

Rabbitmq In Depth

Summary **Activiti in Action** is a comprehensive tutorial designed to introduce developers to the world of business process modeling using **Activiti**. Before diving into the nuts and bolts of **Activiti**, this book presents a solid introduction to **BPMN 2.0** from a developer's perspective. **About the Technology** **Activiti** streamlines the implementation of your business processes: with **Activiti Designer** you draw your business process using **BPMN**. Its **XML** output goes to the **Activiti Engine** which then creates the web forms and performs the communications that

implement your process. It's as simple as that. Activiti is lightweight, integrates seamlessly with standard frameworks, and includes easy-to-use design and management tools. About the Book Activiti in Action introduces developers to business process modeling with Activiti. You'll start by exploring BPMN 2.0 from a developer's perspective. Then, you'll quickly move to examples that show you how to implement processes with Activiti. You'll dive into key areas of process modeling, including workflow, ESB usage, process monitoring, event handling, business rule engines, and document management integration. Written for business

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application developers. Familiarity with Java and BPMN is helpful but not required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside

Activiti from the ground up Dozens of real-world examples Integrate with standard Java tooling Table of Contents

PART 1 INTRODUCING BPMN 2.0 AND ACTIVITI

Introducing the Activiti framework BPMN 2.0: what's in it for developers? Introducing the Activiti tool stack Working with the Activiti process engine

PART 2 IMPLEMENTING BPMN 2.0 PROCESSES WITH ACTIVITI

Implementing a BPMN 2.0 process

**Applying advanced BPMN 2.0 and extensions
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the business rule engine Document management
using Alfresco Business monitoring and Activiti
PART 4 MANAGING BPMN 2.0 PROCESSES?
Managing the Activiti Engine
Complete, Hands-On Guide to Building Advanced
Distributed Applications with Ruby Distributed
programming techniques make applications easier**

to scale, develop, and deploy—especially in emerging cloud computing environments. Now, one of the Ruby community’s leading experts has written the first definitive guide to distributed programming with Ruby. Mark Bates begins with a simple distributed application, and then walks through an increasingly complex series of examples, demonstrating solutions to the most common distributed programming problems. Bates presents the industry’s most useful coverage of Ruby’s standard distributed programming libraries, DRb and Rinda. Next, he introduces powerful third-party tools, frameworks, and libraries designed to

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simplify Ruby distributed programming, including his own Distribunaut. If you're an experienced Ruby programmer or architect, this hands-on tutorial and practical reference will help you meet any distributed programming challenge, no matter how complex. Coverage includes Writing robust, secure, and interactive applications using DRb—and managing its drawbacks Using Rinda to build applications with improved flexibility, fault tolerance, and service discovery Simplifying DRb service management with RingyDingy Utilizing Starfish to facilitate communication between distributed programs and to write MapReduce

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**functions for processing large data sets Using
Politics to customize the processes running on
individual server instances in a cloud computing
environment Providing reliable distributed queuing
with the low-overhead Starling messaging server
Implementing comprehensive enterprise messaging
with RabbitMQ and Advanced Message Queuing
Protocol (AMQP) Offloading heavyweight tasks with
BackgroundDRb and DelayedJob**

**A new book designed for SysAdmins, Operations
staff, Developers and DevOps who are interested in
deploying a log management solution using the
open source tool Logstash. In this book we will walk**

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you through installing, deploying, managing and extending Logstash. We'll teach you how to:

- * Install and deploy Logstash.**
- * Ship events from a Logstash Shipper to a central Logstash server.**
- * Filter incoming events using a variety of techniques.**
- * Output those events to a selection of useful destinations.**
- * Use Logstash's awesome web interface Kibana.**
- * Scale out your Logstash implementation as your environment grows.**
- * Quickly and easily extend Logstash to deliver additional functionality you might need.**

By the end of the book you should have a functional and effective log management solution that you can

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deploy into your own environment.

A practical book filled with advanced recipes as well as plenty of code and real-life examples which will make your learning curve quick and easy. If you are a software developer who wants to develop distributed applications based on messaging [BISAC]; then this book is for you. It's assumed that you have some experience with multithreading applications and distributed applications. You are also expected to know the basic concepts of Web and cloud applications in order to follow the recipes effectively.

Spring Data

Learn Microservices with Spring Boot 3

RabbitMQ Cookbook

An In-Depth Guide to the Spring Framework and Its Tools

Clojure in Action

Spring Roo in Action

RabbitMQ in Depth Simon and Schuster

Summary PowerShell in Depth, Second Edition is the go-to reference for administrators working with Windows PowerShell. Every major technique, technology, and tactic is carefully explained and demonstrated, providing a hands-on guide to almost everything an admin would do

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in the shell. Written by three experienced authors and PowerShell MVPs, this is the PowerShell book you'll keep next to your monitor—not on your bookshelf! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Book A Windows admin using PowerShell every day may not have the time to search the net every time he or she hits a snag. Wouldn't it be great to have a team of seasoned PowerShell experts ready to answer even the toughest questions? That's what you get with this book. PowerShell in Depth, Second Edition is the

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go-to reference for administrators working with Windows PowerShell. Every major technique, technology, and tactic is carefully explained and demonstrated, providing a hands-on guide to almost everything an admin would do in the shell. Written by PowerShell MVPs Don Jones, Jeffrey Hicks, and Richard Siddaway, each valuable technique was developed and thoroughly tested, so you'll be able to consistently write production-quality, maintainable scripts while saving hours of time and effort. This book assumes you know the basics of PowerShell. What's Inside Automating

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tasks Packaging and deploying scripts

Introduction to Desired State Configuration

PowerShell security Covers PowerShell version 3

and later About the Authors Don Jones, Jeffery

Hicks, and Richard Siddaway are Microsoft

MVPs, trainers, and administrators. Collectively,

they've authored nearly three dozen books on

PowerShell and Windows administration. Table

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Creating objects for output Scope PowerShell
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Custom formatting views Custom type extensions
Data language and internationalization Writing
help Error handling techniques Debugging tools
and techniques Functions that work like cmdlets
Tips and tricks for creating reports PART 4
ADVANCED POWERSHELL Working with the
Component Object Model (COM) Working with
.NET Framework objects Accessing databases
Proxy functions Building a GUI WMI and CIM
Working with the web Desired State
Configuration

Applications in enterprises need to communicate,
most commonly done by messaging. Apache

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ActiveMQ is an open-source implementation of the Java Message Service (JMS), which provides messaging in Java applications. ActiveMQ in Action is a thorough, practical guide to implementing message-oriented systems using ActiveMQ and Java. Co-authored by one of the leading ActiveMQ developers, Bruce Snyder, the book starts with the anatomy of a core Java message, then moves quickly through fundamentals including data persistence, authentication and authorization. Later chapters cover advanced features such as configuration and performance tuning, illustrating each

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concept with a running real-world stock portfolio application. Readers will learn to integrate ActiveMQ with Apache Geronimo and JBoss, and tie into both Java and non-Java technologies including AJAX, .NET, C++, Ruby, and the Spring framework. 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.

The experts at CloudAMQP, managers of the largest fleet of RabbitMQ clusters in the world, have written this comprehensive guide on message queue architecture. From the basics to

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production, this book provides a deep understanding of RabbitMQ through the experience of Complete Car, a taxi company building its app from the ground up.

Hands-On Microservices with C#

RabbitMQ in Action

Designing a real-world, enterprise-grade microservice ecosystem with the efficiency of C#

7

Real-Time Analytics

Distributed Programming with Ruby

Learning MCollective

Summary Spring Integration in Action is a hands-on guide to Spr

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based messaging and integration. After addressing the core messaging patterns, such as those used in transformation and routing, the book turns to the adapters that enable integration with external systems. Readers will explore real-world enterprise integration scenarios using JMS, Web Services, file systems, and email. They will also learn about Spring Integration's support for working with XML. The book concludes with a practical guide to advanced topics such as concurrency, performance, system-management, and monitoring. The book features a foreword by Mark Johnson, Founder of the Spring Network. About the Technology: Spring Integration extends the Spring Framework to support the patterns described in Gregor Hohpe and Bobby Woolf's Enterprise Integration Patterns. Like the Spring Framework itself, it focuses on developer productivity, making it easier to build, test, and maintain

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enterprise integration solutions. About the Book Spring Integration in Action is an introduction and guide to enterprise integration and messaging using the Spring Integration framework. The book starts off by reviewing core messaging patterns, such as those used in transformation and routing. It then drills down into real-world enterprise integration scenarios using JMS, Web Services, filesystems, email, and more. You'll find an emphasis on testing, along with practical coverage of topics like concurrency, scheduling, system management, and monitoring. This book is accessible to developers who know Java. Experience with Spring and EIP is helpful but not assumed. 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. What's Inside Realistic examples Expert advice from Spring Integration creator

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Detailed coverage of Spring Integration 2 features About the Authors Mark Fisher is the Spring Integration founder and project lead. Jonas Partner, Marius Bogoevici, and Iwein Fuld have all been project committers and are recognized experts on Spring and Spring Integration. Table of Contents PART 1 BACKGROUND Introduction to Spring Integration Enterprise integration fundamentals 24 PART 2 MESSAGING Messages and channels Message Endpoints Getting down to business Go beyond sequential processing: routing and filtering Splitting and aggregating messages PART 3 INTEGRATING SYSTEMS Handling messages with XML payloads Spring Integration and the Java Message Service Email-based integration Filesystem integration Spring Integration and web services Chatting and tweeting PART 4 ADVANCED TOPICS Monitoring and management Managing

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scheduling and concurrency Batch applications and enterprise integration Scaling messaging applications with OSGi Testing Summary Redis in Action introduces Redis and walks you through examples that demonstrate how to use it effectively. You'll begin getting Redis set up properly and then exploring the key-value model. Then, you'll dive into real use cases including simple caching, distributed ad targeting, and more. You'll learn how to scale Redis from small jobs to massive datasets. Experienced developers will appreciate chapters on clustering and internal scripting to make Redis easier to use. About the Technology When you need near-real-time access to a fast-moving data stream, key-value stores like Redis are the way to go. Redis expands on the key-value pattern by accepting a wide variety of data types, including hashes, strings, lists, and other structures. It provides lightning

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operations on in-memory datasets, and also makes it easy to persist data to disk on the fly. Plus, it's free and open source. About this book
Redis in Action introduces Redis and the key-value model. You'll quickly dive into real use cases including simple caching, distributed ad targeting, and more. You'll learn how to scale Redis from small jobs to massive datasets and discover how to integrate with traditional RDBMS or other NoSQL stores. Experienced developers will appreciate the in-depth chapters on clustering and internal scripting. Written for developers familiar with database concepts. No prior exposure to NoSQL database concepts nor to Redis itself is required. Appropriate for systems administrators comfortable with programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Redis from the ground up

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Preprocessing real-time data Managing in-memory datasets
Pub/sub and configuration Persisting to disk About the Author
Josiah L. Carlson is a seasoned database professional and an active contributor to the Redis community. Table of Contents P.
1 GETTING STARTED Getting to know Redis Anatomy of a Redis web application PART 2 CORE CONCEPTS Commands in Redis Keeping data safe and ensuring performance Using Redis for application support Application components in Redis Search-based applications Building a simple social network PART 3 NEXT STEPS Reducing memory use Scaling Redis Scripting Redis with Lua

Summary RabbitMQ in Action is a fast-paced run through building and managing scalable applications using the RabbitMQ message server. It starts by explaining how message queuing works, its

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history, and how RabbitMQ fits in. Then it shows you real-world examples you can apply to your own scalability and interoperability challenges. About the Technology There's a virtual switchboard at the core of most large applications where messages race between servers, programs, and services. RabbitMQ is an efficient and easy-to-deploy queue that handles this message traffic effortlessly in any situation, from web startups to massive enterprise systems. About the Book RabbitMQ in Action teaches you to build and manage scalable applications in multiple languages using the RabbitMQ messaging server. It's a snap to get started. You'll learn how message queuing works and how RabbitMQ fits in. Then, you'll explore practical scalability and interoperability issues through many examples. By the end, you'll know how to make Rabbit run like a well-oiled machine in a 24 x 7 x 365 environment. Written

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developers familiar with Python, PHP, Java, .NET, or any other modern programming language. No RabbitMQ experience required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all the code from the book. What's Inside Learn fundamental messaging design patterns Use patterns for on-demand scalability Glue a Python frontend to a backend written in anything Implement a PubSub-alerting service in 30 minutes flat Configure RabbitMQ's built-in clustering Monitor, manage, extend, and tune RabbitMQ =====?=====

Table of Contents Pulling RabbitMQ out of the hat Understanding messaging Running and administering Rabbit Solving problems with Rabbit: coding and patterns Clustering and dealing with failure Writing code that survives failure Warrens and Shovels:

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failover and replication Administering RabbitMQ from the Web
Controlling Rabbit with the REST API Monitoring: Houston, we
have a problem Supercharging and securing your Rabbit Smart
Rabbits: extending RabbitMQ

Every enterprise application creates data, whether it's log
messages, metrics, user activity, outgoing messages, or something
else. And how to move all of this data becomes nearly as important
as the data itself. If you're an application architect, developer, or
production engineer new to Apache Kafka, this practical guide
shows you how to use this open source streaming platform to
handle real-time data feeds. Engineers from Confluent and
LinkedIn who are responsible for developing Kafka explain how to
deploy production Kafka clusters, write reliable event-driven
microservices, and build scalable stream-processing applications

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with this platform. Through detailed examples, you'll learn Kafka design principles, reliability guarantees, key APIs, and architectural details, including the replication protocol, the controller, and the storage layer. Understand publish-subscribe messaging and how it fits in the big data ecosystem. Explore Kafka producers and consumers for writing and reading messages Understand Kafka patterns and use-case requirements to ensure reliable data delivery Get best practices for building data pipelines and applications with Kafka Manage Kafka in production, and learn to perform monitoring, tuning, and maintenance tasks Learn the most critical metrics among Kafka's operational measurements Explore how Kafka's stream delivery capabilities make it a perfect source for stream processing systems

Programming WCF Services

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Data Pipelines with Apache Airflow

Mastering Node.js

Techniques to Analyze and Visualize Streaming Data

Architecting in the Cloud with Azure Data Lake, HDInsight, and Spark

Hands-On Reactive Programming in Spring 5

This book is a quick and concise introduction to RabbitMQ.

Follow the unique case study of Clever Coney Media as they progressively discover how to fully utilize RabbitMQ, containing clever examples and detailed explanations.

Whether you are someone who develops enterprise messaging products professionally or a hobbyist who is already familiar with open source Message Queuing software and you are looking for a new challenge, then this

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is the book for you. Although you should be familiar with Java, Ruby, and Python to get the most out of the examples, RabbitMQ Essentials will give you the push you need to get started that no other RabbitMQ tutorial can provide you with.

Summary Spring Roo in Action is a unique book that teaches you how to code Java in Roo, with a particular focus on Spring-based applications. Through hands-on examples, you'll learn how Roo creates well-formed application structures and supports best practices and tools. Plus, you'll get a quick-and-dirty guide to setting up Roo effectively in your environment. About the Technology Roo is a lightweight Java console shell that simplifies compile-time tasks. It improves productivity by enforcing correct coding

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practices and patterns and integrates with mainstream Java technologies, including ActiveMQ, GWT, JPA, and OSGi. And, when you finish coding, it gets out of the way so there's no runtime impact. About the Book Spring Roo in Action teaches you to code Java more efficiently using Roo. With the help of many examples, it shows you how to build application components from the database layer to the user interface. The book takes a test-first approach and points out how Roo can help automate many of the mundane details of coding Java apps. Along the way, you'll address important topics like security, messaging, and cloud computing. This book is for Java developers who want to get more productive by using Roo. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle

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eBook from Manning. Also available is all code from the book. What's Inside Learn Roo from the ground up Integrate with existing projects Create custom add-ons Use Roo with Spring =====

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CLOUD Cloud computing Workflow applications using Spring Integration

Enterprise Integration Patterns provides an invaluable catalog of sixty-five patterns, with real-world solutions that demonstrate the formidable of messaging and help you to design effective messaging solutions for your enterprise.

The authors also include examples covering a variety of different integration technologies, such as JMS, MSMQ, TIBCO ActiveEnterprise, Microsoft BizTalk, SOAP, and XSL. A case study describing a bond trading system illustrates the patterns in practice, and the book offers a look at emerging standards, as well as insights into what the future of enterprise integration might hold. This book provides a consistent vocabulary and visual notation framework to

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describe large-scale integration solutions across many technologies. It also explores in detail the advantages and limitations of asynchronous messaging architectures. The authors present practical advice on designing code that connects an application to a messaging system, and provide extensive information to help you determine when to send a message, how to route it to the proper destination, and how to monitor the health of a messaging system. If you want to know how to manage, monitor, and maintain a messaging system once it is in use, get this book.

Build and optimize efficient messaging applications with ease About This Book Learn to administer, configure, and manage RabbitMQ instances Discover ways to secure and troubleshoot RabbitMQ instances This book is fully up-to-

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date with all the latest changes to version 3.5 Who This Book Is For If you are a developer or system administrator with a basic knowledge of messaging who wants to learn RabbitMQ, or if you want to further enhance your knowledge in working with the message broker, then this book is ideal for you. To fully understand some examples in the book, a basic knowledge of the Java programming language is required. What You Will Learn Apply messaging patterns using the message broker Administer RabbitMQ using the command line, management Web console, or management REST services Create a cluster of scalable, and highly-available, RabbitMQ instances Use RabbitMQ with the Spring Framework, MuleESB, WSO2, and Oracle databases Deploy RabbitMQ using Puppet, Vagrant, or

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Docker Fine-tune the performance of RabbitMQ Monitor RabbitMQ using Nagios, Munin, or Monit Secure, troubleshoot, and extend RabbitMQ In Detail RabbitMQ is Open Source Message Queuing software based on the Advanced Message Queue Protocol Standard written in the Erlang Language. RabbitMQ is an ideal candidate for large-scale projects ranging from e-commerce and finance to Big Data and social networking because of its ease of use and high performance. Managing RabbitMQ in such a dynamic environment can be a challenging task that requires a good understanding not only of how to work properly with the message broker but also of its best practices and pitfalls. Learning RabbitMQ starts with a concise description of messaging solutions and patterns, then moves on to

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concrete practical scenarios for publishing and subscribing to the broker along with basic administration. This knowledge is further expanded by exploring how to establish clustering and high availability at the level of the message broker and how to integrate RabbitMQ with a number of technologies such as Spring, and enterprise service bus solutions such as MuleESB and WSO2. We will look at advanced topics such as performance tuning, secure messaging, and the internals of RabbitMQ. Finally we will work through case-studies so that we can see RabbitMQ in action and, if something goes wrong, we'll learn to resolve it in the Troubleshooting section. Style and approach Each chapter of the book is an easy-to-follow guide that expands and builds on the knowledge already gained in previous

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chapters. Throughout the course of the book, a sample system called the CSN (Corporate Social Network) is used to illustrate the core principles described. At the end of each chapter, there is a Q&A session that covers practical questions that may arise in practice when working with RabbitMQ.

Enterprise Integration Patterns

Designing, Building, and Deploying Messaging Solutions

Understanding the real-time pipeline

A Hands-On Introduction to Programming in Java (English Edition)

Spring Integration in Action

Parallel Server Management in Puppet and Chef

Master the art of developing message-based

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applications with RabbitMQ About This Book Learn how to administer, manage, and extend your own message broker, RabbitMQ Develop clients to make a message bridge between your software systems using RabbitMQ Discover how to achieve proficiency with RabbitMQ with the well-defined descriptions of the topics Who This Book Is For If you are an intermediate-level RabbitMQ developer, who wants to achieve professional-level expertise in the subject, this book is for you. You'll also need to have a decent understanding of message queuing. What You Will Learn Administer RabbitMQ using different tools

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*Understand the roots and details of messaging, message brokers, and AMQP protocol
Scale the RabbitMQ server using the clusters and high availability techniques
Extend RabbitMQ by developing the Erlang OTP-based applications that use the RabbitMQ API
Manage the RabbitMQ server using its powerful tools
Monitor the RabbitMQ Server using different open source tools such as Nagios, Munin, and Zabbix
Ensure your RabbitMQ's security using SSL, SASL, and access control
Develop RabbitMQ clients using Java, Python, and C# with an industry example
In Detail RabbitMQ is one of the most powerful Open Source*

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message broker software, which is widely used in tech companies such as Mozilla, VMware, Google, AT&T, and so on. RabbitMQ gives you lots of fantastic and easy-to-manage functionalities to control and manage the messaging facility with lots of community support. As scalability is one of our major modern problems, messaging with RabbitMQ is the main part of the solution to this problem. This book explains and demonstrates the RabbitMQ server in a detailed way. It provides you with lots of real-world examples and advanced solutions to tackle the scalability issues. You'll begin your journey

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with the installation and configuration of the RabbitMQ server, while also being given specific details pertaining to the subject. Next, you'll study the major problems that our server faces, including scalability and high availability, and try to get the solutions for both of these issues by using the RabbitMQ mechanisms. Following on from this, you'll get to design and develop your own plugins using the Erlang language and RabbitMQ's internal API. This knowledge will help you to start with the management and monitoring of the messages, tools, and applications. You'll also gain an

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understanding of the security and integrity of the messaging facilities that RabbitMQ provides. In the last few chapters, you will build and keep track of your clients (senders and receivers) using Java, Python, and C#.

Style and approach An easy-to-follow guide, full of hands-on examples based around managing, monitoring, extending, and securing RabbitMQ and its internal tools. You will learn how to develop your own clients using Java, Python, and C#.

Build Java-based microservices architecture using the Spring Boot 3 framework by evolving an application from a small monolith to an

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event-driven architecture composed of several services. This revised book follows an incremental approach in teaching the structure of microservices, test-driven development, Eureka, Ribbon, Zuul, and end-to-end tests with Cucumber. This updated book now covers what's been added to the new Spring Boot 3 release, including support for the latest Java SE LTS; changes to the Stream Editor UI; Maven preemptive authentication; building Docker images using cloud-native build packs; building layered jars for optimized Docker images; E2E traceability for configuration properties; many dependency

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upgrades; support for Spring Data Neumann; and more. Author Moises Macero uses a pragmatic approach to explain the benefits of using this type of software architecture, instead of keeping you distracted with theoretical concepts. He covers some of the state-of-the-art techniques in computer programming, from a practical point of view. You'll focus on what's important, starting with the minimum viable product but keeping the flexibility to evolve it. What You Will Learn Build microservices with Spring Boot 3 Use event-driven architecture and messaging with RabbitMQ Master service discovery with

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Eureka and load balancing with Ribbon Route requests with Zuul as your API gateway Write end-to-end tests for an event-driven architecture using Cucumber Carry out continuous integration and deployment Who This Book Is For Those with at least some prior experience with Java programming. Some prior exposure to Spring Boot recommended but not required.

Summary Griffon in Action is a comprehensive tutorial written for Java developers who want a more productive approach to UI development. After a quick Groovy tutorial, you'll immediately dive into Griffon and start

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building examples that explore its high productivity approach to Swing development. About the Technology You can think of Griffon as Grails for the desktop. It is a Groovy-driven UI framework for the JVM that wraps and radically simplifies Swing. Its declarative style and approachable abstractions are instantly familiar to developers using Grails or JavaFX. About the Book Griffon in Action gets you going quickly. Griffon's convention-over-configuration approach requires minimal code to get an app off the ground, so you can start seeing results immediately. You'll

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learn how SwingBuilder and other Griffon "builders" provide a coherent DSL-driven development experience. Along the way, you'll explore best practices for structure, architecture, and lifecycle of a Java desktop application. Written for Java developers—no experience with Groovy, Grails, or Swing is required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Griffon from the ground up Full compatibility with Griffon 1.0 Using SwingBuilder and the other "builders" Practical, real-world examples

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Just enough Groovy

===== *Table of Contents* PART 1 *GETTING STARTED* Welcome to the Griffon revolution A closer look at Griffon PART 2 *ESSENTIAL GRIFFON* Models and binding Creating a view Understanding controllers and services Understanding MVC groups Multithreaded applications Listening to notifications Testing your application Ship it! Working with plugins Enhanced looks Griffon in front, Grails in the back Productivity tools Get the best out of Node.js by mastering its most powerful components and patterns to

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create modular and scalable applications with ease About This Book Create reusable patterns and modules by leveraging the new features of Node.js . Understand the asynchronous single thread design of node and grasp all its features and patterns to take advantage of various functions. This unique guide will help you get the most out of Node.js and its ecosystem. Who This Book Is For The book is meant for developers and software architects with a basic working knowledge of JavaScript who are interested in acquiring a deeper understanding of how to design and develop enterprise-level Node.js applications. Basic

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knowledge of Node.js is also helpful to get the most out of this book. What You Will Learn Design and implement a series of server-side JavaScript patterns so you understand why and when to apply them in different use case scenarios Become comfortable with writing asynchronous code by leveraging constructs such as callbacks, promises, generators and the async-await syntax Identify the most important concerns and apply unique tricks to achieve higher scalability and modularity in your Node.js application Untangle your modules by organizing and connecting them coherently

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Reuse well-known techniques to solve common design and coding issues Explore the latest trends in Universal JavaScript, learn how to write code that runs on both Node.js and the browser and leverage React and its ecosystem to implement universal applications In Detail Node.js is a massively popular software platform that lets you use JavaScript to easily create scalable server-side applications. It allows you to create efficient code, enabling a more sustainable way of writing software made of only one language across the full stack, along with extreme levels of reusability, pragmatism,

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simplicity, and collaboration. Node.js is revolutionizing the web and the way people and companies create their software. In this book, we will take you on a journey across various ideas and components, and the challenges you would commonly encounter while designing and developing software using the Node.js platform. You will also discover the "Node.js way" of dealing with design and coding decisions. The book kicks off by exploring the basics of Node.js describing it's asynchronous single-threaded architecture and the main design patterns. It then shows you how to master the asynchronous

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control flow patterns, and the stream component and it culminates into a detailed list of Node.js implementations of the most common design patterns as well as some specific design patterns that are exclusive to the Node.js world. Lastly, it dives into more advanced concepts such as Universal Javascript, and scalability' and it's meant to conclude the journey by giving the reader all the necessary concepts to be able to build an enterprise grade application using Node.js. Style and approach This book takes its intended readers through a comprehensive explanation to create a scalable and

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efficient real-time server-side apps.

ActiveMQ in Action

Pro Spring 5

Learn RabbitMQ with C#

*Build distributed and scalable applications
with message queuing using RabbitMQ, 2nd
Edition*

Distributed Messaging for Everyone

Learning RabbitMQ

Summary RabbitMQ in Depth is a practical guide to building and maintaining message-based applications. This book provides detailed coverage of

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RabbitMQ with an emphasis on why it works the way it does. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology At the heart of most modern distributed applications is a queue that buffers, prioritizes, and routes message traffic. RabbitMQ is a high-performance message broker based on the Advanced Message Queueing Protocol. It's battle tested, ultrafast, and

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powerful enough to handle anything you can throw at it. It requires a few simple setup steps, and you can instantly start using it to manage low-level service communication, application integration, and distributed system message routing. About the Book RabbitMQ in Depth is a practical guide to building and maintaining message-based applications. This book provides detailed coverage of RabbitMQ with an emphasis on why it

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works the way it does. You'll find examples and detailed explanations based in real-world systems ranging from simple networked services to complex distributed designs. You'll also find the insights you need to make core architectural choices and develop procedures for effective operational management. What's Inside AMQP, the Advanced Message Queuing Protocol Communicating via MQTT, Stomp, and HTTP Valuable troubleshooting techniques

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Database integration About the Reader
Written for programmers with a basic
understanding of messaging-oriented
systems. About the Author Gavin M. Roy
is an active, open source evangelist
and advocate who has been working with
internet and enterprise technologies
since the mid-90s. Technical editor
James Tircumb is a freelance developer,
trainer, speaker, and active
contributor to open source projects.
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The Complete Guide to Building Highly Scalable, Services-Based Rails

Applications Ruby on Rails deployments are growing, and Rails is increasingly being adopted in larger environments. Today, Rails developers and architects need better ways to interface with legacy systems, move into the cloud, and scale to handle higher volumes and greater complexity. In Service-Oriented Design with Ruby and Rails, Paul Dix

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introduces a powerful, services-based design approach geared toward overcoming all these challenges. Using Dix's techniques, readers can leverage the full benefits of both Ruby and Rails, while overcoming the difficulties of working with larger codebases and teams. Dix demonstrates how to integrate multiple components within an enterprise application stack; create services that can easily grow and connect; and design systems that

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are easier to maintain and upgrade. Key concepts are explained with detailed Ruby code that was built using open source libraries such as ActiveRecord, Sinatra, Nokogiri, and Typhoeus. The book concludes with coverage of security, scaling, messaging, and interfacing with third-party services. Service-Oriented Design with Ruby and Rails will help you Build highly scalable, Ruby-based service architectures that operate smoothly in

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the cloud or with legacy systems Scale Rails systems to handle more requests, larger development teams, and more complex code bases Master new best practices for designing and creating services in Ruby Use Ruby to glue together services written in any language Use Ruby libraries to build and consume RESTful web services Use Ruby JSON parsers to quickly represent resources from HTTP services Write lightweight, well-designed API wrappers

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around internal or external services
Discover powerful non-Rails frameworks
that simplify Ruby service
implementation Implement standards-
based enterprise messaging with
Advanced Message Queuing Protocol
(AMQP) Optimize performance with load
balancing and caching Provide for
security and authentication
Summary Streaming Data introduces the
concepts and requirements of streaming
and real-time data systems. The book is

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an idea-rich tutorial that teaches you to think about how to efficiently interact with fast-flowing data. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology As humans, we're constantly filtering and deciphering the information streaming toward us. In the same way, streaming data applications can accomplish amazing tasks like reading live location data

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to recommend nearby services, tracking faults with machinery in real time, and sending digital receipts before your customers leave the shop. Recent advances in streaming data technology and techniques make it possible for any developer to build these applications if they have the right mindset. This book will let you join them. About the Book Streaming Data is an idea-rich tutorial that teaches you to think about efficiently interacting with fast-

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flowing data. Through relevant examples and illustrated use cases, you'll explore designs for applications that read, analyze, share, and store streaming data. Along the way, you'll discover the roles of key technologies like Spark, Storm, Kafka, Flink, RabbitMQ, and more. This book offers the perfect balance between big-picture thinking and implementation details. What's Inside The right way to collect real-time data Architecting a streaming

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pipeline Analyzing the data Which technologies to use and when About the Reader Written for developers familiar with relational database concepts. No experience with streaming or real-time applications required. About the Author Andrew Psaltis is a software engineer focused on massively scalable real-time analytics. Table of Contents PART 1 - A NEW HOLISTIC APPROACH Introducing streaming data Getting data from clients: data ingestion Transporting

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the data from collection tier:
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analysis Storing the analyzed or
collected data Making the data
available Consumer device capabilities
and limitations accessing the data PART
2 - TAKING IT REAL WORLD Analyzing
Meetup RSVPs in real time
Construct a robust end-to-end solution
for analyzing and visualizing streaming
data Real-time analytics is the hottest

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topic in data analytics today. In *Real-Time Analytics: Techniques to Analyze and Visualize Streaming Data*, expert Byron Ellis teaches data analysts technologies to build an effective real-time analytics platform. This platform can then be used to make sense of the constantly changing data that is beginning to outpace traditional batch-based analysis platforms. The author is among a very few leading experts in the field. He has a prestigious background

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in research, development, analytics, real-time visualization, and Big Data streaming and is uniquely qualified to help you explore this revolutionary field. Moving from a description of the overall analytic architecture of real-time analytics to using specific tools to obtain targeted results, Real-Time Analytics leverages open source and modern commercial tools to construct robust, efficient systems that can provide real-time analysis in a cost-

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effective manner. The book includes: A deep discussion of streaming data systems and architectures Instructions for analyzing, storing, and delivering streaming data Tips on aggregating data and working with sets Information on data warehousing options and techniques Real-Time Analytics includes in-depth case studies for website analytics, Big Data, visualizing streaming and mobile data, and mining and visualizing operational data flows. The book's

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"recipe" layout lets readers quickly learn and implement different techniques. All of the code examples presented in the book, along with their related data sets, are available on the companion website.

Redis in Action

Erlang Programming

Executable business processes in BPMN
2.0

Build cloud-ready, reactive systems
with Spring 5 and Project Reactor

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Streaming Data

A Practical Approach to RESTful Services Using RabbitMQ, Eureka, Ribbon, Zuul, and Cucumber

A step by step guide that will help you learn the Java programming language

KEY FEATURES

- Get familiar with the features in Java 8 And Java 9
- Understand the working of various Java APIs
- Learn Modular Programming with Java 9
- Learn to use features such as Lambda, Time API, and Stream API.
- Learn how to access databases from a Java application

DESCRIPTION 100+ Solutions in Java is an easy-to-understand step-by-step guide that helps you develop applications using Java 8 and Java 9. It is for everyone, from beginners to professionals

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who wish to begin development in Java. The content is designed as per increasing complexity and is explained in detail with appropriate examples. This book follows a practical approach by providing ample examples and assignments for you to test your understanding of each concept. You will also get familiar with the important features introduced in Java 10. This book is a “beginner’s guide” that will help you upskill your knowledge in Java. By the end of the book, you will know the different features introduced in Java over the years and will learn to implement these features to develop real-world applications. WHAT YOU WILL LEARN ?Work with the newly introduced features in Java 8 And Java 9 ?Get to know in-depth about the Java Stream API ?Learn how to work with Java regular expressions ?Get an overview of Inheritance and Interfaces in Java ?Get familiar with

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Design Patterns in Java WHO THIS BOOK IS FOR This book is for Developers and Technical Specialists who are interested in learning Java. Prior knowledge of programming languages such as C, C++, or Python and any DBMS such as SQL Server, MySQL will be an added advantage. TABLE OF CONTENTS 1. Introduction to Java 2. Java Programming Constructs 3. Java Application Components 4. Java Reference Types 5. Subclasses and Interfaces 6. Exceptions and Regular Expressions 7. Collections and Stream API 8. Generics and Time API 9. File Manipulation in Java 10. Threads and JDBC 11. Design Patterns and I18N 12. More about JDK 8, 9 and 10

You can choose several data access frameworks when building Java enterprise applications that work with relational databases. But what about big data? This hands-on introduction shows you

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how Spring Data makes it relatively easy to build applications across a wide range of new data access technologies such as NoSQL and Hadoop. Through several sample projects, you'll learn how Spring Data provides a consistent programming model that retains NoSQL-specific features and capabilities, and helps you develop Hadoop applications across a wide range of use-cases such as data analysis, event stream processing, and workflow. You'll also discover the features Spring Data adds to Spring's existing JPA and JDBC support for writing RDBMS-based data access layers. Learn about Spring's template helper classes to simplify the use of database-specific functionality Explore Spring Data's repository abstraction and advanced query functionality Use Spring Data with Redis (key/value store), HBase (column-family), MongoDB (document database), and Neo4j (graph

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database) Discover the GemFire distributed data grid solution
Export Spring Data JPA-managed entities to the Web as RESTful
web services Simplify the development of HBase applications,
using a lightweight object-mapping framework Build example big
data pipelines with Spring Batch and Spring Integration
"An Airflow bible. Useful for all kinds of users, from novice to
expert." - Rambabu Posa, Sai Aashika Consultancy Data
Pipelines with Apache Airflow teaches you how to build and
maintain effective data pipelines. A successful pipeline moves data
efficiently, minimizing pauses and blockages between tasks,
keeping every process along the way operational. Apache Airflow
provides a single customizable environment for building and
managing data pipelines, eliminating the need for a hodgepodge
collection of tools, snowflake code, and homegrown processes.

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Using real-world scenarios and examples, *Data Pipelines with Apache Airflow* teaches you how to simplify and automate data pipelines, reduce operational overhead, and smoothly integrate all the technologies in your stack. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Data pipelines manage the flow of data from initial collection through consolidation, cleaning, analysis, visualization, and more. Apache Airflow provides a single platform you can use to design, implement, monitor, and maintain your pipelines. Its easy-to-use UI, plug-and-play options, and flexible Python scripting make Airflow perfect for any data management task. About the book *Data Pipelines with Apache Airflow* teaches you how to build and maintain effective data pipelines. You'll explore the most

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common usage patterns, including aggregating multiple data sources, connecting to and from data lakes, and cloud deployment. Part reference and part tutorial, this practical guide covers every aspect of the directed acyclic graphs (DAGs) that power Airflow, and how to customize them for your pipeline's needs. What's inside Build, test, and deploy Airflow pipelines as DAGs Automate moving and transforming data Analyze historical datasets using backfilling Develop custom components Set up Airflow in production environments About the reader For DevOps, data engineers, machine learning engineers, and sysadmins with intermediate Python skills. About the author Bas Harenslak and Julian de Ruiter are data engineers with extensive experience using Airflow to develop pipelines for major companies. Bas is also an Airflow committer. Table of Contents

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Explore the reactive system and create efficient microservices v
Spring Boot 2.1 and Spring Cloud Key Features Understand the
kind of system modern businesses require with Spring Gain

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deeper insights into reactive programming with Reactor and Spring Cloud Get in-depth knowledge on asynchronous and nonblocking communication with Spring 5 WebFlux Book Description These days, businesses need a new type of system can remain responsive at all times. This is achievable with reactive programming; however, the development of these kinds systems is a complex task, requiring a deep understanding of the domain. In order to develop highly responsive systems, the developers of the Spring Framework came up with Project Reactor. Hands-On Reactive Programming in Spring 5 begins with the fundamentals of Spring Reactive programming. You'll explore the endless possibilities of building efficient reactive systems with the Spring 5 Framework along with other tools such as WebFlux and Spring Boot. Further on, you'll study reactive

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programming techniques and apply them to databases and cross server communication. You will advance your skills in scaling up Spring Cloud Streams and run independent, high-performant reactive microservices. By the end of the book, you will be able put your skills to use and get on board with the reactive revolution in Spring 5.1! What you will learn Discover the difference between a reactive system and reactive programming Explore the benefits of a reactive system and understand its applications Get grips with using reactive programming in Spring 5 Gain an understanding of Project Reactor Build a reactive system using Spring 5 and Project Reactor Create a highly efficient reactive microservice with Spring Cloud Test, monitor, and release reactive applications Who this book is for This book is for Java developers who use Spring to develop their applications and wa

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to build robust and reactive applications that can scale in the cloud. Basic knowledge of distributed systems and asynchronous programming will help you understand the concepts covered in this book.

RabbitMQ Essentials

Real-Time Data and Stream Processing at Scale

Mastering RabbitMQ

Spring Batch in Action

Service-Oriented Design with Ruby and Rails

Mastering Azure Analytics

Master Spring basics and core topics, and share the authors' insights and real-world experiences with remoting, Hibernate, and EJB. Beyond the basics,

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you'll learn how to leverage the Spring Framework to build the various tiers and parts of an enterprise Java application: transactions, web and presentation tiers, deployment, and much more. A full sample application allows you to apply many of the technologies and techniques covered in Pro Spring 5 and see how they work together. This book updates the perennial bestseller with the latest that the new Spring Framework 5 has to offer. Now in its fifth edition, this popular title is by far the most comprehensive and definitive treatment of Spring available. It covers the new functional web framework

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and interoperability with Java 9. After reading this definitive book, you'll be armed with the power of Spring to build complex Spring applications, top to bottom. The agile, lightweight, open-source Spring Framework continues to be the de facto leading enterprise Java application development framework for today's Java programmers and developers. It works with other leading open-source, agile, and lightweight Java technologies such as Hibernate, Groovy, MyBatis, and more. Spring now works with Java EE and JPA 2 as well. What You'll Learn Discover what's new in Spring Framework 5 Use the

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Spring Framework with Java 9 Master data access and transactions Work with the new functional web framework Create microservices and other web services Who This Book Is For Experienced Java and enterprise Java developers and programmers. Some experience with Spring highly recommended. Summary The Tao of Microservices guides you on the path to understanding how to apply microservice architectures to your own real-world projects. This high-level book offers a conceptual view of microservice design, along with core concepts and their application. Purchase of the print book includes

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a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An application, even a complex one, can be designed as a system of independent components, each of which handles a single responsibility. Individual microservices are easy for small teams without extensive knowledge of the entire system design to build and maintain. Microservice applications rely on modern patterns like asynchronous, message-based communication, and they can be optimized to work well in cloud and container-centric environments. About the Book The Tao of Microservices guides you

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on the path to understanding and building microservices. Based on the invaluable experience of microservices guru Richard Rodger, this book exposes the thinking behind microservice designs. You'll master individual concepts like asynchronous messaging, service APIs, and encapsulation as you learn to apply microservices architecture to real-world projects. Along the way, you'll dig deep into detailed case studies with source code and documentation and explore best practices for team development, planning for change, and tool choice. What's Inside Principles of the microservice architecture Breaking

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down real-world case studies Implementing large-scale systems When not to use microservices About the Reader This book is for developers and architects. Examples use JavaScript and Node.js. About the Author Richard Rodger, CEO of voxgig, a social network for the events industry, has many years of experience building microservice-based systems for major global companies. Table of Contents PART 1 - BUILDING MICROSERVICES Brave new world Services Messages Data Deployment PART 2 - RUNNING MICROSERVICES Measurement Migration People Case study:

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Nodezoo.com

This book contains an extensive set of practical examples and an easy-to-follow approach to creating 3D objects. This book is great for anyone who already knows JavaScript and who wants to start creating 3D graphics that run in any browser. You don't need to know anything about advanced math or WebGL; all that is needed is a general knowledge of JavaScript and HTML. The required materials and examples can be freely downloaded and all tools used in this book are open source.

Helps users understand the breadth of Azure

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services by organizing them into a reference framework they can use when crafting their own big-data analytics solution.

Griffon in Action

Node.js Design Patterns

Activiti in Action

The Tao of Microservices

A Concurrent Approach to Software Development

100+ Solutions in Java

Summary A fully revised edition that covers the new features available in Clojure 1.6. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub

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formats from Manning Publications. About the Technology Clojure is a modern Lisp for the JVM. It has the strengths you expect: first-class functions, macros, and Lisp's clean programming style. It supports functional programming, making it ideal for concurrent programming and for creating domain-specific languages. Clojure lets you solve harder problems, make faster changes, and end up with a smaller code base. It's no wonder that there are so many Clojure success stories. About the Book Clojure in Action, Second Edition is an expanded and improved version that's been updated to cover the new features of Clojure 1.6. The book gives you a rapid introduction to

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the Clojure language, moving from abstract theory to practical examples. You'll start by learning how to use Clojure as a general-purpose language. Next, you'll explore Clojure's efficient concurrency model, based on the database concept of Software Transactional Memory (STM). You'll gain a new level of productivity through Clojure DSLs that can run on the JVM. Along the way, you'll learn countless tips, tricks, and techniques for writing smaller, safer, and faster code.

What's Inside

- Functional programming basics
- Metaprogramming with Clojure's macros
- Interoperating with Java
- Covers Clojure 1.6

About the Reader

Assumes readers are familiar with a programming language like

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C, Java, Ruby, or Python. Table of Contents
Introducing Clojure
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Exploring Clojure and Java interop
State and the concurrent world
Evolving Clojure through macros
More on functional programming
Protocols, records, and types
Test-driven development and more
More macros and DSL

Orchestrate change across server clusters in near realtime with MCollective, the framework that works in concert with Puppet, Chef, and other configuration management tools. Ideal for system administrators and operations or DevOps engineers at any level, this

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hands-on guide teaches you how to build and test a real installation of MCollective servers and clients in your environment. Learn how to build an entire installation by hand, know where every configuration file lives, and understand every configuration parameter and what it means. Whether you manage a small environment or one that's immense in scale, this book shows you how to orchestrate specific actions faster and better than you do now. Tour MCollective's architecture, backbone, transport, and security controls

Configure MCollective components to match your production environment
Create and use collectives to handle thousands of remote MCollective agents
Use

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ActiveMQ Network of Brokers to resolve multi-site or redundancy requirements Learn how to use community-built client and agent plugins, with concrete examples Create your own server and client plugins to perform a variety of actions Learn recommended best practices for using MCollective

Written by Microsoft software legend Juval Lowy, *Programming WCF Services* is the authoritative introduction to Microsoft's new, and some say revolutionary, unified platform for developing service-oriented applications (SOA) on Windows. Relentlessly practical, the book delivers insight, not documentation, to teach developers what they need to know to build

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the next generation of SOAs. After explaining the advantages of service-orientation for application design and teaching the basics of how to develop SOAs using WCF, the book shows how you can take advantage of built-in features such as service hosting, instance management, asynchronous calls, synchronization, reliability, transaction management, disconnected queued calls and security to build best in class applications. Programming WCF Services focuses on the rationale behind particular design decisions, often shedding light on poorly-documented and little-understood aspects of SOA development. Developers and architects will learn not only the "how" of WCF

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programming, but also relevant design guidelines, best practices, and pitfalls. Original techniques and utilities provided by the author throughout the book go well beyond anything that can be found in conventional sources. Based on experience and insight gained while taking part in the strategic design of WCF and working with the team that implemented it, Programming WCF Services provides experienced working professionals with the definitive work on WCF. Not only will this book make you a WCF expert, it will make you a better software engineer. It's the Rosetta Stone of WCF. This book is an in-depth introduction to Erlang, a programming language ideal for any situation where

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concurrency, fault tolerance, and fast response is essential. Erlang is gaining widespread adoption with the advent of multi-core processors and their new scalable approach to concurrency. With this guide you'll learn how to write complex concurrent programs in Erlang, regardless of your programming background or experience. Written by leaders of the international Erlang community -- and based on their training material -- Erlang Programming focuses on the language's syntax and semantics, and explains pattern matching, proper lists, recursion, debugging, networking, and concurrency. This book helps you:

Understand the strengths of Erlang and why its

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designers included specific features Learn the concepts behind concurrency and Erlang's way of handling it Write efficient Erlang programs while keeping code neat and readable Discover how Erlang fills the requirements for distributed systems Add simple graphical user interfaces with little effort Learn Erlang's tracing mechanisms for debugging concurrent and distributed systems Use the built-in Mnesia database and other table storage features Erlang Programming provides exercises at the end of each chapter and simple examples throughout the book.

RabbitMQ in Depth

Kafka: The Definitive Guide

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OAuth 2 in Action

PowerShell in Depth

The Logstash Book

Summary Spring Batch in Action is an in-depth guide to writing batch applications using Spring Batch.

Written for developers who have basic knowledge of Java and the Spring lightweight container, the book provides both a best-practices approach to writing batch jobs and comprehensive coverage of the Spring Batch framework. About the Technology Even though running batch jobs is a common task, there's no standard way to write them. Spring Batch is a

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framework for writing batch applications in Java. It includes reusable components and a solid runtime environment, so you don't have to start a new project from scratch. And it uses Spring's familiar programming model to simplify configuration and implementation, so it'll be comfortably familiar to most Java developers. About the Book Spring Batch in Action is a thorough, in-depth guide to writing efficient batch applications. Starting with the basics, it discusses the best practices of batch jobs along with details of the Spring Batch framework. You'll learn by working through dozens of practical, reusable examples in key areas like monitoring, tuning, enterprise integration, and automated testing. No

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prior batch programming experience is required. Basic knowledge of Java and Spring is assumed. 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. What's Inside Batch programming from the ground up Implementing data components Handling errors during batch processing Automating tedious tasks Table of Contents PART 1 BACKGROUND Introducing Spring Batch Spring Batch concepts PART 2 CORE SPRING BATCH Batch configuration Running batch jobs Reading data Writing data Processing data Implementing bulletproof jobs Transaction management PART 3 ADVANCED SPRING BATCH Controlling execution Enterprise integration

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Monitoring jobs Scaling and parallel processing
Testing batch applications

Build enterprise-grade microservice ecosystems with intensive case studies using C# Key Features Learn to build message-based microservices Packed with case studies to explain the intricacies of large-scale microservices Build scalable, modular, and robust architectures with C# Book Description C# is a powerful language when it comes to building applications and software architecture using rich libraries and tools such as .NET. This book will harness the strength of C# in developing microservices architectures and applications. This book shows developers how to develop an enterprise-grade, event-

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driven, asynchronous, message-based microservice framework using C#, .NET, and various open source tools. We will discuss how to send and receive messages, how to design many types of microservice that are truly usable in a corporate environment. We will also dissect each case and explain the code, best practices, pros and cons, and more. Through our journey, we will use many open source tools, and create file monitors, a machine learning microservice, a quantitative financial microservice that can handle bonds and credit default swaps, a deployment microservice to show you how to better manage your deployments, and memory, health status, and other microservices. By the end of this book, you will have a

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complete microservice ecosystem you can place into production or customize in no time. What you will learn Explore different open source tools within the context of designing microservices Learn to provide insulation to exception-prone function calls Build common messages used between microservices for communication Learn to create a microservice using our base class and interface Design a quantitative financial machine microservice Learn to design a microservice that is capable of using Blockchain technology Who this book is for C# developers, software architects, and professionals who want to master the art of designing the microservice architecture that is scalable based on environment.

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Developers should have a basic understanding of .NET application development using C# and Visual Studio

Learn RabbitMQ With C#

- BASICS OF RABBITMQ
- RABBITMQ INTRODUCTION
- RABBITMQ SETUP
- RABBITMQ EXCHANGES
- RABBITMQ QUEUES
- RABBITMQ BINDINGS
- RABBITMQ USERS
- RABBITMQ VIRTUAL HOSTS
- RABBITMQ CHANNELS
- RABBITMQ CONNECTIONS
- RABBITMQ PUBLISH MESSAGE
- RABBITMQ READ MESSAGE
- RABBITMQ DELETE MESSAGE / QUEUE
- MESSAGING WITH RABBITMQ IN .NET
- C# PUBLISH MESSAGE
- C# READ MESSAGE
- C# DIRECT EXCHANGE
- C# TOPIC EXCHANGE
- C# FANOUT EXCHANGE
- C# HEADERS EXCHANGE

Source Code is also available for Download.

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Summary OAuth 2 in Action teaches you the practical use and deployment of this HTTP-based protocol from the perspectives of a client, authorization server, and resource server. You'll learn how to confidently and securely build and deploy OAuth on both the client and server sides. Foreword by Ian Glazer. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Think of OAuth 2 as the web version of a valet key. It is an HTTP-based security protocol that allows users of a service to enable applications to use that service on their behalf without handing over full control. And OAuth is used everywhere, from Facebook and Google, to startups and cloud services.

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About the Book OAuth 2 in Action teaches you practical use and deployment of OAuth 2 from the perspectives of a client, an authorization server, and a resource server. You'll begin with an overview of OAuth and its components and interactions. Next, you'll get hands-on and build an OAuth client, an authorization server, and a protected resource. Then you'll dig into tokens, dynamic client registration, and more advanced topics. By the end, you'll be able to confidently and securely build and deploy OAuth on both the client and server sides. What's Inside Covers OAuth 2 protocol and design Authorization with OAuth 2 OpenID Connect and User-Managed Access Implementation risks JOSE, introspection, revocation,

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and registration Protecting and accessing REST APIs About the Reader Readers need basic programming skills and knowledge of HTTP and JSON. About the Author Justin Richer is a systems architect and software engineer. Antonio Sanso is a security software engineer and a security researcher. Both authors contribute to open standards and open source. Table of Contents Part 1 - First steps What is OAuth 2.0 and why should you care? The OAuth dance Part 2 - Building an OAuth 2 environment Building a simple OAuth client Building a simple OAuth protected resource Building a simple OAuth authorization server OAuth 2.0 in the real world Part 3 - OAuth 2 implementation and vulnerabilities Common

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client vulnerabilities Common protected resources
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