

Building Scalable Web Sites Building Scaling And Optimizing The Next Generation Of Web Applications

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MARQUIS KRISTA

Scalability Rules Addison-Wesley Professional

As a developer, you are aware of the increasing concern amongst developers and site architects that websites be able to handle the vast number of visitors that flood the Internet on a daily basis. Scalable Internet Architectures addresses these concerns by teaching you both good and bad design methodologies for building new sites and how to scale existing websites to robust, high-availability websites. Primarily example-based, the book discusses major topics in web architectural design, presenting existing solutions and how they work. Technology budget tight? This book will work for you, too, as it introduces new and innovative concepts to solving traditionally expensive problems without a large technology budget. Using open source and proprietary examples, you will be engaged in best practice design methodologies for building new sites, as well as appropriately scaling both growing and shrinking sites. Website development help has arrived in the form of Scalable Internet Architectures. *Building Web Apps with WordPress* Createspace Independent Publishing Platform

Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

Go: *Building Web Applications* Pearson Education

YOUR PRACTICAL, HANDS-ON GUIDE TO WRITING APPLICATIONS USING GO Google announced the Go programming language to the public in 2009, with the version 1.0 release announced in 2012. Since its announcement to the community, and the compatibility promise of the 1.0 release, the Go language has been used to write scalable and high-impact software programs ranging from command-line applications and critical infrastructure tools to large-scale distributed systems. It's speed, simplicity, and reliability make it a perfect choice for developers working in various domains. In Practical Go - Building Scalable Network + Non-Network Applications, you will learn to use the Go programming language to build robust, production-ready software applications. You will learn just enough to building command line tools and applications communicating over HTTP and gRPC. This practical guide will cover: Writing command line applications Writing a HTTP services and clients Writing RPC services and clients using gRPC Writing middleware for network clients and servers Storing data in cloud object stores and SQL databases Testing your applications using idiomatic techniques Adding observability to your applications Managing configuration data from your applications You will learn to implement best practices using hands-on examples written with modern practices in mind. With its focus on using the standard library packages as far as possible, Practical Go will give you a solid foundation for developing large applications using Go leveraging the best of the language's ecosystem.

Blazor Revealed Pearson Education

50 Powerful, Easy-to-Use Rules for Supporting Hypergrowth in Any Environment Scalability Rules is the easy-to-use scalability primer and reference for every architect, developer, web professional, and manager. Authors Martin L. Abbott and Michael T. Fisher have helped scale more than 200 hypergrowth Internet sites through their consulting practice. Now, drawing on their unsurpassed

experience, they present 50 clear, proven scalability rules—and practical guidance for applying them. Abbott and Fisher transform scalability from a “black art” to a set of realistic, technology-agnostic best practices for supporting hypergrowth in nearly any environment, including both frontend and backend systems. For architects, they offer powerful new insights for creating and evaluating designs. For developers, they share specific techniques for handling everything from databases to state. For managers, they provide invaluable help in goal-setting, decision-making, and interacting with technical teams. Whatever your role, you'll find practical risk/benefit guidance for setting priorities—and getting maximum “bang for the buck.”

- Simplifying architectures and avoiding “over-engineering”
- Scaling via cloning, replication, separating functionality, and splitting data sets
- Scaling out, not up
- Getting more out of databases without compromising scalability
- Avoiding unnecessary redirects and redundant double-checking
- Using caches and content delivery networks more aggressively, without introducing unacceptable complexity
- Designing for fault tolerance, graceful failure, and easy rollback
- Striving for statelessness when you can; efficiently handling state when you must
- Effectively utilizing asynchronous communication
- Learning quickly from mistakes, and much more

Scalable Internet Architectures "O'Reilly Media, Inc."

Can a system be considered truly reliable if it isn't fundamentally secure? Or can it be considered secure if it's unreliable? Security is crucial to the design and operation of scalable systems in production, as it plays an important part in product quality, performance, and availability. In this book, experts from Google share best practices to help your organization design scalable and reliable systems that are fundamentally secure. Two previous O'Reilly books from Google—Site Reliability Engineering and The Site Reliability Workbook—demonstrated how and why a commitment to the entire service lifecycle enables organizations to successfully build, deploy, monitor, and maintain software systems. In this latest guide, the authors offer insights into system design, implementation, and maintenance from practitioners who specialize in security and reliability. They also discuss how building and adopting their recommended best practices requires a culture that's supportive of such change. You'll learn about secure and reliable systems through: Design strategies Recommendations for coding, testing, and debugging practices Strategies to prepare for, respond to, and recover from incidents Cultural best practices that help teams across your organization collaborate effectively

The Art of Scalability "O'Reilly Media, Inc."

Discover how every solution that is in some way related to the IoT needs a platform and how to create that platform. This book is about being agile and reducing your time to market without breaking the bank. It is about designing something that you can scale incrementally without a lot of rework and potentially disrupting the current work. So, the key questions are: What does it take? How long does it take? And, how much does it take to build your own IoT platform? This book answers these questions and provides you with a step-by-step guidance on how to build your own IoT platform. In this book, the author bursts the bubble and highlights how the core of an IoT platform looks like. There are always some must-haves and some nice-to-haves. This book will distinguish the two and focus on how to build the must-haves. Building your IoT platform is not only the biggest cost saver but can also be a satisfying learning experience. In this edition, we will undertake a sample project to further clarify the concepts we learn; additional chapters would show you the hardware interface. What You Will Learn:

- Learn how to architect an interconnected system.
- Learn how to develop flexible architecture.
- Learn to prioritize system requirements with a bottom-up approach.
- Be able to create a redundant communications platform.
- Be able to create an end-to-end application using the guidelines in this book.

Who Is This Book For IoT developers with basic-to-intermediate programming skills would benefit from this book.

Scalable and Modular Architecture for CSS "O'Reilly Media, Inc."

Scaling Java enterprise applications beyond just programming techniques--this is the next level. This volume covers all the technologies Java developers need to build scalable, high-performance Web applications. The book also covers servlet-based session management, EJB application logic, database design and integration, and more.

Building a Web 2.0 Portal with ASP.NET 3.5 Addison-Wesley

Professional

The Data Vault was invented by Dan Linstedt at the U.S. Department of Defense, and the standard has been successfully applied to data warehousing projects at organizations of different sizes, from small to large-size corporations. Due to its simplified design, which is adapted from nature, the Data Vault 2.0 standard helps prevent typical data warehousing failures. "Building a Scalable Data Warehouse" covers everything one needs to know to create a scalable data warehouse end to end, including a presentation of the Data Vault modeling technique, which provides the foundations to create a technical data warehouse layer. The book discusses how to build the data warehouse incrementally using the agile Data Vault 2.0 methodology. In addition, readers will learn how to create the input layer (the stage layer) and the presentation layer (data mart) of the Data Vault 2.0 architecture including implementation best practices. Drawing upon years of practical experience and using numerous examples and an easy to understand framework, Dan Linstedt and Michael Olschimke discuss: How to load each layer using SQL Server Integration Services (SSIS), including automation of the Data Vault loading processes. Important data warehouse technologies and practices. Data Quality Services (DQS) and Master Data Services (MDS) in the context of the Data Vault architecture. Provides a complete introduction to data warehousing, applications, and the business context so readers can get-up and running fast Explains theoretical concepts and provides hands-on instruction on how to build and implement a data warehouse Demystifies data vault modeling with beginning, intermediate, and advanced techniques Discusses the advantages of the data vault approach over other techniques, also including the latest updates to Data Vault 2.0 and multiple improvements to Data Vault 1.0

Build Your Own IoT Platform Apress

WordPress is much more than a blogging platform. As this practical guide clearly demonstrates, you can use WordPress to build web apps of any type—not mere content sites, but full-blown apps for specific tasks. If you have PHP experience with a smattering of HTML, CSS, and JavaScript, you'll learn how to use WordPress plugins and themes to develop fast, scalable, and secure web apps, native mobile apps, web services, and even a network of multiple WordPress sites. The authors use examples from their recently released SchoolPress app to explain concepts and techniques throughout the book. All code examples are available on GitHub. Compare WordPress with traditional app development frameworks Use themes for views, and plugins for backend functionality Get suggestions for choosing WordPress plugins—or build your own Manage user accounts and roles, and access user data Build asynchronous behaviors in your app with jQuery Develop native apps for iOS and Android, using wrappers Incorporate PHP libraries, external APIs, and web service plugins Collect payments through ecommerce and membership plugins Use techniques to speed up and scale your WordPress app

The Hacker's Guide to Scaling Python Packt Publishing Ltd

While there is a lot of appreciation for backend and distributed systems challenges, there tends to be less empathy for why mobile development is hard when done at scale. This book collects challenges engineers face when building iOS and Android apps at scale, and common ways to tackle these. By scale, we mean having numbers of users in the millions and being built by large engineering teams. For mobile engineers, this book is a blueprint for modern app engineering approaches. For non-mobile engineers and managers, it is a resource with which to build empathy and appreciation for the complexity of world-class mobile engineering. The book covers iOS and Android mobile app challenges on these dimensions: Challenges due to the unique nature of mobile applications compared to the web, and to the backend. App complexity challenges. How do you deal with increasingly complicated navigation patterns? What about non-deterministic event combinations? How do you localize across several languages, and how do you scale your automated and manual tests? Challenges due to large engineering teams. The larger the mobile team, the more challenging it becomes to ensure a consistent architecture. If your company builds multiple apps, how do you balance not rewriting everything from scratch while moving at a fast pace, over waiting on "centralized" teams? Cross-platform approaches. The tooling to build mobile apps keeps changing. New languages, frameworks, and approaches that all promise to address the pain points of mobile engineering

keep appearing. But which approach should you choose? Flutter, React Native, Cordova? Native apps? Reuse business logic written in Kotlin, C#, C++ or other languages? What engineering approaches do "world-class" mobile engineering teams choose in non-functional aspects like code quality, compliance, privacy, compliance, or with experimentation, performance, or app size?

Architecting High Performing, Scalable and Available Enterprise Web Applications "O'Reilly Media, Inc."

As one of today's cloud computing services, Google App Engine does more than provide access to a large system of servers. It also offers you a simple model for building applications that scale automatically to accommodate millions of users. With Programming Google App Engine, you'll get expert practical guidance that will help you make the best use of this powerful platform. Google engineer Dan Sanderson shows you how to design your applications for scalability, including ways to perform common development tasks using App Engine's APIs and scalable services. You'll learn about App Engine's application server architecture, runtime environments, and scalable datastore for distributing data, as well as techniques for optimizing your application. App Engine offers nearly unlimited computing power, and this book provides clear and concise instructions for getting the most from it right from the source. Discover the differences between traditional web development and development with App Engine. Learn the details of App Engine's Python and Java runtime environments. Understand how App Engine handles web requests and executes application code. Learn how to use App Engine's scalable datastore, including queries and indexes, transactions, and data modeling. Use task queues to parallelize and distribute work across the infrastructure. Deploy and manage applications with ease.

Ultra-Fast ASP.NET 4.5 Julien Danjou

APIs are transforming the business world at an increasing pace. Gain the essential skills needed to quickly design, build, and deploy quality web APIs that are robust, reliable, and resilient. Go from initial design through prototyping and implementation to deployment of mission-critical APIs for your organization. Test, secure, and deploy your API with confidence and avoid the "release into production" panic. Tackle just about any API challenge with more than a dozen open-source utilities and common programming patterns you can apply right away. Good API design means starting with the API-First principle - understanding who is using the API and what they want to do with it - and applying basic design skills to match customers' needs while solving business-critical problems. Use the Sketch-Design-Build method to create reliable and scalable web APIs quickly and easily without a lot of risk to the day-to-day business operations. Create clear sequence diagrams, accurate specifications, and machine-readable API descriptions all reviewed, tested, and ready to turn into fully-functional NodeJS code. Create reliable test collections with Postman and implement proper identity and access control security with Auth0-without added cost or risk to the company. Deploy all of this to Heroku using a continuous delivery approach that pushes secure, well-tested code to your public servers ready for use by both internal and external developers. From design to code to test to deployment, unlock hidden business value and release stable and scalable web APIs that meet customer needs and solve important business problems in a consistent and reliable manner.

Building Scalable Apps with Redis and Node.js Morgan Kaufmann

This book is the "Hello, World" tutorial for building products, technologies, and teams in a startup environment. It's based on the experiences of the author, Yevgeniy (Jim) Brikman, as well as interviews with programmers from some of the most successful startups of the last decade, including Google, Facebook, LinkedIn, Twitter, GitHub, Stripe, Instagram, AdMob, Pinterest, and many others. Hello, Startup is a practical, how-to guide that consists of three parts: Products, Technologies, and Teams. Although at its core, this is a book for programmers, by programmers, only Part II (Technologies) is significantly technical, while the rest should be accessible to technical and non-technical audiences alike. If you're at all interested in startups—whether you're a programmer at the beginning of your career, a seasoned developer bored with large company politics, or a manager looking to motivate your engineers—this book is for you.

Understanding Distributed Systems, Second Edition Sams Publishing

Learning to build distributed systems is hard, especially if they are large scale. It's not that there is a lack of information out there. You can find academic papers, engineering blogs, and even books on the subject. The problem is that the available

information is spread out all over the place, and if you were to put it on a spectrum from theory to practice, you would find a lot of material at the two ends but not much in the middle. That is why I decided to write a book that brings together the core theoretical and practical concepts of distributed systems so that you don't have to spend hours connecting the dots. This book will guide you through the fundamentals of large-scale distributed systems, with just enough details and external references to dive deeper. This is the guide I wished existed when I first started out, based on my experience building large distributed systems that scale to millions of requests per second and billions of devices. If you are a developer working on the backend of web or mobile applications (or would like to be!), this book is for you. When building distributed applications, you need to be familiar with the network stack, data consistency models, scalability and reliability patterns, observability best practices, and much more. Although you can build applications without knowing much of that, you will end up spending hours debugging and re-architecting them, learning hard lessons that you could have acquired in a much faster and less painful way. However, if you have several years of experience designing and building highly available and fault-tolerant applications that scale to millions of users, this book might not be for you. As an expert, you are likely looking for depth rather than breadth, and this book focuses more on the latter since it would be impossible to cover the field otherwise. The second edition is a complete rewrite of the previous edition. Every page of the first edition has been reviewed and where appropriate reworked, with new topics covered for the first time. *Building a Scalable Data Warehouse with Data Vault 2.0* "O'Reilly Media, Inc."

Imagine what a large-scale web project would look like if frontend development were not treated as an add-on, but as an equal partner with backend development and content strategy. This practical book takes experienced web developers through the new discipline of frontend architecture, including the latest tools, standards, and best practices that have elevated frontend web development to an entirely new level. Using real-world examples, case studies, and practical tips and tricks throughout, author Micah Godbolt introduces you to the four pillars of frontend architecture. He also provides compelling arguments for developers who want to embrace the mantle of frontend architect and fight to make it a first-class citizen in their next project. The four pillars include: Code: how to approach the HTML, CSS, and JavaScript of a design system Process: tools and processes for creating an efficient and error-proof workflow Testing: creating a stable foundation on which to build your site Documentation: tools for writing documentation while the work is in progress *Even Faster Web Sites* "O'Reilly Media, Inc."

Performance is critical to the success of any web site, and yet today's web applications push browsers to their limits with increasing amounts of rich content and heavy use of Ajax. In this book, Steve Souders, web performance evangelist at Google and former Chief Performance Yahoo!, provides valuable techniques to help you optimize your site's performance. Souders' previous book, the bestselling *High Performance Web Sites*, shocked the web development world by revealing that 80% of the time it takes for a web page to load is on the client side. In *Even Faster Web Sites*, Souders and eight expert contributors provide best practices and pragmatic advice for improving your site's performance in three critical categories: JavaScript—Get advice for understanding Ajax performance, writing efficient JavaScript, creating responsive applications, loading scripts without blocking other components, and more. Network—Learn to share resources across multiple domains, reduce image size without loss of quality, and use chunked encoding to render pages faster. Browser—Discover alternatives to iframes, how to simplify CSS selectors, and other techniques. Speed is essential for today's rich media web sites and Web 2.0 applications. With this book, you'll learn how to shave precious seconds off your sites' load times and make them respond even faster. This book contains six guest chapters contributed by Dion Almaer, Doug Crockford, Ben Galbraith, Tony Gentilcore, Dylan Schiemann, Stoyan Stefanov, Nicole Sullivan, and Nicholas C. Zakas.

Building Scalable Web Sites (The Flickr Way) Morgan Kaufmann The Comprehensive, Proven Approach to IT Scalability—Updated with New Strategies, Technologies, and Case Studies In *The Art of Scalability, Second Edition*, leading scalability consultants Martin L. Abbott and Michael T. Fisher cover everything you need to know to smoothly scale products and services for any requirement. This extensively revised edition reflects new technologies, strategies, and lessons, as well as new case studies

from the authors' pioneering consulting practice, AKF Partners. Writing for technical and nontechnical decision-makers, Abbott and Fisher cover everything that impacts scalability, including architecture, process, people, organization, and technology. Their insights and recommendations reflect more than thirty years of experience at companies ranging from eBay to Visa, and Salesforce.com to Apple. You'll find updated strategies for structuring organizations to maximize agility and scalability, as well as new insights into the cloud (IaaS/PaaS) transition, NoSQL, DevOps, business metrics, and more. Using this guide's tools and advice, you can systematically clear away obstacles to scalability—and achieve unprecedented IT and business performance. Coverage includes • Why scalability problems start with organizations and people, not technology, and what to do about it • Actionable lessons from real successes and failures • Staffing, structuring, and leading the agile, scalable organization • Scaling processes for hyper-growth environments • Architecting scalability: proprietary models for clarifying needs and making choices—including 15 key success principles • Emerging technologies and challenges: data cost, datacenter planning, cloud evolution, and customer-aligned monitoring • Measuring availability, capacity, load, and performance *The Art of Scalability* "O'Reilly Media, Inc."

This invaluable roadmap for startup engineers reveals how to successfully handle web application scalability challenges to meet increasing product and traffic demands. *Web Scalability for Startup Engineers* shows engineers working at startups and small companies how to plan and implement a comprehensive scalability strategy. It presents broad and holistic view of infrastructure and architecture of a scalable web application. Successful startups often face the challenge of scalability, and the core concepts driving a scalable architecture are language and platform agnostic. The book covers scalability of HTTP-based systems (websites, REST APIs, SaaS, and mobile application backends), starting with a high-level perspective before taking a deep dive into common challenges and issues. This approach builds a holistic view of the problem, helping you see the big picture, and then introduces different technologies and best practices for solving the problem at hand. The book is enriched with the author's real-world experience and expert advice, saving you precious time and effort by learning from others' mistakes and successes. Language-agnostic approach addresses universally challenging concepts in Web development/scalability—does not require knowledge of a particular language Fills the gap for engineers in startups and smaller companies who have limited means for getting to the next level in terms of accomplishing scalability Strategies presented help to decrease time to market and increase the efficiency of web applications

Scalability Patterns "O'Reilly Media, Inc."

Ultra-Fast ASP.NET 4.5 presents a practical approach to building fast and scalable web sites using ASP.NET and SQL Server. In addition to a wealth of tips, tricks and secrets, you'll find advice and code examples for all tiers of your application, including the client, caching, IIS 7.5, ASP.NET 4.5, threads, session state, SQL Server 2012 (otherwise known as Denali), Analysis Services, infrastructure and operations. By applying author Rick Kiessig's ultra-fast approach to your projects, you'll squeeze every last ounce of performance out of your code and infrastructure—giving your site unrivaled speed. Rather than drowning you in options, *Ultra-Fast ASP.NET 4.5* presents and explains specific high-impact recommendations and demonstrates them with detailed examples. Using this knowledge, you will soon be building high-performance web sites that scale easily as your site grows. Apply the key principles that will help you build *Ultra-Fast* and *Ultra-Scalable* web sites. Identify performance traps (such as with session state) and learn how to avoid them. Put into practice an end-to-end systems-based approach to web site performance and scalability, which includes everything from the browser and the network to caching, back-end operations, hardware infrastructure, and your software development process.

Programming Google App Engine "O'Reilly Media, Inc."

Whether you're starting a small web site with hopes of growing big or you already have a large system that needs maintenance, you'll find *Building Scalable Web Sites* to be a library of ideas for making things work. Creating popular sites requires much more than fast hardware with lots of memory and hard drive space. It requires thinking about how to grow over time, how to make the same resources accessible to audiences with different expectations, and how to have a team of developers work on a site without creating new problems for visitors and for each other.