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KENYON YAMILET

Building Micro-Frontends McGraw Hill
Professional

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

Building Secure and Reliable

Systems Packt Publishing Ltd

Learn how to build a wide range of scalable real-world web applications using a professional development toolkit. If you already know the basics of Node.js, now is the time to discover how to bring it to production level by leveraging its vast ecosystem of packages. With this book, you'll work with a varied collection of standards and frameworks and see how all those pieces fit together. Practical Node.js takes you from installing all the necessary modules to writing full-stack web applications. You'll harness the power of the Express.js and Hapi frameworks, the

MongoDB database with Mongoskin and Mongoose. You'll also work with Pug and Handlebars template engines, Stylus and LESS CSS languages, OAuth and Everyauth libraries, and the Socket.IO and Derby libraries, and everything in between. This exciting second edition is fully updated for ES6/ES2015 and also covers how to deploy to Heroku and AWS, daemonize apps, and write REST APIs. You'll build full-stack real-world Node.js apps from scratch, and also discover how to write your own Node.js modules and publish them on NPM. You already know what Node.js is; now learn what you can do with it and how far you can take it! What You'll Learn Manipulate data from the mongo console Use the Mongoskin and Mongoose MongoDB libraries Build REST API servers with

Express and Hapi Deploy apps to Heroku and AWS Test services with Mocha, Expect and TravisCI Utilize sessions for authentication Implement a third-party OAuth strategy with Everyauth Apply Redis, domains, WebSockets, and clusters Write your own Node.js module, and publish it on NPM Who This Book Is For Web developers who have some familiarity with the basics of Node.js and want to learn how to use it to build apps in a professional environment.

Building Serverless Web

Applications Createspace Independent Publishing Platform

"Working with REST and Web-Sockets on Yaws"--Cover.

Go Web Programming Pragmatic Bookshelf

Take a deep dive into web development

using the Go programming language to build web apps and RESTful services to create reliable and efficient software. Web Development with Go provides Go language fundamentals and then moves on to advanced web development concepts and successful deployment of Go web apps to the cloud. Web Development with Go will teach you how to develop scalable real-world web apps, RESTful services, and backend systems with Go. The book starts off by covering Go programming language fundamentals as a prerequisite for web development. After a thorough understanding of the basics, the book delves into web development using the built-in package, net/http. With each chapter you'll be introduced to new concepts for gradually building a real-world web system. The

book further shows you how to integrate Go with other technologies. For example, it provides an overview of using MongoDB as a means of persistent storage, and provides an end-to-end REST API sample as well. The book then moves on to demonstrate how to deploy web apps to the cloud using the Google Cloud platform. Web Development with Go provides: Fundamentals for building real-world web apps in Go Thorough coverage of prerequisites and practical code examples Demo web apps for attaining a deeper understanding of web development A reference REST API app which can be used to build scalable real-world backend services in Go A thorough demonstration of deploying web apps to the Cloud using the Google Cloud platform Go is a high-performance

language while providing greater level of developer productivity, therefore Web Development with Go equips you with the necessary skills and knowledge required for effectively building robust and efficient web apps by leveraging the features of Go.

Building Highly Scalable Database Applications with .NET "O'Reilly Media, Inc."

This book provides a detailed road map for developing server-side applications under the Java Web Server. It provides an architectural overview of the Java Web Server and coverage of configuration, maintaining the server, and how to use the Servlet API to write applications. Programmers will learn how to use the companion code and create applications that offer functionality such

as communication with existing web services, error reporting, and templating. A key feature of the book is an explanation of writing effective servlets or server-side applets, which are Java Web Server's equivalent of intensive CGI programs.

Building Mobile Apps at Scale

Addison-Wesley Professional

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.

Web Development with Go Packt Publishing Ltd

A Comprehensive, Proven Approach to IT Scalability from Two Veteran Software, Technology, and Business Executives In *The Art of Scalability*, AKF Partners cofounders Martin L. Abbott and Michael T. Fisher cover everything IT and business leaders must know to build technology infrastructures that can scale

smoothly to meet any business requirement. Drawing on their unparalleled experience managing some of the world's highest-transaction-volume Web sites, the authors provide detailed models and best-practice approaches available in no other book. Unlike previous books on scalability, *The Art of Scalability* doesn't limit its coverage to technology. Writing for both technical and nontechnical decision-makers, this book covers everything that impacts scalability, including architecture, processes, people, and organizations. Throughout, the authors address a broad spectrum of real-world challenges, from performance testing to IT governance. Using their tools and guidance, organizations can systematically overcome obstacles to

scalability and achieve unprecedented levels of technical and business performance. Coverage includes Staffing the scalable organization: essential organizational, management, and leadership skills for technical leaders Building processes for scale: process lessons from hyper-growth companies, from technical issue resolution to crisis management Making better “build versus buy” decisions Architecting scalable solutions: powerful proprietary models for identifying scalability needs and choosing the best approaches to meet them Optimizing performance through caching, application and database splitting, and asynchronous design Scalability techniques for emerging technologies, including clouds and grids Planning for rapid data growth

and new data centers Evolving monitoring strategies to tightly align with customer requirements *Practical Go* John Wiley & Sons 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 the Web of Things Addison Wesley Longman

Architecting High Performing, Scalable and Available Enterprise Web Applications provides in-depth insights into techniques for achieving desired scalability, availability and performance quality goals for enterprise web applications. The book provides an

integrated 360-degree view of achieving and maintaining these attributes through practical, proven patterns, novel models, best practices, performance strategies, and continuous improvement methodologies and case studies. The author shares his years of experience in application security, enterprise application testing, caching techniques, production operations and maintenance, and efficient project management techniques. Delivers holistic view of scalability, availability and security, caching, testing and project management Includes patterns and frameworks that are illustrated with end-to-end case studies Offers tips and troubleshooting methods for enterprise application testing, security, caching, production operations and project

management Exploration of synergies between techniques and methodologies to achieve end-to-end availability, scalability, performance and security quality attributes 360-degree viewpoint approach for achieving overall quality Practitioner viewpoint on proven patterns, techniques, methodologies, models and best practices. Bulleted summary and tabular representation of concepts for effective understanding Production operations and troubleshooting tips
Frontend Architecture for Design Systems Packt Publishing Ltd
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.

Real-Time Phoenix Pearson Education
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

Distributed Services with Go Simon and Schuster

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

The Art of Scalability Pragmatic

Bookshelf

A guide to developing Web sites using scalable applications.

Building Web Applications with Erlang "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.

Build Your Own IoT Platform "O'Reilly Media, Inc."

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

Transactional COM+ "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
Building Scalable Web Sites
Front-End Development Projects with Vue.js introduces you to Vue 2 and helps you get started with web application development using this popular framework. You'll master the knowledge and skills needed to become an effective front-end developer and apply them to tackle real-world development challenges.

Practical Node.js Apress

Building Scalable Web Sites"O'Reilly

Media, Inc."

Programming Google App Engine

Apress

Tim Ewald, COM columnist for DOC Magazine, explains how COM+ works, and then sets out specific rules intended as concrete guidelines to help developers build COM+ systems.

[The Art of Scalability](#) "O'Reilly Media, Inc."

This is the book for Gophers who want to learn how to build distributed systems. You know the basics of Go and are eager to put your knowledge to work. Build distributed services that are highly available, resilient, and scalable. This book is just what you need to apply Go to real-world situations. Level up your engineering skills today. Take your Go skills to the next level by learning how to

design, develop, and deploy a distributed service. Start from the bare essentials of storage handling, then work your way through networking a client and server, and finally to distributing server instances, deployment, and testing. All this will make coding in your day job or side projects easier, faster, and more fun. Create your own distributed services and contribute to open source projects. Build networked, secure clients and servers with gRPC. Gain insights into your systems and debug issues with observable services instrumented with metrics, logs, and traces. Operate your own Certificate Authority to authenticate internal web services with TLS. Automatically handle when nodes are added or removed to your cluster with service discovery.

Coordinate distributed systems with replicated state machines powered by the Raft consensus algorithm. Lay out your applications and libraries to be modular and easy to maintain. Write CLIs to configure and run your applications. Run your distributed system locally and deploy to the cloud

with Kubernetes. Test and benchmark your applications to ensure they're correct and fast. Dive into writing Go and join the hundreds of thousands who are using it to build software for the real world. What You Need: Go 1.13+ and Kubernetes 1.16+