NUnit, and applies to development with ASP.NET, C#, VB, Office (VBA), and database. You will find comprehensive coverage of the tools and practices that professional .NET developers need to master in order to build enterprise more flexible, testable, and extensible .NET applications with minimal upfront costs. Helps C#, VB.Net, and ASP.NET developers who wish to migrate both their applications and their own skillsets to newer, more flexible enterprise methodologies

Describes each new pattern or feature along with its benefits, then outlines the pros and cons of its implementation

Includes an introduction to enterprise development and a comprehensive overview of the differences between new enterprise patterns and older, traditional Microsoft programming

Explains how to implement these patterns by upgrading an existing code base

Covers benefits including flexibility, automated testing, extensibility, and separation; modular code; test-driven development, unit test, test

automation, and refactoring; inversion of control; and object relational mapping Also covers enterprise design patterns: MVC including Ruby on Rails, Monorail, and ASP.NET MVC, MVP, observer, and more Contains a primer on object-oriented design Professional Enterprise .NET focuses on the often-inevitable compromise between forward-thinking design and the needs of business, helping you build applications that serve both. Beginning Windows 8 Application Development - XAML Edition introduces you to the Windows 8 modern app design paradigm and the new Windows 8 programming model developed around this paradigm. You'll learn to build rich, immersive applications designed to run on the many devices that will be powered by Windows 8. With the introduction of Windows 8, once again Microsoft has re-envisioned the way that PCs and devices will be used and applications will be built in a world that has become far more connected. The Windows 8 modern UI style is far more than a programming model and Beginning Windows 8 Application Development - XAML Edition takes you beyond the syntax of any development language. We examine the factors such as UX (User Experience), social integration, and maintaining data and settings across multiple devices. Gives an early start to building next-generation connected applications Introduces new programming libraries available in Windows 8 Explores Windows 8 app design concepts

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