

## **The Visual Studio Magazine 2017 Readers Choice Awards Are**

C++ is one of the most widely-used programming languages and has applications in a variety of fields, such as gaming, GUI programming, and operating systems, to name a few. Through the years, C++ has evolved into (and remains) one of the top choices for software developers worldwide. This book will show you some notable C++ features and how to ...

Covers topics such as integrating multiple .NET technologies, cross-language integration, versioning, database and monitoring tools for application development, accessing data, and COM+.

The way developers design, build, and run software has changed significantly with the evolution of microservices and containers. These modern architectures use new primitives that require a different set of practices than most developers, tech leads, and architects are accustomed to. With this focused guide, Bilgin Ibryam and Roland Huß from Red Hat provide common reusable elements, patterns, principles, and practices for designing and implementing cloud-native applications on Kubernetes. Each pattern includes a description of the problem and a proposed solution with Kubernetes specifics. Many patterns are also backed by concrete code examples. This book is ideal for developers already familiar with basic Kubernetes concepts who want to learn common cloud native patterns. You'll learn about the following pattern categories: Foundational patterns cover the core principles and practices for building

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container-based cloud-native applications. Behavioral patterns explore finer-grained concepts for managing various types of container and platform interactions. Structural patterns help you organize containers within a pod, the atom of the Kubernetes platform. Configuration patterns provide insight into how application configurations can be handled in Kubernetes. Advanced patterns covers more advanced topics such as extending the platform with operators.

Now readers can prepare for the number one job in today's tech sector -- app development -- as they learn the essentials of Microsoft Visual Basic. The step-by-step, visual approach and professional programming opportunities in MICROSOFT VISUAL BASIC 2017 FOR WINDOWS APPLICATIONS: INTRODUCTORY lay the initial groundwork for a successful degree or career in IT programming. Users gain a fundamental understanding of Windows programming for 2017. This edition's innovative approach blends visual demonstrations of professional-quality programs with in-depth discussions of today's most effective programming concepts and techniques. Numerous real programming assignments in each chapter let readers practice what they've learned as this edition equips users to program independently at their best. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Modern Cross-Platform Development About This Book Build modern, cross-platform applications with .NET Core Get up to speed with C#, and up to date with all the latest features of C# 7 Start creating professional web

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applications with ASP.NET Core Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science, technology, engineering, or mathematics (STEM) background, and want to gain a solid foundation with C# and to be introduced to the types of applications they could build and will work cross-platform on Windows, Linux, and macOS. What You Will Learn Build cross-platform applications using C# 7 and .NET Core Explore ASP.NET Core and learn how to create professional web applications Improve your application's performance using multitasking Use Entity Framework Core and find out how to build code-first databases Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform and XAML Query and manipulate data using LINQ Protect your data by using encryption and hashing In Detail If you want to build powerful cross-platform applications with C# 7 and .NET Core, then this book is for you. First, we'll run you through the basics of C#, as well as object-oriented programming, before taking a quick tour through the latest features of C# 7 such as tuples, pattern matching, out variables, and so on. After quickly taking you through C# and how .NET works, we'll dive into the .NET Standard 1.6 class libraries, covering topics such as performance, monitoring, debugging, serialization and encryption. The final section will demonstrate the major types of application that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web

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applications, mobile apps, and web services. Lastly, we'll look at how you can package and deploy your applications so that they can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core.

This ebook walks you through a patterns-based approach to building real-world cloud solutions. The patterns apply to the development process as well as to architecture and coding practices. The content is based on a presentation developed by Scott Guthrie and delivered by him at the Norwegian Developers Conference (NDC) in June of 2013 (part 1, part 2), and at Microsoft Tech Ed Australia in September 2013 (part 1, part 2). Many others updated and augmented the content while transitioning it from video to written form. Who should read this book Developers who are curious about developing for the cloud, are considering a move to the cloud, or are new to cloud development will find here a concise overview of the most important concepts and practices they need to know. The concepts are illustrated with concrete examples, and each chapter includes links to other resources that provide more in-depth information. The examples and the links to additional resources are for Microsoft frameworks and

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services, but the principles illustrated apply to other web development frameworks and cloud environments as well. Developers who are already developing for the cloud may find ideas here that will help make them more successful. Each chapter in the series can be read independently, so you can pick and choose topics that you're interested in. Anyone who watched Scott Guthrie's "Building Real World Cloud Apps with Windows Azure" presentation and wants more details and updated information will find that here. Assumptions This ebook expects that you have experience developing web applications by using Visual Studio and ASP.NET. Familiarity with C# would be helpful in places.

Quickly learn how to get the most out of the Visual Studio for Mac integrated development environment (IDE). Microsoft has invested heavily to deliver their very best development tools and platforms to other operating systems. Visual Studio for Mac is a powerful developer tool that reinforces Microsoft's "mobile-first", "cloud-first", and "any developer, any platform, any device" strategy. With the author's guided expertise and extensive code samples, you will understand how to leverage the most useful tools in Visual Studio for Mac, the code editor, and the powerful debugger. You also will appreciate the author's guidance on collaborating with other team members using integrated tooling for the Git source control engine. Whether you are a Mac developer interested in cross-platform development or a Windows developer using a Mac, Beginning Visual Studio for Mac will quickly get you up to speed! What You'll Learn Prepare, configure, and debug in the Mac development

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environment Create cross-platform mobile apps for Android, iOS, and Windows with Xamarin and C# in Visual Studio for Mac Build cross-platform Web applications with .NET Core using Visual Studio for Mac Customize your productive and collaborative development environment Who This Book Is For Software developers using a Mac computer who want to build mobile or web applications that run on multiple operating systems

Learn how Roslyn's new code generation capability will let you write software that is more concise, runs faster, and is easier to maintain. You will learn from real-world business applications to create better software by letting the computer write its own code based on your business logic already defined in lookup tables. Code Generation with Roslyn is the first book to cover this new capability. You will learn how these techniques can be used to simplify systems integration so that if one system already defines business logic through lookup tables, you can integrate a new system and share business logic by allowing the new system to write its own business logic based on already existing table-based business logic. One of the many benefits you will discover is that Roslyn uses an innovative approach to compiler design, opening up the inner workings of the compiler process. You will learn how to see the syntax tree that Roslyn is building as it compiles your code. Additionally, you will learn to feed it your own syntax tree that you create on the fly. What You'll Learn Structure logic to be stored in database design Build complex conditional logic based on lookup data in the database Compile code that you

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generate programmatically Discover generated code and run it dynamically to implement new business logic Debug problems in generated code Deploy and access generated code Who This Book Is For Back end developers in very dynamic fast-paced business environments. Developers focused on integrating different systems across an enterprise should also find this information useful.

Learn the fundamentals of ASP.NET MVC and build real-world web applications using ASP.NET Core MVC About This Book Get a first-principles coverage of ASP.NET MVC and the latest release, Core This book is uniquely designed for developers who are looking to transition their skills into the .NET development field The standalone chapter structure leaves you free to explore ASP.NET MVC to immediately solve your pain points Who This Book Is For This book is for developers who want to learn to build web applications using ASP.NET Core, developers who want to make a career building web applications using Microsoft technology, and developers who are working in Ruby on Rails or other web frameworks and want to learn ASP.NET Core MVC. No knowledge of the ASP.NET platform or the .NET platform is required. Even though you do not need to have experience in C#, an understanding of the basic constructs (loops, conditionals, classes, and objects) of any modern programming language would be helpful. What You

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Will Learn Get to know the concepts of ASP.NET MVC and build a new static web page using HTML, CSS, and jQuery Set up a development environment and run a sample application using the template Create a Controller with action methods Build a view using several features of the Razor View engine Construct a Model for ASP.NET Core MVC application Devise a custom mechanism to provide maximum flexibility to your application through routing Validate the user input on the client side using jQuery Enhance your applications using Bootstrap Explore new configuration and deployment scenarios—step by step guide to deploying ASP.NET Core web application in Linux In Detail ASP.NET Core MVC helps you build robust web applications using the Model-View-Controller design. This guide will help you in building applications which can be deployed on non-windows platforms such as Linux. In today's age, it is crucial that you possess the ability to separate the programming and business logic, and this is exactly what ASP.NET Core MVC application will help you achieve. This version comes with a number of improvements that enable fast, TDD-friendly development to create sophisticated applications. You would also learn the fundamentals of Entity framework and on how to use the same in ASP.NET Core web applications. The book presents the fundamentals and philosophies of ASP.NET Core. Starting with an overview of the MVC pattern,



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we quickly dive into the aspects that you need to know to get started with ASP.NET. You will learn about the core architecture of model, view, and control. Integrating your application with Bootstrap, validating user input, interacting with databases, and deploying your application are some of the things that you will be able to execute with this fast-paced guide. The end of the book will test your knowledge as you build a fully working sample application using the skills you've learned throughout the book. Style and approach This book takes a first-principles approach to help you understand and implement ASP.NET MVC solutions. It is focused primarily on giving you practical skills rather than the old conventional theoretical teaching.

Unity, the world's leading real-time engine, is used to create half of the world's games. This book will teach programming newcomers the C# language in a fun and accessible way through game development. No prior programming or game development experience is required, only a curious mind.

The “Microsoft Azure Essentials” series helps you advance your technical skills with Microsoft Azure. “Microsoft Azure Essentials: Azure Web Apps for Developers” focuses on providing essential information about developing web applications hosted on Azure Web Apps. It is written with the developer who has experience using Visual Studio and the .NET Framework in mind. If Azure Web

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Apps is new to you, this book is for you. If you have experience developing for Azure Web Apps, this book is for you, too, because there are features and tools discussed in this text that are new to the platform.

**INTERNATIONAL WORKSHOPS (at IAREC'17)**

(This book includes English (main) and Turkish languages) International Workshop on Mechanical Engineering International Workshop on Mechatronics Engineering International Workshop on Energy Systems Engineering International Workshop on Automotive Engineering and Aerospace Engineering International Workshop on Material Engineering International Workshop on Manufacturing Engineering International Workshop on Physics Engineering International Workshop on Electrical and Electronics Engineering International Workshop on Computer Engineering and Software Engineering International Workshop on Chemical Engineering International Workshop on Textile Engineering International Workshop on Architecture International Workshop on Civil Engineering International Workshop on Geomatics Engineering International Workshop on Industrial Engineering International Workshop on Food Engineering International Workshop on Aquaculture Engineering International Workshop on Agriculture Engineering International Workshop on Mathematics Engineering International Workshop on Bioengineering

Engineering International Workshop on Biomedical  
Engineering International Workshop on Genetic  
Engineering International Workshop on  
Environmental Engineering International Workshop  
on Other Engineering Science

Get started with functional testing of both web apps and Windows apps using different test frameworks. This book will take you on a deep dive into integrating functional automation testing with deployment pipelines. Hands-On Functional Test Automation contains step-by-step lessons that will give you an understanding of how to do functional test automation using Selenium with C# and Python. Also, you will learn how to enhance your test automation development with third-party frameworks. You will configure test clients, run functional tests through Azure DevOps release management, and carry out performance and load-testing to gain a good understanding of how to do cloud-based load testing. Each lesson comprises an introduction to the related concepts to help you understand how things work. This will broaden your knowledge so you can implement test automation in the correct way. At the end of each lesson alternative options and other enhancement possibilities are discussed to allow you to do further exploration. You will:

- Implement functional test automation of Windows and web applications
- Use Visual Studio for load and performance testing
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Configure and run cloud-based load testing ·  
Integrate testing with deployment pipelines  
Master a series of performance-enhancing coding techniques and methods that help them improve the performance of their Unity3D applications About This Book Discover features and techniques to optimize Unity Engine's CPU cycles, memory usage, and the GPU throughput of any application Explore multiple techniques to solve performance issues with your VR projects Learn the best practices for project organization to save time through an improved workflow Who This Book Is For This book is intended for intermediate and advanced Unity developers who have experience with most of Unity's feature-set, and who want to maximize the performance of their game. Familiarity with the C# language will be needed. What You Will Learn Use the Unity Profiler to find bottlenecks anywhere in your application, and discover how to resolve them Implement best practices for C# scripting to avoid common pitfalls Develop a solid understanding of the rendering pipeline, and maximize its performance by reducing draw calls and avoiding fill rate bottlenecks Enhance shaders in a way that is accessible to most developers, optimizing them through subtle yet effective performance tweaks Keep your scenes as dynamic as possible by making the most of the Physics engine Organize, filter, and compress your art assets to maximize performance while

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maintaining high quality Discover different kinds of performance problems that are critical for VR projects and how to tackle them Use the Mono Framework and C# to implement low-level enhancements that maximize memory usage and avoid garbage collection Get to know the best practices for project organization to save time through an improved workflow In Detail Unity is an awesome game development engine. Through its massive feature-set and ease-of-use, Unity helps put some of the best processing and rendering technology in the hands of hobbyists and professionals alike. This book shows you how to make your games fly with the recent version of Unity 2017, and demonstrates that high performance does not need to be limited to games with the biggest teams and budgets. Since nothing turns gamers away from a game faster than a poor user-experience, the book starts by explaining how to use the Unity Profiler to detect problems. You will learn how to use stopwatches, timers and logging methods to diagnose the problem. You will then explore techniques to improve performance through better programming practices. Moving on, you will then learn about Unity's built-in batching processes; when they can be used to improve performance, and their limitations. Next, you will import your art assets using minimal space, CPU and memory at runtime, and discover some underused features and

approaches for managing asset data. You will also improve graphics, particle system and shader performance with a series of tips and tricks to make the most of GPU parallel processing. You will then delve into the fundamental layers of the Unity3D engine to discuss some issues that may be difficult to understand without a strong knowledge of its inner-workings. The book also introduces you to the critical performance problems for VR projects and how to tackle them. By the end of the book, you will have learned to improve the development workflow by properly organizing assets and ways to instantiate assets as quickly and waste-free as possible via object pooling. Style and approach This practical book will help readers understand the essentials of the Unity3D engine and how to build games while improving the performance of their applications. It's true: you can build native apps for iOS, Android, and Windows Phone with C# and the .NET Framework—with help from MonoTouch and Mono for Android. This hands-on guide shows you how to reuse one codebase across all three platforms by combining the business logic layer of your C# app with separate, fully native UIs. It's an ideal marriage of platform-specific development and the "write once, run everywhere" philosophy. By building a series of simple applications, you'll experience the advantages of using .NET in mobile development and learn how to write complete apps that access

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the unique features of today's three most important mobile platforms. Learn the building blocks for building applications on iOS, Android, and Windows Phone Discover how the Mono tools interact with iOS and Android Use several techniques and patterns for maximizing non-UI code reuse Determine how much functionality can go into the shared business logic layer Connect to external resources with .NET's rich networking stack Read and write data using each platform's filesystem and local database Create apps to explore the platforms' location and mapping capabilities

Dive headfirst into Microsoft's Computer Vision APIs through sample-driven scenarios! Imagine an app that describes to the visually impaired the objects around them, or reads the Sunday paper, a favorite magazine, or a street sign. Or an app that is capable of monitoring what is happening inside an area without human control, and then makes a decision based on interpreting an occurrence detected with a live camera. This book teaches developers Microsoft's Computer Vision APIs, a service capable of understanding and interpreting the content of any image. Author Del Sole begins by providing a succinct "need to know" overview of the service with descriptions. You then learn from hands-on demonstrations that show how basic C# code examples can be re-used across platforms. From there you will be guided through two different kinds

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of applications that interact with the service in two different ways: the more common means of calling a REST service to get back JSON data, and via the .NET libraries that Microsoft has been building to simplify the job (this latter one with Xamarin). What You'll Learn Understand AI's role and how devices and applications use sophisticated algorithms to improve people's lives and business tasks. Analyze images for Optical Character Recognition to detect written words and sentences Think about the next-generation applications in relation to your customers' needs Get up-to-speed on the latest version of the Computer Vision service, which now comes through Azure Set up an Azure subscription in order to access the Cognitive Services within the portal After reading this book, you will be able to get started with AI services from Microsoft in order to begin building powerful new apps for your company or customers. Who This Book Is For Developers just getting familiar with artificial intelligence. A minimal knowledge of C# is required.

With the introduction of Visual Basic .NET, VB is now a complete object-oriented language, letting programmers access the full power of the Windows platform while enabling them to build reliable and robust web solutions. It doesn't matter if you're new to programming or just to VB.NET, Visual Basic .NET Programming gets you up and running with the new version and offers a comprehensive introduction to Windows and web



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application development. From language fundamentals to ADO.NET, XML, and Web Services, Harold Davis's thoughtful approach emphasizes meaningful tasks that tie in with VB.NET's principal strengths. For example, you'll learn to build a Web Service, implement XML support, and use object-oriented techniques—without getting mired in theory but also without sacrificing the understanding you need to apply your skills in new situations. Much of the book is devoted to Windows application development, covering new ways to program standard elements, as well as emphasizing Visual Basic's new programming features. Want to build a desktop program with an oval interface? Want to create robust class libraries, components, and controls? Implement printing as a program feature? Start and stop a service? Every chapter provides solid examples that will help you learn the language and, more importantly, create effective applications with it.

Programming multi-core and many-core computing systems Sabri Pllana, Linnaeus University, Sweden Fatos Xhafa, Technical University of Catalonia, Spain Provides state-of-the-art methods for programming multi-core and many-core systems The book comprises a selection of twenty two chapters covering: fundamental techniques and algorithms; programming approaches; methodologies and frameworks; scheduling and management; testing and evaluation methodologies; and case studies for programming multi-core and many-core systems. Program development for multi-core processors, especially for heterogeneous multi-core processors, is significantly more complex than for single-

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core processors. However, programmers have been traditionally trained for the development of sequential programs, and only a small percentage of them have experience with parallel programming. In the past, only a relatively small group of programmers interested in High Performance Computing (HPC) was concerned with the parallel programming issues, but the situation has changed dramatically with the appearance of multi-core processors on commonly used computing systems. It is expected that with the pervasiveness of multi-core processors, parallel programming will become mainstream. The pervasiveness of multi-core processors affects a large spectrum of systems, from embedded and general-purpose, to high-end computing systems. This book assists programmers in mastering the efficient programming of multi-core systems, which is of paramount importance for the software-intensive industry towards a more effective product-development cycle. Key features: Lessons, challenges, and roadmaps ahead. Contains real world examples and case studies. Helps programmers in mastering the efficient programming of multi-core and many-core systems. The book serves as a reference for a larger audience of practitioners, young researchers and graduate level students. A basic level of programming knowledge is required to use this book.

Easily get started programming using the ultra-versatile C# 7 and Visual Studio 2017 Beginning C# 7 Programming with Visual Studio 2017 is the beginner's ultimate guide to the world's most popular programming language. Whether you're new to programming entirely,

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or just new to C#, there has never been a better time to get started. The new C# 7 and Visual Studio 2017 updates feature a number of new tools and features that streamline the workflow, simplify the code, and make it easier than ever to build high-quality apps. This book walks you through everything you need to know, starting from the very basics, to have you programming in no time. You'll learn about variables, flow control, and object oriented programming, then move into Web and Windows programming as well as databases and XML. The companion website provides downloadable code examples, and practical Try It Out sections provide explicit, step-by-step instructions for writing your own useful, customizable code. C# 7 can be used to build Windows applications, program Windows 10, and write Web apps when used alongside ASP.NET. With programming skills becoming de rigueur in fields far beyond the tech world, C# 7 is a great place to start building versatile, helpful skills. This book gets you started quickly and easily with instruction from a master-team of C# programmers. Learn how to program using the world's leading programming language Build smarter, faster apps using the latest features in C# 7 and Visual Studio 2017 Find and fix bugs sooner, saving headaches down the line Integrate with all .NET Core, Azure applications, cloud services, Docker containers, and more The world of programming can seem intimidating to a beginner, and the prospect of learning a whole new "language" can seem daunting. Beginning C# 7 Programming with Visual Studio 2017 demystifies the process and shows you how to bring your ideas to

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life.

Robert Seymour and Nineteenth-Century Print Culture is the first book-length study of the original illustrator of Dickens's *Pickwick Papers*. Discussion of the range and importance of Seymour's work as a jobbing illustrator in the 1820s and 1830s is at the centre of the book. A bibliographical study of his prolific output of illustrations in many different print genres is combined with a wide-ranging account of his major publications. Seymour's extended work for *The Comic Magazine*, *New Readings of Old Authors* and *Humorous Sketches*, all described in detail, are of particular importance in locating the dialogue between image and text at the moment when the Victorian illustrated novel was coming into being. For the past fifty years, *Rolling Stone* has been a leading voice in journalism, cultural criticism, and—above all—music. This landmark book documents the magazine's rise to prominence as the voice of rock and roll and a leading showcase for era-defining photography. From the 1960s to the present day, the book offers a decade-by-decade exploration of American music and history. Interviews with rock legends—Bob Dylan, Mick Jagger, Kurt Cobain, Bruce Springsteen, and more—appear alongside iconic photographs by Baron Wolman, Annie Leibovitz, Mark Seliger, and other leading image-makers. With feature articles, excerpts, and exposés by such quintessential writers as Hunter S. Thompson, Matt Taibbi, and David Harris, this book is an irresistible and essential keepsake of the magazine that has defined American music for generations of readers. Summary Enterprise Java Microservices is an example-

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rich tutorial that shows how to design and manage large-scale Java applications as a collection of microservices. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology Large applications are easier to develop and maintain when you build them from small, simple components. Java developers now enjoy a wide range of tools that support microservices application development, including right-sized app servers, open source frameworks, and well-defined patterns. Best of all, you can build microservices applications using your existing Java skills.

About the Book Enterprise Java Microservices teaches you to design and build JVM-based microservices applications. You'll start by learning how microservices designs compare to traditional Java EE applications. Always practical, author Ken Finnigan introduces big-picture concepts along with the tools and techniques you'll need to implement them. You'll discover ecosystem components like Netflix Hystrix for fault tolerance and master the Just enough Application Server (JeAS) approach. To ensure smooth operations, you'll also examine monitoring, security, testing, and deploying to the cloud. What's inside The microservices mental model Cloud-native development Strategies for fault tolerance and monitoring Securing your finished applications About the Reader This book is for Java developers familiar with Java EE. About the Author Ken Finnigan leads the Thorntail project at Red Hat, which seeks to make developing microservices for the cloud with Java and Java EE as easy as possible. Table of Contents PART 1 MICROSERVICES BASICS Enterprise

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Java microservices Developing a simple RESTful  
microservice Just enough Application Server for  
microservices Microservices testing Cloud native  
development PART 2 - IMPLEMENTING ENTERPRISE  
JAVA MICROSERVICES Consuming microservices  
Discovering microservices for consumption Strategies for  
fault tolerance and monitoring Securing a microservice  
Architecting a microservice hybrid Data streaming with  
Apache Kafka

The English born artist and writer Leonora Carrington (1917–2011) has received much critical acclaim and achieved stellar status in Mexico, where she lived and worked for most of her life, having fled Europe via Spain in tormenting circumstances. *Leonora Carrington: Living Legacies* brings together a collection of chapters that constitute a range of artistic, scholarly and creative responses to the realm of Carrington emphasizing how her work becomes a medium, a milieu, and a provocation for new thinking, being and imagining in the world. The diversity of contributions from scholars, early career researchers, and artists, include unpublished papers, interviews, creative provocations, and writing from practice-led interventions. Collectively they explore, question, and enable new ways of thinking with Carrington's legacy. Wishing to expand on recent important scholarly publications by established Carrington researchers which have brought historical and international significance to the artist's legacy, this volume offers new perspectives on the artist's relevance in feminist thinking and artistic methodologies. Conscious of Carrington's reluctance to engage in

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critical analysis of her artwork we have approached this scholarly task through a lens of give and return that the artist herself musingly articulates in her 1965 mock-manifesto *Jezzamathatics*: “I was decubing the root of a Hyperbollick Symposium ... when the latent metamorphosis blurted the great unexpected shriek into something between a squeak and a smile. IT GAVE, so to speak, in order to return.” (Aberth, 2010:149). In adopting her playful conjecture, this publication seeks to bring Carrington and her work to further prominence.

Step-by-step guide to all the tools and extensions in the Visual Studio 2019 IDE

- Key featuresa- Create and use custom IDE extensionsa- Find, download, and use the best IDE extensions for web, mobile, Azure, and Windowsa- Enhance programming experience and time with debugging toolsa- Enhance coding capabilities with coding toolsa- Test projects proactivelya- Create powerful web, mobile, and Azure solutions for the real world

Description This book peeks into every corner of the Visual Studio IDE and will help you get started with the latest 2019 version. Right from installation, you'll discover new features within the tool and the optimal way to use the features you may already know. You'll learn, for example, how to extend Visual Studio with your own customizations, so that you can make it perform the way you want. You will then explore everything about NuGet package, test applications using Live Unit Testing, and learn how to make code templates using the T4 code generation tool. You'll get to grips with the richer JavaScript IntelliSense, which will help you focus more on coding. Moving on, you'll learn to work with the

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dedicated workloads for data storage and data science. You will also review the more advanced architecture tools concealed within the IDE and finally create cloud-first applications powered by Microsoft Azure using the built-in suite of Azure tools. What will you learn By the end of the book, you will be able to tackle any solution for any platform head-on. You will create real-world solutions from start to finish. By using the tools and extensions outlined in this book, you will be able to code better and faster, debug better, share your code with more peers, test your code better, and install or publish your apps quicker and without issues. Who this book is for The book is intended for any .NET developer. You can be a seasoned developer or a newbie just starting out. This book will play a pivotal role in presenting all the tools you need to become a better developer. Table of contents 1. Getting started with Visual Studio 2. Digging in the Visual Studio IDE 3. IntelliSense 4. Language & coding changes in C# 5. What's new in .Net core 6. Built-in tools 7. Debugging tools 8. Testing tools 9. ASP.NET tools 10. Mobile tools 11. Azure tools 12. IDE extensions 13. ASP.NET extensions 14. Mobile extensions 15. Azure DevOps extensions About the author Ockert du Preez is a self-taught developer who started learning programming since the days of QBasic. He has written several articles over the years detailing his programming quests and adventures. .NET is his second love, just after his wife and kid. He has always been an avid supporter of .NET since the beginning, and is an expert in VB and C#. He was given the Microsoft Most Valuable Professional Award for .NET (2008-2017). He has worked as a



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moderator and an article reviewer and currently writes articles for CodeGuru, Developer.com, DevX, and the Database journal. His blog: <https://www.codeguru.com/member.php/Hannes+DuPreez/>

This book introduces readers to the tools needed to protect IT resources and communicate with security specialists when there is a security problem. The book covers a wide range of security topics including Cryptographic Technologies, Network Security, Security Management, Information Assurance, Security Applications, Computer Security, Hardware Security, and Biometrics and Forensics. It introduces the concepts, techniques, methods, approaches, and trends needed by security specialists to improve their security skills and capabilities. Further, it provides a glimpse into future directions where security techniques, policies, applications, and theories are headed. The book represents a collection of carefully selected and reviewed chapters written by diverse security experts in the listed fields and edited by prominent security researchers. Complementary slides are available for download on the book's website at Springer.com.

A successful art career at your fingertips! Do you want to establish or expand a career for yourself in fine art, illustration, or design? Artist's Market 2018 is the must-have reference guide you need. Thousands of successful artists have relied on us to help develop their careers and navigate the changing

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business landscape. Artist's Market 2018 includes the most up-to-date, individually verified market contacts possible. Grow your art business with these resources:

- Up-to-date contact information for more than 1,800 art market resources, including galleries, magazines, book publishers, greeting card companies, ad agencies, syndicates, art fairs, and more
- Articles on the business of freelancing--from basic copyright information to tips on promoting your work
- Information on grants, residencies, organizations, publications, and websites that offer support and direction for visual artists of all types
- NEW! Articles on social media marketing, monitoring your copyright, how to get your work into a gallery, what art students need to know to prepare for a successful career, and a look at whether art loan programs might be right for you. In addition, read great interviews with successful artists Aaron Becker, Brianna Scharstein, and Katherine Chang Liu.

Professional Visual Studio 2017 John Wiley & Sons  
Customize all your PrestaShop themes with easy-to-follow recipes designed to remedy common pitfalls. Separated clearly into subjects, you will easily be able to look up the problem you are having and find a solution. Free of jargon and long sections of theory, PrestaShop Recipes enables you to troubleshoot and learn all at the same time. This book will aid you in your PrestaShop development –

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the free, open source e-commerce content management solution written in PHP and with support for MySQL. Accessible to small start-ups or larger businesses, it is becoming a very popular eCommerce solution and this book will enable you to use it to its full potential. What You'll Learn See how PrestaShop works and how it can be customized Turn your PS site into an Events Booking site Apply SEO strategies and improve performance Who This Book Is For PS site owners and developers who are interested in improving or customizing their shop. Site owners will get the same benefit from it as developers because the 'recipe' idea is to provide an easy to follow guide for making customizations a reality.

There has been some solid work done in the area of User-Centered Design (UCD) over the last few years. What's been missing is an in-depth, comprehensive textbook that connects UCD to usability and User Experience (UX) principles and practices. This new textbook discusses a theoretical framework in relation to other design theories. It provides a repeatable, practical process for implementation, offering numerous examples, methods, and case studies for support, and it emphasizes best practices in specific environments, including mobile and web applications, print products, as well as hardware.

Visual Studio .NET All-in-One Desk Reference For

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Dummies is a value-packed, easy-to-use reference that provides broad coverage of Visual Studio .NET tools, languages, and environment for experienced Visual Studio programmers and developers who want to get up to speed rapidly on this missioncritical Microsoft initiative.

Learn how to build web applications from three Microsoft MVPs. After building the data application layer using Entity Framework Core and a RESTful service using ASP.NET Core, you will then build the client side web application three ways: first, using ASP.NET Core, then using Angular 2, and, finally, using React. You will be able to compare and contrast these UI frameworks and select the best one for your needs. .NET Core is a complete rewrite of the popular .NET and its related frameworks.

While many concepts are similar between .NET Core and the .NET 4.6 framework, there are revolutionary changes as well, including updates to Entity Framework Core and ASP.NET Core. The first section of this book covers the three main parts of building applications with C#: Entity Framework, ASP.NET Core Services, and ASP.NET Core Web Applications. There is also an explosion in popularity of JavaScript frameworks for client side development, and the authors cover two of the most popular UI frameworks. Start with TypeScript for developing clean JavaScript, along with a client side build tool such as Gulp, Grunt, and WebPack. Using

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the same data access layer and RESTful service from the .NET Core application, you can rebuild the UI using Angular 2. Then, repeat the process using React, for a true comparison of building client side applications using ASP.NET Core, Angular 2, and React. What You'll Learn Understand the fundamentals of .NET Core and what that means to the traditional .NET developer Build a data access layer with Entity Framework Core, a RESTful service with ASP.NET Core MVC, and a website with ASP.NET Core MVC and Bootstrap Automate many build tasks with client side build utilities Who This Book Is For Intermediate to advanced .NET developers

The book comprises a series of contributions by international scholars and practitioners from different backgrounds researching in the fields of contemporary visual culture and performance studies. This collection addresses the issue of corporeality as a discursive field (which asks for a “poetics”), and the possible ways in which technology affects and is affected by the body in the context of recent artistic and theoretical developments. The common denominator of the contributions here is their focus on the relationship between body and image expressed as the connection between reality and fiction, presence and absence, private and public, physical and virtual. The essays cover a wide range of topics within a

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framework that integrates and emphasises recent artistic practices and current academic debates in the fields of performance studies, visual arts, new aesthetics, perception theories, phenomenology, and media theory. The book addresses these recent trends by articulating issues including the relationship between immediate experience and mediated image; performing the image; the body as fictional territory; performative idioms and technological expression; corporeality, presence and memory; interactivity as a catalyst for multimediality and remediation; visuality, performativity and expanded spectatorship; and the tensions between public space and intimacy in (social) media environments. The main strength of this volume is the fact that it provides the reader with a fresh, insightful and transdisciplinary perspective on the body–image relationship, an issue widely debated today, especially in the context of global artistic and technological transformations.

Visual Studio 2017 updates for this book are now available. Follow the [Download Source Code](#) link for this book on the Apress website. Now in its 6th edition, the best selling book on MVC is now updated for ASP.NET Core MVC. It contains detailed explanations of the new Core MVC functionality which enables developers to produce leaner, cloud optimized and mobile-ready applications for the .NET platform. This book puts ASP.NET Core MVC into context and dives deep into the tools and techniques required to build modern, cloud optimized extensible web applications. All the new MVC

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features are described in detail and the author explains how best to apply them to both new and existing projects. The ASP.NET Core MVC Framework is the latest evolution of Microsoft's ASP.NET web platform, built on a completely new foundation. It represents a fundamental change to how Microsoft constructs and deploys web frameworks and is free of the legacy of earlier technologies such as Web Forms. ASP.NET Core MVC provides a "host agnostic" framework and a high-productivity programming model that promotes cleaner code architecture, test-driven development, and powerful extensibility. Best-selling author Adam Freeman has thoroughly revised this market-leading book and explains how to get the most from ASP.NET Core MVC. He starts with the nuts-and-bolts and shows you everything through to advanced features, going in-depth to give you the knowledge you need. This book follows the same format and style as the popular previous editions but brings everything up to date for the new ASP.NET Core MVC release. It presents a fully worked case study of a functioning ASP.NET MVC application that readers can use as a template for their own projects. What You Will Learn: Gain a solid architectural understanding of ASP.NET Core MVC Explore the entire ASP.NET MVC Framework as a cohesive whole See how MVC and test-driven development work in action Learn what's new in ASP.NET Core MVC and how best to apply these new features to your own work See how to create RESTful web services and Single Page Applications Build on your existing knowledge of previous MVC releases to get up and running with the new programming model quickly and effectively Who This Book Is For: This book is for web developers with a basic knowledge of ASP.NET and C# who want to incorporate the latest improvements and functionality in the new ASP.NET Core MVC Framework.

Skip the basics and delve right into Visual Studio 2017

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advanced features and tools Professional Visual Studio 2017 is the industry-favorite guide to getting the most out of Microsoft's primary programming technology. From touring the new UI to exploiting advanced functionality, this book is designed to help professional developers become more productive. A unique IDE-centric approach provides a clear path through the typical workflow while exploring the nooks and crannies that can make your job easier. Visual Studio 2017 includes a host of features aimed at improving developer productivity and UI, and this book covers them all with clear explanation, new figures, and expert insight. Whether you're new to VS or just upgrading, this all-inclusive guide is an essential resource to keep within arm's reach. Visual Studio 2017 fixes the crucial issues that kept professionals from adopting VS 2015, and includes new features and tools that streamline the developer's job. This book provides the straightforward answers you need so you can get up to speed quickly and get back to work. Master the core functionality of Visual Studio 2017 Dig into the tools that make writing code easier Tailor the environment to your workflow, not the other way around Work your way through configuration, debugging, building, deployment, customizing, and more Microsoft is changing their release cadence—it's only been about two years since the last release—so developers need to quickly get a handle on new tools and features if they hope to remain productive. The 2017 release is designed specifically to help you get more done, in less time, with greater accuracy and attention to detail. If you're ready to get acquainted, Professional Visual Studio 2017 is your ideal guide.

Discover how all levels Artificial Intelligence (AI) can be present in the most unimaginable scenarios of ordinary lives. This book explores subjects such as neural networks, agents, multi agent systems, supervised learning, and unsupervised



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learning. These and other topics will be addressed with real world examples, so you can learn fundamental concepts with AI solutions and apply them to your own projects. People tend to talk about AI as something mystical and unrelated to their ordinary life. Practical Artificial Intelligence provides simple explanations and hands on instructions. Rather than focusing on theory and overly scientific language, this book will enable practitioners of all levels to not only learn about AI but implement its practical uses. What You'll Learn Understand agents and multi agents and how they are incorporated Relate machine learning to real-world problems and see what it means to you Apply supervised and unsupervised learning techniques and methods in the real world Implement reinforcement learning, game programming, simulation, and neural networks Who This Book Is For Computer science students, professionals, and hobbyists interested in AI and its applications.

Discover how Visual Studio 2019 can improve your development process. Visual Studio is an integral part of the daily life of millions of developers worldwide. Even as this rich integrated development environment approaches two decades, it has never ceased in innovating ways to make developers' work life more productive. Essential Visual Studio 2019 offers explicit guidance for the developer who is already familiar with Visual Studio, but might feel a little lost when it comes to understanding the more recent features and advances of the IDE. Busy developers simply don't have the time to digest and distill what the latest and greatest tools are with each version. As a result, useful process and performance features may be overlooked. This book, by simply focusing on the most recent innovations in Visual Studio and its tangential developer market, is the perfect "go to" for bridging that gap. Be ready to plunge headfirst into key features and advances that have been added, expanded, or

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improved, and topics such as unit testing, refactoring, Git, debugging, containers, and more. You will procure the basic concepts and value first, before diving into hands-on code that is designed to quickly get you up and running. The goal of this book is to bring the developer up to speed on Visual Studio 2019. It does not focus just on functionality added in Visual Studio 2019, but takes a deep dive into the areas where Visual Studio 2019 changed. That way, even if you're coming from much earlier versions of Visual Studio, you can easily discern how upgrading to Visual Studio 2019 can make you more productive. What You Will Learn Know how the new features and improvements in Visual Studio 2019 can make you more productive Understand the value of modifications and when they can be used to take full advantage of this powerful IDE Review changes to Visual Studio over the last two versions and see where the development process is heading Discover the cloud-based, containerized, dev-ops-aware, and platform-flexible aspects of Visual Studio Gain clarity on the areas that have the greatest impact to you personally Who This Book Is For Developers who use Visual Studio on a daily basis. Familiarity with earlier versions is helpful, as the book is not a soup-to-nuts survey of the IDE and some basic functions will not be covered.

This book highlights the state of the art and recent advances in Big Data clustering methods and their innovative applications in contemporary AI-driven systems. The book chapters discuss Deep Learning for Clustering, Blockchain data clustering, Cybersecurity applications such as insider threat detection, scalable distributed clustering methods for massive volumes of data; clustering Big Data Streams such as streams generated by the confluence of Internet of Things, digital and mobile health, human-robot interaction, and social networks; Spark-based Big Data clustering using Particle Swarm Optimization; and Tensor-based clustering for Web

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graphs, sensor streams, and social networks. The chapters in the book include a balanced coverage of big data clustering theory, methods, tools, frameworks, applications, representation, visualization, and clustering validation.

Know how to use the features of Visual Studio 2019 and utilize the IDE correctly to become your one-stop solution for creating quality code. Learn what's new in VS 2019 and explore the existing features of Visual Studio so you can use them more efficiently. Getting Started with Visual Studio 2019 begins with an overview of Visual Studio and explores new features such as Visual Studio Live Share, Visual Studio Search, Solution Filters, and Intellicode. Author Dirk Strauss teaches you how to create project templates, write code snippets, and manage NuGet packages. You will learn how to: debug your code using breakpoints and step into specific methods, use data tips, and utilize the DebuggerDisplay attribute. You will then move on to learn unit testing and explore the tools provided by Visual Studio to create and run unit tests. The book also covers source control integration in Visual Studio and how to use GitHub to implement a source control strategy in your code. What You Will Learn Create and use code snippets in Visual Studio 2019 Utilize diagnostic tools and the Immediate window for code debugging Generate unit tests with IntelliTest Use NuGet in applications Create and handle pull requests Who This Book Is For Beginners and software developers working on the .NET stack

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