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learn key topics such as language basics pointers and pointer arithmetic dynamic memory management multithreading and network programming learn how to use the compiler the make tool and the archiver

today s mobile devices have gps and standard apis to give you access to coordinates but what can you do with that data with this concise book application developers learn how to work with location data quickly and easily using node js couchdb and other open source tools and libraries node js makes it simple to run event code on the and the couchdb document oriented database lets you store location data and perform complex queries on it quickly you ll learn how to get started with these tools and then use them together to build an example project called mapchat using html and javascript code samples learn how to serve dynamic content with node js and use its asynchronous io to handle several requests at once become familiar with geojson geohash and the geospatial data abstraction library gdal for working with spatial data build geospatial indexes using the geocouch branch of

couchdb combine these tools to build a project that lets users post real time chat messages tagged with their current map location

crisp and concise guide on building impressive maps as well as visualizations with d3 a javascript library about this book dive into d3 js and apply its powerful data binding ability in order to create stunning visualizations learn the key concepts of svg javascript css and the dom to bring data and shapes to live in the browser solve common problems faced while building interactive maps acquire key web development skills from the creating your interactive to testing and finally publishing it who this book is for this book is for people with at least a basic knowledge of of web development basic html css javascript you don t need to have worked with d3 js before what you will learn work with svg geometric shapes learn to manage map data and plot it with d3 js add interactivity and points of interest to your maps compress and manipulate geojson files with the use of topojson learn how to write testable d3 js visualizations build a globe with d3 js and canvas and add interactivity to it create a hexbin map with d3 js in detail d3 js is a visualization library used for the creation and control of dynamic and interactive graphical forms it is a library used to manipulate html and svg documents as well as the canvas element based on data using d3 js developers can create interactive maps for the web that look and feel beautiful this book will show you how build and design

maps with d3 js and gives you great insight into projections colors and the most appropriate types of map the book begins by helping you set up all the tools necessary to build visualizations and maps then it covers obtaining geographic data modifying it to your specific needs visualizing it with augmented data using d3 js it will further show you how to draw and map with the canvas api and how to publish your visualization by the end of this book you ll be creating maps like the election maps and the kind of infographics you ll find on sites like the new york times style and approach this step by step guide with pragmatic examples will help you create maps and amazing visualizations

algebraic geometry is a fascinating branch of mathematics that combines methods from both algebra and geometry it transcends the limited scope of pure algebra by means of geometric construction principles putting forward this idea grothendieck revolutionized algebraic geometry in the late 1950s by inventing schemes schemes now also play an important role in algebraic number theory a field that used to be far away from geometry the new point of view paved the way for spectacular progress such as the proof of fermat s last theorem by wiles and taylor this book explains the scheme theoretic approach to algebraic geometry for non experts while more advanced readers can use it to broaden their view on the subject a separate part presents the necessary prerequisites from commutative algebra

thereby providing an accessible and self contained introduction to advanced algebraic geometry every chapter of the book is preceded by a motivating introduction with an informal discussion of its contents and background typical examples and an abundance of exercises illustrate each section therefore the book is an excellent companion for self studying or for complementing skills that have already been acquired it can just as well serve as a convenient source for reading course material and in any case as supplementary literature the present edition is a critical revision of the earlier text

a web map is an interactive display of geographic information in the form of a web page that you can use to tell stories and answer questions maps have numerous advantages over traditional mapping techniques such as the ability to display up to date or even real time information easy distribution to end users and highly customized interactive content introduction to mapping teaches you how to develop online interactive web maps and web mapping applications using standard web technologies html css and javascript the core technologies are introduced in chapters 1 5 focusing on the specific aspects which are most relevant to web mapping chapters 6 13 then implement the material and demonstrate key concepts for building and publishing interactive web maps

meteor is a full stack application platform that makes it easy to build powerful real time apps quickly introducing meteor guides you through building top quality apps in a fraction of the time using an application platform built for the modern web this book takes you from installing the development environment all the way through deploying a live app and everything in between introducing meteor covers how to build a prototype app in days instead of weeks how to take advantage of reactive templates leverage the hundreds of smart packages available and employ best practices and avoid common errors made by beginners meteor gives you the tools you need to build better apps faster apps have come a long way since the 1990s but they still require a lot of time specialized knowledge and complex setups introducing meteor shows you a better way

this fifth edition is completely revised and expanded to cover javascript as it is used in today s 2 0 applications this book is both an example driven programmer s guide and a keep on your desk reference with new chapters that explain everything you need to know to get the most out of javascript including scripted http and ajax xml processing client side graphics using the canvas tag namespaces in javascript essential when writing complex programs classes closures persistence flash and javascript embedded in java applications part i explains the core javascript language in detail if you are new to javascript it will teach you the language if you are already

a javascript programmer part i will sharpen your skills and deepen your understanding of the language part ii explains the scripting environment provided by web browsers with a focus on dom scripting with unobtrusive javascript the broad and deep coverage of client side javascript is illustrated with many sophisticated examples that demonstrate how to generate a table of contents for an html document display dhtml animations automate form validation draw dynamic pie charts make html elements draggable define keyboard shortcuts for web applications create ajax enabled tool tips use xpath and xslt on xml documents loaded with ajax and much more part iii is a complete reference for core javascript it documents every class object constructor method function property and constant defined by javascript 1 5 and ecmascript version 3 part iv is a reference for client side javascript covering legacy web browser apis the standard level 2 dom api and emerging standards such as the xmlhttprequest object and the canvas tag more than 300 000 javascript programmers around the world have made this their indispensable reference book for building javascript applications a must have reference for expert javascript programmers well organized and detailed brendan eich creator of javascript

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pro level ar games like pokemon go innovate and explore the latest and most promising trend of ar gaming in the mobile gaming industry who this book is for this book is for those who have a basic knowledge of game development techniques but no previous knowledge of unity is required some basic programming knowledge would be desirable but the book is an introduction to the topic the book is also suitable for experienced developers new to gis or gps development what you will learn build a location based augmented reality game called foodie go animate a player s avatar on a map use the mobile device s camera as a game background implement database persistence with sqllite4unity3d to carry inventory items across game sessions create basic ui elements for the game inventory menu and settings perform location and content searches against the google places api enhance the game s mood by adding visual shader effects extend the game by adding multiplayer networking and other enhancements in detail the heyday of location based augmented reality games is upon us they have been around for a few years but the release of pokemon go was a gamechanger that catalyzed the market and led to a massive surge in demand now is the time for novice and experienced developers alike to turn their good ideas into augmented reality ar mobile games and meet this demand if you are keen to develop virtual reality games with the latest unity 5 toolkit then this is the book for you the genre of location based ar games introduces a new platform and technical challenges but this book will help

simplify those challenges and show how to maximize your game audience this book will take you on a journey through building a location based ar game that addresses the core technical concepts gis fundamentals mobile device gps mapping map textures in unity mobile device camera camera textures in unity accessing location based services and other useful unity tips the technical material also discusses what is necessary for further development to create a multiplayer version of the game at the end you will be presented with troubleshooting techniques in case you get into trouble and need a little help style and approach this book shows you how to create every step of the game and gives practical examples

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visualization for the using d3 the book assumes basic knowledge of html css and javascript

this book constitutes the refereed proceedings of the first international conference on scale space methods and variational methods in computer vision ssvm 2007 emanated from the joint edition of the 4th international workshop on variational geometric and level set methods in computer vision vlsm 2007 and the 6th international conference on scale space and pde methods in computer vision scale space 2007 held in ischia italy may june 2007

outstanding user interfaces with shiny provides the reader with necessary knowledge to develop beautiful and highly interactive user interfaces it gives the minimum requirements in html javascript and css to be able to extend already existing shiny layouts or develop new templates from scratch suitable for anyone with some experience of shiny package development and software engineering best practices this book is an ideal guide for graduates and professionals who wish to bring their app design to the next level key features provides a survival kit in web development to seamlessly get started with html css javascript leverage css and sass and higher level tools like bslib to substantially enhance the design of your app in no time a comprehensive guide to the htmltools package to seamlessly customize existing layouts describes in detail how shiny inputs work and how r and javascript communicate details all the necessary steps to

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step into the world of design patterns through modern javascript paradigms to supercharge your applications on the web and beyond key features explore various javascript design patterns delving deep into their intricacies benefits and best practices understand the decision making process guiding the selection of specific design patterns build a solid foundation to learn advanced topics in javascript and web performance purchase of the print or kindle book includes a free pdf ebook book descriptionunlock the potential of javascript design patterns the foundation for development teams seeking structured and reusable solutions to common software development challenges in this guide to improving code maintainability scalability and performance discover how these patterns equip businesses with cleaner and more maintainable code promote team collaboration reduce errors and save time and costs this book provides a comprehensive view of design patterns in modern es6 javascript with real world examples of their deployment in professional settings you ll start by learning how to use creational structural and behavioral design patterns in idiomatic javascript and then shift focus to the architecture and ui patterns here you ll learn how to apply patterns for libraries such as react and extend them further to general web frontend and micro frontend approaches the last section of the book introduces and illustrates sets of performance and security patterns including messaging and events asset and javascript loading strategies and asynchronous programming performance patterns throughout the book examples featuring react and next js in addition to javascript and api examples will help you choose and implement proven design patterns across diverse web ecosystems

transforming the way you approach development what you will learn find out how patterns are classified into creational structural and behavioral implement the right set of patterns for different business scenarios explore diverse frontend architectures and different rendering approaches identify and address common asynchronous programming performance pitfalls leverage event driven programming in the browser to deliver fast and secure applications boost application performance using asset loading strategies and offloading javascript execution who this book is for this book is for developers and software architects who want to leverage javascript and the web platform for enhanced productivity superior software quality and optimized application performance prior experience with javascript and web development is assumed some of the more advanced topics in the book will be of interest to developers with intermediate experience in building for the web with javascript

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javascript has become the essential programming language for building dynamic web applications with rich user interfaces and for developing games and mobile apps its versatility and ease of use make it a popular choice for developers worldwide this book is aimed at students at the sophomore level and above software engineers with less than three years of industry experience this book is beginner friendly and covers topics from most basic to advanced this comprehensive book explains the stuff in a to the point manner as if someone is explaining to the reader sitting by their side the reader can test their learning based on questions in the mastery check sections the book has a plethora of code snippets important points where developers get stuck tips for writing legible maintainable future proof code that adheres to the best practices sections called interesting nugget contain interesting topics related to what is discussed this book will have something new for every software professional or person aspiring to join the field college students have to juggle many subjects to get a degree this book presents topics in a manner that it becomes easy for students to study understand and apply concepts while maintaining their academics software professionals have a lot of tasks at hand and every day taking some time for learning new stuff requires much discipline and interest this book will motivate them to learn new concepts and craft robust solutions using javascript this book will not only make you a better coder but a better software engineer overall

with 90 detailed hacks expert web developers jesse cravens and jeff burtoft demonstrate intriguing uses of

html5 related technologies each recipe provides a clear explanation screenshots and complete code examples for specifications that include canvas svg css3 multimedia data storage web workers websockets and geolocation you ll also find hacks for html5 markup elements and attributes that will give you a solid foundation for creative recipes that follow the last chapter walks you through everything you need to know to get your html5 app off the ground from node js to deploying your server to the cloud here are just a few of the hacks you ll find in this book make ios style card flips with css transforms and transitions replace the background of your video with the canvas tag use canvas to create high res retina display ready media make elements on your page user customizable with editable content cache media resources locally with the filesystem api reverse geocode the location of your web app user process image data with pixel manipulation in a dedicated web worker push notifications to the browser with server sent events

develop your real time mean application efficiently using a combination of mongodb express angular and node about this book construct a fully functional mean application by using its components along with the best third party modules harness the power of the javascript ecosystem to effectively run build and test your mean application gain a deep practical understanding of real time web application development through real world examples who this book is for if you are a javascript developer who is interested in building modern web applications using mongodb express angular 2 and node 5 0 then this book is for you you only need knowledge of javascript development what you will learn use mongodb to store and retrieve your application s data connect your express application to mongodb and use the mongoose module manage your users authentication and offer them diverse login options using passport structure and use an angular 2 application in your mean project use socket io to create real time communication between your client and server test your application s express and angular 2 entities in detail the mean stack is a collection of the most popular modern tools for web development that helps you build fast robust and maintainable web applications starting with the mean core frameworks this pragmatic guide will explain the key concepts of each framework how to set them up properly and how to use popular modules to connect it all together by following the real world examples shown in this tutorial you will scaffold your mean application architecture add an authentication layer and develop an mvc structure to support your project development you will learn the best practices of maintaining clear and simple code and will see how to avoid common pitfalls finally you will walk through the different tools and frameworks that will help expedite your daily development cycles watch how your application development grows by learning from the only guide that is solely orientated towards building a full end to end real time application using the mean stack style

and approach this comprehensive guide covers every part of the mean stack and focuses on the gestalt power of the apps they can create through practical real world examples

postgis in action third edition shows you how to solve real world geodata problems you ll go beyond basic mapping and explore custom functions for your applications summary in postgis in action third edition you will learn an introduction to spatial databases geometry geography raster and topology spatial types functions and queries applying postgis to real world problems extending postgis to web and desktop applications querying data from external sources using postgresql foreign data wrappers optimizing queries for maximum speed simplifying geometries for greater efficiency postgis in action third edition teaches readers of all levels to write spatial queries for postgresql you ll start by exploring vector raster and topology based gis before quickly progressing to analyzing viewing and mapping data this fully updated third edition covers key changes in postgis 3 1 and postgresql 13 including parallelization support partitioned tables and new json functions that help in creating web mapping applications purchase of the print book includes a free ebook in pdf kindle and epub formats from manning publications about the technology postgis is a spatial database extender for postgresql it offers the features and firepower you need to take on nearly any geodata task postgis lets you create location aware

queries with a few lines of sql code then build the backend for mapping raster analysis or routing application with minimal effort about the book postgis in action third edition shows you how to solve real world geodata problems you ll go beyond basic mapping and explore custom functions for your applications inside this fully updated edition you ll find coverage of new postgis features such as postgis window functions parallelization of queries and outputting data for applications using json and vector tile functions what s inside fully revised for postgis version 3 1 and postgresql 13 optimize queries for maximum speed simplify geometries for greater efficiency extend postgis to web and desktop applications about the reader for readers familiar with relational databases and basic sql no prior geodata or gis experience required about the author regina obe and leo hsu are database consultants and authors regina is a member of the postgis core development team and the project steering committee table of contents part 1 introduction to postgis 1 what is a spatial database 2 spatial data types 3 spatial reference systems 4 working with real data 5 using postgis on the desktop 6 geometry and geography functions 7 raster functions 8 spatial relationships part 2 putting postgis to work 9 proximity analysis 10 postgis tiger geocoder 11 geometry and geography processing 12 raster processing 13 building and using topologies 14 organizing spatial data 15 query performance tuning part 3 using postgis with other tools 16 extending postgis with pgrouting and procedural

languages 17 using postgis in web applications

this book introduces robinson s nonstandard analysis an application of model theory in analysis unlike some texts it does not attempt to teach elementary calculus on the basis of nonstandard analysis but points to some applications in more advanced analysis the contents proceed from a discussion of the preliminaries to nonstandard models nonstandard real analysis enlargements and saturated models functionals generalized limits and additive measures and finally nonstandard topology and functional analysis no background in model theory is required although some familiarity with analysis topology or functional analysis is useful this self contained book can be understood after a basic calculus course

an end to end software development guide for the java eco system using the most advanced frameworks spring and spring boot learn the complete workflow by building projects and solving problems about this booklearn reactive programming by implementing a reactive application with spring webfluxcreate a robust and scalable messaging application with spring messaging supportget up to date with the defining characteristics of spring boot 2 0 in spring framework 5learn about developer tools amqp messaging websockets security mongodb data access rest and morethis collection of effective recipes serves as guidelines for spring boot

application developmentwho this book is for java developers wanting to build production grade applications using the newest popular spring tools for a rich end to end application development experience what you will learnget to know the spring boot and understand how it makes creating robust applications extremely simpleunderstand how spring data helps us add persistence in mongodb and sql databasesimplement a websocket to add interactive behaviors in your applicationscreate powerful production grade applications and services with minimal fussuse custom metrics to track the number of messages published and consumedbuild anything from lightweight unit tests to fully running embedded web container integration testslearn effective testing techniques by integrating cucumber and spockuse hashicorp consul and netflix eureka for dynamic service discoveryin detail spring framework has become the most popular framework for java development it not only simplifies software development but also improves developer productivity this book covers effective ways to develop robust applications in java using spring the course is up made of three modules each one having a take away relating to building end to end java applications the first module takes the approach of learning spring frameworks by building applications you will learn to build apis and integrate them with popular fraemworks suh as angularjs spring webflux and spring data you will also learn to build microservices using spring s support for kotlin you will

learn about the reactive paradigm in the spring architecture using project reactor in the second module after getting hands on with spring you will learn about the most popular tool in the spring ecosystem spring boot you will learn to build applications with spring boot bundle them and deploy them on the cloud after learning to build applications with spring boot you will be able to use various tests that are an important part of application development we also cover the important developer tools such as amqp messaging websockets security and more this will give you a good functional understanding of scalable development in the spring ecosystem with spring boot in the third and final module you will tackle the most important challenges in java application development with spring boot using practical recipes including recipes for testing deployment monitoring and securing your applications this module will also address the functional and technical requirements for building enterprise applications by the end of the course you will be comfortable with using spring and spring boot to develop java applications and will have mastered the intricacies of production grade applications style and approach a simple step by step guide with practical examples to help you develop and deploy spring and spring boot applications in the real world

digital heritage can mean many things from building a database on egyptian textiles to interacting with family historians over facebook however it is rare to see

professionals with a heritage background working practically with the heritage datasets in their charge many institutions who have the resources to do so leave this work to computer programmers missing the opportunity to share their knowledge and passion for heritage through innovative technology open heritage data an introduction to research publishing and programming with open data in the heritage sector has been written for practitioners researchers and students working in the glam galleries libraries archives and museums sector who do not have a computer science background but who want to work more confidently with heritage data it combines current research in open data with the author s extensive experience in coding and teaching coding to provide a step by step guide to working actively with the increasing amounts of data available coverage includes an introduction to open data as a next step in heritage mediation an overview of the laws most relevant to open heritage data an open heritage data model and examples of how institutions publish heritage data an exploration of use and reuse of heritage data tutorials on visualising and combining heritage datasets and on using heritage data for research featuring sample code case examples from around the world and step by step technical tutorials this book will be a valuable resource for anyone in the glam sector involved in or who wants to be involved in creating publishing using and reusing open heritage data

as a working software developer you know how to

complete your tasks with solid code whether it s on the frontend or backend now you re ready to move to the next level in your career and you need to understand the subtle yet deep skills it takes to become a senior developer this practical book shows you everything it takes to create a full stack web application hosted on a cloud platform senior staff engineer milecia mcgregor helps you see how the whole system works and how senior developers arrive at technical decisions you ll learn about design and development principles and when to apply them you ll also discover strategies for working with different teams and understand how the product team makes its decisions in four parts this book shows you how to translate designs into tasks and learn the questions you ll need to ask the product team walk through development considerations for the backend like overall architecture security and third party services build the project s user interface as well as state and data management performance and other concerns associated with frontend apps connect the frontend backend and other systems and deploy a full stack app to production

this edited volume gathers the proceedings of the symposium gis ostrava 2016 the rise of big spatial data held at the technical university of ostrava czech republic march 16 18 2016 combining theoretical papers and applications by authors from around the globe it summarises the latest research findings in the area of big spatial data and key problems related to its utilisation

welcome to dawn of the big data era though it s in sight it isn t quite here yet big spatial data is characterised by three main features volume beyond the limit of usual geo processing velocity higher than that available using conventional processes and variety combining more diverse geodata sources than usual the popular term denotes a situation in which one or more of these key properties reaches a point at which traditional methods for geodata collection storage processing control analysis modelling validation and visualisation fail to provide effective solutions entering the era of big spatial data calls for finding solutions that address all small data issues that soon create big data troubles resilience for big spatial data means solving the heterogeneity of spatial data sources in topics purpose completeness guarantee licensing coverage etc large volumes from gigabytes to terabytes and more undue complexity of geo applications and systems i e combination of standalone applications with web services mobile platforms and sensor networks neglected automation of geodata preparation i e harmonisation fusion insufficient control of geodata collection and distribution processes i e scarcity and poor quality of metadata and metadata systems limited analytical tool capacity i e domination of traditional causal driven analysis low visual system performance inefficient knowledge discovery techniques for transformation of vast amounts of information into tiny and essential outputs and much more these trends are accelerating as sensors become more ubiquitous around the world

you ve got data to communicate but what kind of visualization do you choose how do you build your visualizations and how do you ensure that they re up to the demands of the in data visualization with javascript you ll learn how to use javascript html and css to build practical visualizations for your data step by step examples walk you through creating integrating and debugging different types of visualizations and you ll be building basic visualizations like bar line and scatter graphs in no time you ll also learn how to create tree maps heat maps network graphs word clouds and timelines map geographic data and build sparklines and composite charts add interactivity and retrieve data with ajax manage data in the browser and build data driven web applications harness the power of the flotr2 flot chronoline js d3 js underscore js and backbone js libraries if you already know your way around building a web page but aren t quite sure how to build a good visualization data visualization with javascript will help you get your feet wet without throwing you into the deep end you ll soon be well on your way to creating simple powerful data visualizations

this is the 12th book in the university of arizona space science series a burgeoning library destined to stand as the consummate literary legacy of our era s revolution in solar system exploration satellite science has matured rapidly since its rebirth in march 1979 and its vitality radiates from the pages of this fine volume Ñicarus

this two volume set lncs 12184 and 12185 constitutes the refereed proceedings of the thematic area on human interface and the management of information himi 2020 held as part of hci international 2020 in copenhagen denmark hcii 2020 received a total of 6326 submissions of which 1439 papers and 238 posters were accepted for publication after a careful reviewing process the 72 papers presented in the two volumes were organized in the following topical sections part i information presentation and visualization service design and management and information in vr and ar part ii recommender and decision support systems information communication relationality and learning supporting work collaboration and creativity and information in intelligent systems and environments the conference was held virtually due to the covid 19 pandemic

build slim ssr and ssg nuxt applications with composition api remote node js applications and php applications for projects that scale and require better maintenance key features develop full stack nuxt applications with composition apis pinia socket io and localstorage separate nuxt apps for frontend and data management apis for streamlined maintenance build data apis with node js mongodb mariadb rethinkdb redis graphql and wordpress book description unlock the true potential of nuxt js with this comprehensive guide the book explores the intricacies of nuxt js with a primary focus on addressing scalability challenges inherent in web applications readers

will acquire the expertise to efficiently separate apis and data management from nuxt projects thereby significantly enhancing maintainability this journey is complemented by harnessing the potent nitro server engine enabling the seamless construction of full stack web applications using nuxt alone ensuring a harmonious blend of efficiency and scalability the book will help navigate the complexities of large scale nuxt projects uncovering the integration of remote node js and php applications to streamline api and data management processes practical insights abound offering a deep understanding of effective data handling and api management using prominent technologies such as mongodb mariadb rethinkdb and graphql tailored specifically for nuxt applications by the end of the book you will create static site generation ssg nuxt applications paired with wordpress to optimize production performance what you will learn master ssr and ssg vue js applications using nuxt and the composition api build dynamic pages manage http errors in nuxt node js php applications and enhance functionality with composables plugins utils and middleware create responsive layouts using windi css and less and optimize seo and open graph by managing static and dynamic assets with composables create a client server shopping cart system with pinia redis and cookies implement real time features using socket io and rethinkdb build a headless cms using wordpress for nuxt applications table of contents 1 introducing advanced nuxt development 2 creating pages layouts composables plugins utilities and middleware 3 managing assets and adding ui frameworks 4 fetching data and handling errors 5 managing states and stores 6 managing data with nitro server engine in nuxt 7 managing data with node js apps for nuxt 8 managing database with php apps for nuxt 9 building graphql layers with mongodb wordpress and graphql tools for nuxt 10 creating ssg sites with nuxt and wordpress and going further index

contains the c program code listed in the book and the data set in usgs dem format for the mccall idaho 7 5 minute quadrangle on accompanying disk

represents the proceedings of the conference on groups rings and group rings held july 28 august 2 2008 in ubatuba brazil this title contains results in active research areas in the theory of groups group rings and algebras including noncommutative rings polynomial identities lie algebras and superalgebras

summary in single page applications you ll learn to build modern browser based apps that take advantage of stronger client platforms and more predictable bandwidth you ll learn the spa design approach and then start exploring new techniques like structured javascript and responsive design and you ll learn how to capitalize on trends like server side javascript and nosql data stores as well as new frameworks that make javascript more manageable and testable as a first class language about

this book if your website is a jumpy collection of linked pages you are behind single page web applications are your next step pushing ui rendering and business logic to the browser and communicating with the server only to synchronize data they provide a smooth user experience much like a native application but spas can be hard to develop manage and test single page applications shows how your team can easily design test maintain and extend sophisticated spas using javascript end to end without getting locked into a framework along the way you ll develop advanced html5 css3 and javascript skills and use javascript as the language of the web server and the database this book assumes basic knowledge of web development no experience with spas is required purchase of the print book includes a free ebook in pdf kindle and epub formats from manning publications what s inside design build and test a full stack spa best in class tools like jquery taffydb node js and mongodb real time web with web sockets and socket io touch controls for tablets and smartphones common spa design mistakes about the authors the authors are architects and engineering managers michael mikowski has worked on many commercial spas and a platform that processes over 100 billion requests per year josh powell has built some of the most heavily trafficked sites on the web table of contents part 1 introducing spas our first single page application reintroducing javascript part 2 spa client develop the shell add feature modules build the model finish the model and data modules part 3 the spa server

the web server the server database readying our spa for production

topic editor rustam stolkin is director of a r m robotics ltd all other topic editors declare no competing interests with regards to the research topic subject

user story mapping is a valuable tool for software development once you understand why and how to use it this insightful book examines how this often misunderstood technique can help your team stay focused on users and their needs without getting lost in the enthusiasm for individual product features author jeff patton shows you how changeable story maps enable your team to hold better conversations about the project throughout the development process your team will learn to come away with a shared understanding of what you re attempting to build and why get a high level view of story mapping with an exercise to learn key concepts quickly understand how stories really work and how they come to life in agile and lean projects dive into a story s lifecycle starting with opportunities and moving deeper into discovery prepare your stories pay attention while they re built and learn from those you convert to working software

this book constitutes refereed proceedings of the first international conference on smart technologies systems and applications held in quito ecuador in december 2019

the 27 full papers and 3 short papers presented were carefully reviewed and selected from 90 submissions the papers of this volume are organized in topical sections on smart technologies smart systems smart trends and applications

this volume is based on the lecture notes of six courses delivered at a cimpa summer school in temuco chile in january 2001 leading experts contribute with introductory articles covering a broad area in probability and its applications such as mathematical physics and mathematics of finance written at graduate level the lectures touch the latest advances on each subject ranging from classical probability theory to modern developments thus the book will appeal to students teachers and researchers working in probability theory or related fields

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