Inside The Microsoft Build Engine Using Msbuild And Team Foundation Build Developer Reference

Ten Strategies of a World-Class Cyber Security Operations Center conveys MITRE's accumulated expertise on enterprise-grade computer network defense. It covers ten key qualities of leading Cyber Security Operations Centers (CSOCs), ranging from their structure and organization, to processes that best enable smooth operations, to approaches that extract maximum value from key CSOC technology investments. This book offers perspective and context for key decision points in structuring a CSOC, such as what capabilities to offer, how to architect large-scale data collection and analysis, and how to prepare the CSOC team for agile, threat-based response. If you manage, work in, or are standing up a CSOC, this book is for you. It is also available on MITRE's website, www.mitre.org.
A practical guide to effectively using, customizing, and extending the build engine. As software complexity increases, proper build practices become ever more important. This essential reference drills inside MSBuild-and shows how to maximize your control over the build and deployment process. Learn how to customize and extend build processes with MSBuild-and scale them to the team, product, or enterprise level with Team Foundation Build. Discover how to: * Create and modify MSBuild files-outside the Visual Studio IDE * Use XML-based syntax to declare dynamic properties and items * Apply built-in tasks or write your own * Customize the build process-adding code generation, unit testing, or code analysis * Use batching and incremental builds to reduce build times * Invoke external tools in scripts and create reusable files * Start and stop services * Set assembly versions and extend the clean process * Configure, customize, and extend Team Build-and automate build from end to end
Presents a guide to the software build and deployment process using MSBuild.
This book is a collection of notes and sample codes written by the author while he was learning C#. Topics include: Data, Variables and Expressions; Logical Expressions and Conditional Statements; Arrays and Loops; Data Types; Precision of "float", "double", and "decimal"; Performance of "float", "double", and "decimal"; Binary Representation of "float" and "double" Values; Binary Representation of "decimal" Values - Methods; Execution Environment; Common Language Runtime; Intermediate Language Assembler and Disassembler; Private Memory vs. Virtual Memory; Multithreading programs; Async and Await Feature; WPF (Windows Presentation Foundation); MSBuild tool; XAML (eXtensible Application Markup Language). Updated in 2020 (Version 3.31) with minor changes. For latest updates and free sample chapters, visit http://www.herongyang.com/C-Sharp.
Fundamentals of Computer Programming with C#
Mismatch
How to Build Your Customer-Driven Growth Engine
Patterns and Paradigms for Scalable, Reliable Services
How Inclusion Shapes Design
Practical .NET2 and C#2

The overwhelming majority of a software system's lifespan is spent in use, not in design or implementation. So, why does conventional wisdom insist that software engineers focus primarily on the design and development of large-scale computing systems? In this collection of essays and articles, key members of Google's Site Reliability Team explain how and why their commitment to the entire lifecycle has enabled the company to successfully build, deploy, monitor, and maintain some of the largest software systems in the world. You'll learn the principles and practices that enable Google engineers to make systems more scalable, reliable, and efficient—lessons directly applicable to your organization. This book is divided into four sections: Introduction—Learn what site reliability engineering is and why it differs from conventional IT industry practices Principles—Examine the patterns, behaviors, and areas of concern that influence the work of a site reliability engineer (SRE) Practices—Understand the theory and practice of an SRE's day-to-day work: building and operating large distributed computing systems Management—Explore Google's best practices for training, communication, and meetings that your organization can use
We are entering a new era—an era of impact. The largest intergenerational transfer of wealth in history will soon be under way, bringing with it the potential for huge increases in philanthropic funding. Engine of Impact shows how nonprofits can apply the principles of strategic leadership to attract greater financial support and leverage that funding to maximum effect. As Good to Great author Jim Collins writes in his foreword, this book offers "a detailed roadmap of disciplined thought and action for turning a good nonprofit into one that can achieve great impact at scale." William F. Meehan III and Kim Starkey Jonker identify seven essential components of strategic leadership that set high-achieving organizations apart from the rest of the nonprofit sector. Together, these components form an "engine of impact"—a system that organizations must build, tune, and fuel if they hope to make a real difference in the world. Drawing on decades of teaching, advising, grantmaking, and research, Meehan and Jonker provide an actionable guide that executives, staff, board members, and donors can use to jumpstart their own performance and to achieve extraordinary results for their organization. Along with setting forth best practices using real-world examples, the authors outline common management challenges faced by nonprofits, showing how these challenges differ from those faced by for-profit businesses in important and often-overlooked ways. By offering crucial insights on the fundamentals of nonprofit management, this book will help leaders equip their organizations to fire on all cylinders and unleash the full potential of the nonprofit sector. Visit www.engineofimpact.org for additional information.
In Essential Windows Workflow Foundation, two WF lead architects–Dharma Shukla and Bob Schmidt–offer an under-the-hood look at the technology, explaining the why and not just the how of WF's key concepts and architecture. Serious WF developers seeking details about how to effectively utilize and extend the framework by writing activities will find cogent explanations and answers here. With simple and illustrative examples, the authors demonstrate exactly how to leverage WF's extensible programming model to craft domain-specific programs. Drawing on their unique vantage point in designing and developing WF, Shukla and Schmidt deliver authoritative coverage of The core concepts and ideas that form the heart of WF's programming model The execution model for activities, with details of the activity automaton, bookmarking, scheduling, and the threading model of the WF runtime Advanced execution concepts, including activity execution contexts, transactions, persistence points, passivation, fault handling, cancellation, compensation, and synchronization Hosting the WF runtime in applications The activity component model, with details of validation, compilation, serialization, and visualization Databinding, XAML, dependency properties, and WF program metadata Declarative conditions and rules, activity designers, and designer hosting Custom control flow patterns ranging from simple sequencing and iteration to more complex graphs and state machines Dynamic editing of running WF program instances Essential Windows Workflow Foundation is the definitive resource for developers seeking an in-depth understanding of this novel technology.
A fascinating deep dive on innovation from the New York Times bestselling author of How We Got To Now and Unexpected Life The printing press, the pencil, the flush toilet, the battery--these are all great ideas. But where do they come from? What kind of environment breeds them? What sparks the flash of brilliance? How do we generate the breakthrough technologies that push forward our lives, our society, our culture? Steven Johnson's answers are revelatory as he identifies the seven key patterns behind genuine innovation, and traces them across time and disciplines. From Darwin and Freud to the halls of Google and Apple, Johnson investigates the innovation hubs throughout modern time and pulls out the approaches and commonalities that seem to appear at moments of originality.
The Fourth Industrial Revolution
Supplement to Inside the Microsoft Build Engine
Using MSBuild and Team Foundation Build
Ten Strategies of a World-Class Cybersecurity Operations Center
Beginning ASP.NET 3.5
Introducing Machine Learning

Discover high-value Azure security insights, tips, and operational optimizations This book presents comprehensive Azure Security Center techniques for safeguarding cloud and hybrid environments. Leading Microsoft security and cloud experts Yuri Diogenes and Dr. Thomas Shinder show how to apply Azure Security Center's full spectrum of features and capabilities to address protection, detection, and response in key operational scenarios. You'll learn how to secure any Azure workload, and optimize virtually all facets of modern security, from policies and identity to incident response and risk management. Whatever your role in Azure security, you'll learn how to save hours, days, or even weeks by solving problems in most efficient, reliable ways possible. Two of Microsoft's leading cloud security experts show how to: • Assess the impact of cloud and hybrid environments on security, compliance, operations, data protection, and risk management • Master a new security paradigm for a world without traditional perimeters • Gain visibility and control to secure compute, network, storage, and application workloads • Incorporate Azure Security Center into your security operations center • Integrate Azure Security Center with Azure AD Identity Protection Center and third-party solutions • Adapt Azure Security Center's built-in policies and definitions for your organization • Perform security assessments and implement Azure Security Center recommendations • Use incident response features to detect, investigate, and address threats • Create high-fidelity fusion alerts to focus attention on your most urgent security issues • Implement application whitelisting and just-in-time VM access • Monitor user behavior and access, and investigate compromised or misused credentials • Customize and perform operating system security baseline assessments • Leverage integrated threat intelligence to identify known bad actors
In complex software projects, managing the development process can be as critical to success as writing the code itself. A project may involve dozens of developers, managers, architects, testers, and customers, hundreds of builds, and thousands of opportunities to get off-track. To keep tabs on the people, tasks, and components of a medium- to large-scale project, most teams use a development system that allows for easy monitoring, follow-up, and accountability. Microsoft Team Foundation Server 2008 (TFS), the server component of Microsoft's Visual Studio Team System (VSTS), provides a powerful collaborative platform for software-development teams. The product offers an integrated toolset for tracking work items, creating test cases, managing source code, generating builds, constructing database schemas, and so on. Because in software development one size does not fit all, TFS provides process customization, project management, and reporting capabilities to build solutions around your requirements. Team Foundation Server 2008 in Action is a hands-on guide to Team Foundation Server 2008. Written for developers with a good handle on TFS basics, this book shows you how to solve real-life problems. It's not a repetition of Microsoft's product documentation. Team Foundation Server 2008 in Action is a practitioner's handbook for how to work with TFS under common constraints. This book walks you through real-life software engineering problems based on hundreds of hours of TFS experience. You'll benefit from expert author Jamil Azher's extensive interactions with members of Microsoft's TFS team and MVPs, survey feedback from the author's blog, and interviews with organizations and user groups using TFS. Instead of just offering a high-level overview, the book provides detailed solutions for solving common-and not-so-common-problems using TFS. It discusses the strengths as well as weaknesses of TFS, and suggests appropriate problem resolution steps, workarounds, or custom solutions. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.
With more and more companies moving on-premises applications to the cloud, software and cloud solution architects alike are busy investigating ways to improve load balancing, performance, security, and high availability for workloads. This practical book describes Microsoft Azure's load balancing options and explains how NGINX can contribute to a comprehensive solution. Cloud architects Derek DeJonghe and Arlan Nugara take you through the steps necessary to design a practical solution for your network. Software developers and technical managers will learn how these technologies have a direct impact on application development and architecture. While the examples are specific to Azure, these load balancing concepts and implementations also apply to cloud providers such as AWS, Google Cloud, DigitalOcean, and IBM Cloud. Understand application delivery and load balancing--and why they're important Explore Azure's managed load balancing options Learn how to run NGINX OSS and NGINX Plus on Azure Examine similarities and complementing features between Azure-managed solutions and NGINX Use Azure Front Door to define, manage, and monitor global routing for your web traffic Monitor application performance using Azure and NGINX tools and plug-ins Explore security choices using NGINX and Azure Firewall solutions
Combines language tutorials with application design advice to cover the PHP server-side scripting language and the MySQL database engine.
Application Delivery and Load Balancing in Microsoft Azure
The Future Computed
Team Foundation Server 2008 in Action
Microsoft Azure For Dummies
Programming Entity Framework
ASP.NET Core Application Development

Between the 18th and 19th centuries, Britain experienced massive leaps in technological, scientific, and economical advancement
Your roadmap to Microsoft Azure Azure is Microsoft's flagship cloud computing platform. With over 600 services available to over 44 geographic regions, it would take a library of books to cover the entire Azure ecosystem. Microsoft Azure For Dummies offers a shortcut to getting familiar with Azure's core product offerings used by the majority of its subscribers. It's a perfect choice for those looking to gain a quick, basic understanding of this ever-evolving public cloud platform. Written by a Microsoft MVP and Microsoft Certified Azure Solutions Architect, Microsoft Azure For Dummies covers building virtual networks, configuring cloud-based virtual machines, launching and scaling web applications, migrating on-premises services to Azure, and keeping your Azure resources secure and compliant. Migrate your applications and services to Azure with confidence Manage virtual machines smarter than you've done on premises Deploy web applications that scale dynamically to save you money and effort Apply Microsoft's latest security technologies to ensure compliance to maintain data privacy With more and more businesses making the leap to run their applications and services on Microsoft Azure, basic understanding of the technology is becoming essential. Microsoft Azure For Dummies offers a fast and easy first step into the Microsoft public cloud.
#1 NEW YORK TIMES BESTSELLER • "This book delivers completely new and refreshing ideas on how to create value in the world."—Mark Zuckerberg, CEO of Meta "Peter Thiel has built multiple breakthrough companies, and Zero to One shows how."—Elon Musk, CEO of SpaceX and Tesla The great secret of our time is that there are still uncharted frontiers to explore and new inventions to create. In Zero to One, legendary entrepreneur and investor Peter Thiel shows how we can find singular ways to create those new things. Thiel begins with the contrarian premise that we live in an age of technological stagnation, even if we're too distracted by shiny mobile devices to notice. Information technology has improved rapidly, but there is no reason why progress should be limited to computers or Silicon Valley. Progress can be achieved in any industry or area of business. It comes from the most important skill that every leader must master: learning to think for yourself. Doing what someone else already knows how to do takes the world from 1 to n, adding more of something familiar. But when you do something new, you go from 0 to 1. The next Bill Gates will not build an operating system. The next Larry Page or Sergey Brin won't make a search engine. Tomorrow's champions will not win by competing ruthlessly in today's marketplace. They will escape competition altogether, because their businesses will be unique. Zero to One presents at once an optimistic view of the future of progress in America and a new way of thinking about innovation: it starts by learning to ask the questions that lead you to find value in unexpected places.
Learn Azure in a Month of Lunches, Second Edition, is a tutorial on writing, deploying, and running applications in Azure. In it, you'll work through 21 short lessons that give you real-world experience. Each lesson includes a hands-on lab so you can try out and lock in your new skills. Summary You can be incredibly productive with Azure without mastering every feature, function, and service. Learn Azure in a Month of Lunches, Second Edition gets you up and running quickly, teaching you the most important concepts and tasks in 21 practical bite-sized lessons. As you explore the examples, exercises, and labs, you'll pick up valuable skills immediately and take your first steps to Azure mastery! This fully revised new edition covers core changes to the Azure UI, new Azure features, Azure containers, and the upgraded Azure Kubernetes Service. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Microsoft Azure is vast and powerful, offering virtual servers, application templates, and prebuilt services for everything from data storage to AI. To navigate it all, you need a trustworthy guide. In this book, Microsoft engineer and Azure trainer Iain Foulds focuses on core skills for creating cloud-based applications. About the book Learn Azure in a Month of Lunches, Second Edition, is a tutorial on writing, deploying, and running applications in Azure. In it, you'll work through 21 short lessons that give you real-world experience. Each lesson includes a hands-on lab so you can try out and lock in your new skills. What's inside Understanding Azure beyond point-and-click Securing applications and data Automating your environment Azure services for machine learning, containers, and more About the reader This book is for readers who can write and deploy simple web or client/server applications. About the author Iain Foulds is an engineer and senior content developer with Microsoft. Table of Contents PART 1 - AZURE CORE SERVICES 1 Before you begin 2 Creating a virtual machine 3 Azure Web Apps 4 Introduction to Azure Storage 5 Azure Networking basics PART 2 - HIGH AVAILABILITY AND SCALE 6 Azure Resource Manager 7 High availability and redundancy 8 Load-balancing applications 9 Applications that scale 10 Global databases with Cosmos DB 11 Managing network traffic and routing 12 Monitoring and troubleshooting PART 3 - SECURE BY DEFAULT 13 Backup, recovery, and replication 14 Data encryption 15 Securing information with Azure Key Vault 16 Azure Security Center and updates PART 4 - THE COOL STUFF 17 Machine learning and artificial intelligence 18 Azure Automation 19 Azure containers 20 Azure and the Internet of Things 21 Serverless computing
Where Good Ideas Come From
Microsoft Azure Security Center
Essentials of Strategic Leadership in the Nonprofit Sector
Programming ASP.NET Core, Programming ASP.NET Core
Microsoft Azure Machine Learning
99 Ways to Bend the Build Engine to Your Will

This textbook examines database systems from the viewpoint of a software developer. This perspective makes it possible to investigate why database systems are the way they are. It is of course important to be able to write queries, but it is equally important to know how they are processed. We e.g. don't want to just use JDBC; we also want to know why the API contains the classes and methods that it does. We need a sense of how hard is it to write a disk cache or logging facility. And what exactly is a database driver, anyway? The chapters provide a brief overview of database systems and their use. Chapter 1 discusses the purpose and features of a database system and introduces the Derby and SimpleDB systems. Chapter 2 explains how to write a database application using Java. It presents the basics of JDBC, which is the fundamental API for Java programs that interact with a database. In turn, Chapters 3-11 examine the internals of a typical database engine. Each chapter covers a different database component, starting with the lowest level of abstraction file manager) and ending with the highest (the JDBC client interface); further, the respective chapter explains the main issues concerning the component, and considers possible design decisions. As a result, the reader can see exactly what services each component provides and how it interacts with the other components in the system. By the end of this part, s/he will have witnessed the gradual development of a simple but completely functional system. The remaining four chapters then focus on efficient query processing, and focus sophisticated techniques and algorithms that can replace the simple design choices described earlier. Topics include indexing, sorting, intelligent buffer usage, and query optimization. This text is intended for upper-level undergraduate or beginning graduate courses in Computer Science. It assumes that the reader is comfortable with basic Java programming; advanced Java concepts (such as RMI and JDBC) are fully explained in the text. The respective chapters are complemented by "end-of-chapter readings" that discuss interesting research directions that went unmentioned in the text, and provide references to relevant web pages, research articles, reference manuals, and books. Conceptual and programming exercises are also included at the end of each chapter. Students can apply their conceptual knowledge by examining the SimpleDB (a simple but fully functional database system created by the author and provided online) code and modifying it.
Describes how to put software security into practice, covering such topics as risk analysis, coding policies, Agile Methods, cryptographic standards, and threat tree patterns.
Inside the Microsoft Build EngineUsing MSBuild and Team Foundation BuildPearson Education
"Welcome to one of the greatest collaborations you could dream of in the world of C# books—and probably far beyond!" —From the Foreword by Mads Torgersen, C# Program Manager, Microsoft Essential C# 6.0 is a well-organized, no-fluff guide to the latest versions of C# for programmers at all levels of experience. Fully updated to reflect new C# 6.0 and .NET 4.6 features and patterns, it will help you write C# code that's simple, powerful, robust, secure, and maintainable. This book's authors are world-class C# experts: long-time M MVP and Regional Director Mark Michaelis and Eric Lippert, formerly principal developer on Microsoft's C# compiler team. Together, they cover the entire language, illustrating key constructs with succinct examples and offering a complete foundation for successful C# development. Essential C# 6.0 makes it easy to program with any version of C#, whether you're creating new code or maintaining existing systems. Separate indexes for C# versions 4, 5, and 6 help you quickly find version-specific answers with accompanying visual indi that help you identify which language innovations will work when. This edition also includes a set of best-practice C# Coding Guidelines updated to leverage C# 6.0 constructs. Coverage includes Mastering C# data types, operators, control flow, methods, and parameters Using C# object-oriented constructs, including classes, inheritance, interfaces, and more—all with the significantly simplified syntax of C# 6.0 Working with well-formed value and reference types Implementing reliable, effective exception handling Reducing code compl generics, delegates, lambda expressions, and events (including a simplified C# 6.0 syntax for triggering events) Learning dynamic programming with reflection and attributes Querying diverse data collections using LINQ with query expressions Creating custom collections that operate against business objects Using collection interfaces and standard query operators to access .NET collections Understanding the Common Language Infrastructure and C# in the context of .NET 4.6 Taking advantage of declarative programming, embedde metadata, reflection, and attributes Mastering multithreading and synchronization, including the new async/await paradigm Using P/Invoke, pointers, and direct memory manipulation to interoperate with other languages Understanding how C# programs relate to the underlying runtime For Qualified Instructors An instructor's guide, exercises, and a slide deck are available to support your courses.
INSIDE THE MICROSOFT BUILD ENGINE USING MSBUILD AND TEAM FOUNDATION BUILD, 2ND EDITION (With CD)
Learning MSBuild and ClickOnce
Deploying .NET Applications
Tabular Modeling in Microsoft SQL Server Analysis Services
The Bulgarian C# Book

In the race to compete in today's fast-moving markets, large enterprises are busy adopting new technologies for creating new products, processes, and business models. But one obstacle on the road to digital transformation is placing too much emphasis on technology, and not enough on the types of processes technology enables. What if different lines of business could build their own services and applications—and decision-making was distributed rather than centralized? This report explores the concept of a digital business platform as a way of empowering individual business sectors to act on data in real time. Much innovation in a digital enterprise will increasingly happen at the edge, whether it involves business users (from marketers to data scientists) or IoT devices. To facilitate the process, your core IT team can provide these sectors with the digital tools they need to innovate quickly. This report explores: Key cultural and organizational changes for developing business capabilities through cross-functional product teams A platform for integrating applications, data sources, business partners, clients, mobile apps, social networks, and IoT devices Creating internal API programs for building innovative edge services in low-code or no-code environments Tools including Integration Platform as a Service, Application Platform as a Service, and Integration Software as a Service The challenge of integrating microservices and serverless architectures Event-driven architectures for processing and reacting to events in real time You'll also learn about a complete pervasive integration solution as a core component of a digital business platform to serve every audience in your organization.
The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info/ License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733
MSBuild is more than just a list of source files; it is a declarative programming language, and with the new features in the .Net 4.0 engine, a rather expressive language to boot. This book explores the Microsoft Build Engine used by C#, VB.Net, F# and C++ projects-the 4.0 version shipped with Visual Studio 2010-in depth and in a very practical way, full of examples not covered in the reference material (or in the other book on MSBuild). Inside you'll find: How to unify all your projects How to add help to your build How to simulate loops and data joins How to use inline C# code in project files How to enhance logging ...and over 90 additional tips and tricks, and including some extensive walkthroughs of more advanced topics, like dealing with huge projects and rolling your own tool integrations right in the IDE. You can further explore the content with code samples on the Web. So if you've ever found yourself wondering how to get MSBuild to... Perform some simple arithmetic, or a string replacement (see trick #9) Find a subset of files using a complex expression (see trick #11) Specify the folder where MSBuild.exe resides (see trick #6) Fail the build when your custom task shows an error but the build still succeeds (see trick #2) Get you a list of all the referenced assemblies in your project (see trick #72) Get Visual Studio to stop ignoring your customizations (see trick #82) Search for your customizations, without having to hardcode paths (see trick #16) Allow almost any property to be tweaked (see trick #45) Do something that seems too complex for AfterBuild (see trick #23) Extract the branch name from a path (see trick #99) And don't be put off if you're brand new to MSBuild. If you've ever so much as peeked at the XML in a C# project file, you'll be well served by this book. You'll start from first principals and the most basic mechanisms of MSBuild and the structure of an MSBuild file will be explained. Each trick is small and digestible and presented in a way that you can try out new techniques with just a few lines of MSBuild in a text file. Most of the tricks are things you can copy directly into your own build files and use that day. While many of the tricks stand on their own, the more complex ones are broken down and presented in sequences that progressively build on one another. You won't need any other book on MSBuild! But if you happen to have the other one, MSBuild Trickery will take you far beyond a reference book, providing practical guidance and preparing you for all of those truly unique gotchas that appear when the build runs. With a foreword by Dan Moseley, Microsoft Senior Development Lead for Visual Studio Project & Build.
This book provides you with the skills necessary to get started with Azure Machine Learning to build predictive models as quickly as possible, in a very intuitive way, whether you are completely new to predictive analysis or an existing practitioner. The book starts by exploring ML Studio, the browser-based development environment, and explores the first step—data exploration and visualization. You will then build different predictive models using both supervised and unsupervised algorithms, including a simple recommender system. The focus then shifts to learning how to deploy a model to production and publishing it as an API. The book ends with a couple of case studies using all the concepts and skills you have learned throughout the book to solve real-world problems.
Engine of Impact
Learn Azure in a Month of Lunches, Second Edition
Inside the Microsoft Build Engine
SDL, a Process for Developing Demonstrably More Secure Software
Inside the Microsoft Build Engine: Using MSBuild and Team Foundation Build
A comprehensive guide to exploring rendering algorithms in modern OpenGL and Vulkan

This book is for anyone who wants to learn how to build rich and interactive Microsoft ASP.NET web sites. With the knowledge you gain from this book, you create a great foundation to build any type of web site, ranging from simple hobby-related web sites to sites you may be creating for commercial purposes. Using this book's step-by-step format you'll learn to: Obtain, install, and customize Visual Web Developer (VWD) 2008 create a new web site and how to add new pages to it. use the numerous tools in VWD to create HTML and ASP.NET pages use the VWD tools and CSS, the language that is used to format web pages What ASP.NET server controls are, what they are used for, and how to use them program web pages Visual Basic or C# create consistent-looking pages through the use of master pages, skins, and themes build the navigation structure of your site create and use User Controls and enhance them to repeat content like menus and banners accept, validate, and process user input and send e-mail from your ASP.NET web application create good looking, flicker free web page interaction with ASP.NET Ajax the basics of SQL, the language used access and alter data in a database use the database tools found in Visual Web Developer use the ASP.NET data controls to create an interface for your users to interact with your application's data use LINQ to SQL to access SQL Server databases without writing a lot of manual code change the visual appearance of your data through the use of control styles interact with the data-bound controls and speed up your application use the security ASP.NET features to create user accounts, distinguish between anonymous and logged on users, and manage the users in your system create personalized web pages with content targeted at individual users find and fix problems with VWD debugging tools deploy and run your final web site
The author placed itself from the point of view of the developer which must be quickly productive and anticipate changes without having to reinvent the wheel. More than half the book is dedicated to the 2.0 version of .NET and covers: The .NET platform, The C#2 language and The .NET Framework. With several reminders to fundamental, it is the perfect book for the student, the beginner or even the seasoned developer.
Annotation Code first is an additional means of building a model to be used with the Entity Framework and is creating a lot of excitement in the .NET development community. The reader will begin with an overview of what code first is, why it was created, how it fits into the Entity Framework and when to use it over the alternatives.
5 Leadership Competencies To Build Your Customer-Driven Growth Engine Chief Customer Officer 2.0 is a hands-on resource packed with tools for Chief Customer Officers and leadership to work together to earn customer-driven growth. A sequel to the 2006 classic Chief Customer Officer, this new update, with over 90 percent new material, is based on Jeanne Bliss's twenty-five years of extensive experience as a Chief Customer Officer, and her work coaching Chief Customer Officers and executive teams for the past ten years. Chief Customer Officer 2.0 is based on a five-competency framework that successfully launched multitudes of Fortune 100 and Fortune 500 companies through their customer experience transformations. The framework addresses the issues that remain prominent, including siloed organizations and the need for clear goals and metrics, as well as new factors, like social media, that have altered the customer relations dynamic forever. You'll learn the five key competencies embraced by world-class leaders and the role of the Chief Customer Officer in uniting the organization to build and embrace these new competencies. This book provides practical guidance on how to make those competencies part of the way your company develops products, goes to market, enables and rewards people, and conducts annual planning. The discussion includes an exploration of what goes wrong in companies that stumble, so you can sidestep their mistakes and avoid their fate. By embracing employees and customers, and delivering an experience they want to have again, you'll pave the way for lasting success and drive better business decisions. Over the past decade, consumers have gained unprecedented power to speak out directly, forever changing the way companies relate to their customers. The customer experience has become a major driving force behind business growth, and this book provides a framework for making it a part of every aspect of doing business. Treat your customers like the assets they are Craft a more comprehensive customer care strategy Avoid the common pitfalls that cause major damage Unify the company around the customer experience With concrete, practical advice updated for the changing consumer landscape, Chief Customer Officer 2.0 is an essential resource for every leader accountable for the customer experience.
Web Database Applications with PHP and MySQL
Designing Distributed Systems
C# Tutorials - Herong's Tutorial Examples
Database Design and Implementation
How Google Runs Production Systems
Site Reliability Engineering

Get the supplement that helps you drill even further into MSBuild—and maximize your control over the software build and deployment process. Designed as a companion to the popular book Inside the Microsoft Build Engine: Using MSBuild and Team Foundation Build, Second Edition, this supplement extends your knowledge by covering what's new in Visual Studio 2012 for MSBuild and Team Foundation Build. You'll also gain a fresh cookbook of examples to help you get productive with UI changes, batching, Team Foundation Server, offline apps, database publishing, and other essential topics. Extends your knowledge of MSBuild with all-new coverage of Visual Studio 2012 Shares additional hands-on insights and guidance from two expert authors Provides a cookbook of examples to study and reuse
As software complexity increases, proper build practices become ever more important. This essential reference—fully updated for Visual Studio 2010—drills inside MSBuild and shows you how to maximize your control over the build and deployment process. Learn how to customize and extend build processes with MSBuild—and scale them to the team, product, or enterprise level with Team Foundation Build.
This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through four complete sprints, this book takes you through every step needed to build brand new cross-platform web apps with ASP.NET Core, and make them available on the Internet. You won't just master Microsoft's revolutionary open source ASP.NET Core technology: you'll learn how to integrate the immense power of MVC, Docker, Azure Web Apps, Visual Studio and Visual Studio Code, C#, JavaScript, TypeScript, and Entity Framework. Working through the authors' carefully designed sprints, you'll start with a blank canvas, move through software architecture and design, adjusting to user feedback, recovering from mistakes, builds, testing, deployment, maintenance, refactoring, and more. Along the way, you'll learn techniques for delivering state-of-the-art software to users more rapidly and repeatably than ever before.

Proven author provides expert analysis on key new features Visual Studio 2005 release provides an ample catalyst for sales of this book Our .NET 2.0 series has proven to be a very successful book line; this is a member of such
INSPIRED
Kubernetes: Up and Running
Building an application in four sprints
In C# and VB
Artificial Intelligence and Its Role in Society
The Security Development Lifecycle

Master machine learning concepts and develop real-world solutions Machine learning offers immense opportunities, and Introducing Machine Learning delivers practical knowledge to make the most of them. Dino and Francesco Esposito start with a quick overview of the foundations of artificial intelligence and the basic steps of any machine learning project. Next, they introduce Microsoft's powerful ML.NET library, including capabilities for data processing, training, and evaluation. They present families of algorithms that can be trained to solve real-life problems, as well as deep learning techniques utilizing neural networks. The authors conclude by introducing valuable runtime services available through the Azure cloud platform and consider the long-term business vision for machine learning. · 14-time Microsoft MVP Dino Esposito and Francesco Esposito help you · Explore what's known about how humans learn and how intelligent software is built · Discover which problems machine learning can address · Understand the machine learning pipeline: the steps leading to a deliverable model · Use AutoML to automatically select the best pipeline for any problem and dataset · Master ML.NET, implement its pipeline, and apply its tasks and algorithms · Explore the mathematical foundations of machine learning · Make predictions, improve decision-making, and apply probabilistic methods · Group data via classification and clustering · Learn the fundamentals of deep learning, including neural network design · Leverage AI cloud services to build better real-world solutions faster About This Book · For professionals who want to build machine learning applications: both developers who need data science skills and data scientists who need relevant programming skills · Includes examples of machine learning coding scenarios built using the ML.NET library
How do today's most successful tech companies—Amazon, Google, Facebook, Netflix, Tesla—design, develop, and deploy the products that have earned the love of literally billions of people around the world? Perhaps surprisingly, they do it very differently than the vast majority of tech companies. In INSPIRED, technology product management thought leader Marty Cagan provides readers with a master class in how to structure and staff a vibrant and successful product organization, and how to discover and deliver technology products that your customers will love—and that will work for your business. With sections on assembling the right people and skillsets, discovering the right product, embracing an effective yet lightweight process, and creating a strong product culture, readers can take the information they learn and immediately leverage it within their own organizations—dramatically improving their own product efforts. Whether you're an early stage startup working to get to product/market fit, or a growth-stage company working to scale your product organization, or a large, long-established company trying to regain your ability to consistently deliver new value for your customers, INSPIRED will take you and your product organization to a new level of customer engagement, consistent innovation, and business success. Filled with the author's own personal stories—and profiles of some of today's most-successful product managers and technology-powered product companies, including Adobe, Apple, BBC, Google, Microsoft, and Netflix—INSPIRED will show you how to turn up the dial of your own product efforts, creating technology products your customers love. The first edition of INSPIRED, published ten years ago, established itself as the primary reference for technology product managers, and can be found on the shelves of nearly every successful technology product company worldwide. This thoroughly updated second edition shares the same objective of being the most valuable resource for technology product managers, yet it is completely new—sharing the latest practices and techniques of today's most-successful tech product companies, and the men and women behind every great product.
Build agile and responsive business intelligence solutions Create a semantic model and analyze data using the tabular model in SQL Server 2016 Analysis Services to create corporate-level business intelligence (BI) solutions. Led by two BI experts, you will learn how to build, deploy, and query a tabular model by following detailed examples and best practices. This hands-on book shows you how to use the tabular model's in-memory database to perform rapid analytics—whether you are new to Analysis Services or already familiar with its multidimensional model. Discover how to: • Determine when a tabular or multidimensional model is right for your project • Build a tabular model using SQL Server Data Tools in Microsoft Visual Studio 2015 • Integrate data from multiple sources into a single, coherent view of company information • Choose a data-modeling technique that meets your organization's performance and usability requirements • Implement security by establishing administrative and data user roles • Define and implement partitioning strategies to reduce processing time • Use Tabular Model Scripting Language (TMSL) to execute and automate administrative tasks • Optimize your data model to reduce the memory footprint for VertiPaq • Choose between in-memory (VertiPaq) and pass-through (DirectQuery) engines for tabular models • Select the proper hardware and virtualization configurations • Deploy and manipulate tabular models from C# and PowerShell using AMO and TOM libraries Get code samples, including complete apps, at: https://aka.ms/tabular/downloads About This Book • For BI professionals who are new to SQL Server 2016 Analysis Services or already familiar with previous versions of the product, and who want the best reference for creating and maintaining tabular models. • Assumes basic familiarity with database design and business analytics concepts.
How inclusive methods can build elegant design solutions that work for all. Sometimes designed objects reject their users: a computer mouse that doesn't work for left-handed people, for example, or a touchscreen payment system that only works for people who read English phrases, have 20/20 vision, and use a credit card. Something as simple as color choices can render a product unusable for millions. These mismatches are the building blocks of exclusion. In Mismatch, Kat Holmes describes how design can lead to exclusion, and how design can also remedy exclusion. Inclusive design methods—designing objects with rather than for excluded users—can create elegant solutions that work well and benefit all. Holmes tells stories of pioneers of inclusive design, many of whom were drawn to work on inclusion because of their own experiences of exclusion. A gamer and designer who depends on voice recognition shows Holmes his "Wall of Exclusion," which displays dozens of game controllers that require two hands to operate; an architect shares her firsthand knowledge of how design can fail communities, gleaned from growing up in Detroit's housing projects; an astronomer who began to lose her eyesight adapts a technique called "sonification" so she can "listen" to the stars. Designing for inclusion is not a feel-good sideline. Holmes shows how inclusion can be a source of innovation and growth, especially for digital technologies. It can be a catalyst for creativity and a boost for the bottom line as a customer base expands. And each time we remedy a mismatched interaction, we create an opportunity for more people to contribute to society in meaningful ways.
MSBuild Trickery
How to Create Tech Products Customers Love
Code First
Second Edition
Essential Windows Workflow Foundation
Essential C# 6.0

The complete, pragmatic guide to building high-value solutions with ASP.NET Core Programming ASP.NET Core is the definitive guide to practical web-based application development with Microsoft's new ASP.NET Core framework. Microsoft MVP Dino Esposito introduces proven techniques and well-crafted example code for solving real problems with ASP.NET Core. Step by step, he guides you through using all key ASP.NET Core technologies, including MVC for HTML generation, .NET Core, EF Core, ASP.NET Identity, dependency injection, and much more. Esposito thoroughly covers ASP.NET Core's cross-platform capabilities and what's changed from older ASP.NET versions, but he doesn't stop there: he offers a complete learning path for every developer who wants to build production solutions, including mobile-specific solutions. Microsoft MVP Dino Esposito shows how to: • Create new projects and understand their structure • Set up and use the familiar MVC application model in ASP.NET Core • Write controller class code to govern all stages of request processing • Serve HTML from controllers, or directly via Razor Pages • Master the Razor language for quickly defining the layout of HTML views • Manage cross-cutting concerns such as global configuration data, error and exception handling, controller class design, and dependency injection • Secure applications with user authentication and ASP.NET Core's policy-based user authorization API • Design for efficient data access, and choose the right option for reading and writing data • Build ASP.NET Core Web APIs that return JSON, XML, or other data • Use data binding to programmatically update visual components with fresh information • Build device-friendly web views for iOS and Android • Explore the radically new ASP.NET Core runtime environment and Dependency Injection (DI) infrastructure
Legend has it that Google deploys over two billion application containers a week. How's that possible? Google revealed the secret through a project called Kubernetes, an open source cluster orchestrator (based on its internal Borg system) that radically simplifies the task of building, deploying, and maintaining scalable distributed systems in the cloud. This practical guide shows you how Kubernetes and container technology can help you achieve new levels of velocity, agility, reliability, and efficiency. Authors Kelsey Hightower, Brendan Burns, and Joe Beda—who've worked on Kubernetes at Google and other organizatons—explain how this system fits into the lifecycle of a distributed application. You will learn how to use tools and APIs to automate scalable distributed systems, whether it is for online services, machine-learning applications, or a cluster of Raspberry Pi computers. Explore the distributed system challenges that Kubernetes addresses Dive into containerized application development, using containers such as Docker Create and run containers on Kubernetes, using the docker image format and container runtime Explore specialized objects essential for running applications in production Reliably roll out new software versions without downtime or errors Get examples of how to develop and deploy real-world applications in Kubernetes
Build a 3D rendering engine from scratch while solving problems in a step-by-step way with the help of useful recipes Key FeaturesLearn to integrate modern rendering techniques into a single performant 3D rendering engineLeverage Vulkan to render 3D content, use AZDO in OpenGL applications, and understand modern real-time rendering methodsImplement a physically based rendering pipeline from scratch in Vulkan and OpenGLBook Description OpenGL is a popular cross-language, cross-platform application programming interface (API) used for rendering 2D and 3D graphics, while Vulkan is a low-overhead, cross-platform 3D graphics API that targets high-performance applications. 3D Graphics Rendering Cookbook helps you learn about modern graphics rendering algorithms and techniques using C++ programming along with OpenGL and Vulkan APIs. The book begins by setting up a development environment and takes you through the steps involved in building a 3D rendering engine with the help of basic, yet self-contained, recipes. Each recipe will enable you to incrementally add features to your codebase and show you how to integrate different 3D rendering techniques and algorithms into one large project. You'll also get to grips with core techniques such as physically based rendering, image-based rendering, and CPU/GPU geometry culling, to name a few. As you advance, you'll explore common techniques and solutions that will help you to work with large datasets for 2D and 3D rendering. Finally, you'll discover how to apply optimization techniques to build performant and feature-rich graphics applications. By the end of this 3D rendering book, you'll have gained an improved understanding of best practices used in modern graphics APIs and be able to create fast and versatile 3D rendering frameworks. What you will learnImprove the performance of legacy OpenGL applicationsManage a substantial amount of content in real-time 3D rendering enginesDiscover how to debug and profile graphics applicationsUnderstand how to use the Approaching Zero Driver Overhead (AZDO) philosophy in OpenGLIntegrate various rendering techniques into a single applicationFind out how to develop Vulkan applicationsImplement a physically based rendering pipeline from scratchIntegrate a physics library with your rendering engineWho this book is for This book is for 3D graphics developers who are familiar with the mathematical fundamentals of 3D rendering and want to gain expertise in writing fast rendering engines with advanced techniques using C++ libraries and APIs. A solid understanding of C++ and basic linear algebra, as well as experience in creating custom 3D applications without using premade rendering engines is required.
3D Graphics Rendering Cookbook
Zero to One
Chief Customer Officer 2.0
Dive into the Future of Infrastructure
Notes on Startups, or How to Build the Future