

## Visual Studio Code

Learning Visual Studio Code  
Learning Angular - Second Edition  
Java EE 8 and Angular  
Developing Cordova Apps with Visual Studio Code and Typescript  
Lua Quick Start Guide  
Getting Started with Visual Studio 2019  
DevOps for Salesforce  
Julia Programming Projects  
Mastering Visual Studio 2017  
Visual Studio Code 2016 Essentials  
Mastering C# (C Sharp Programming)  
Microsoft Power BI Complete Reference  
Visual Studio Code Distilled  
Angular 6 for Enterprise-Ready Web Applications  
Visual Studio Code for Python Developers  
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Beginning C# 7 Programming with Visual Studio 2017  
Visual Studio Code for Python Programmers  
Learn Python by Building Data Science Applications  
Professional Visual Studio 2008  
Dynamics 365 Business Central Development Quick Start Guide  
Mastering Microsoft Power BI  
SharePoint Development with the SharePoint Framework  
Beginning Visual Studio for Mac  
The Curse of Ammon  
NSHipster  
Front-end Development with ASP.NET Core, Angular, and Bootstrap  
Unreal Engine 4 Scripting with C++ Cookbook  
Dancing with Qubits  
Visual Studio Code Succinctly  
Hands-On Object-Oriented Programming with C#  
Beginning Application Development with TensorFlow and Keras  
Professional Visual Studio Extensibility  
Hands-On Azure for Developers  
Developing Multi-Platform Apps with Visual Studio Code  
Developing with Visual Studio Code  
Visual Studio Code 2016 for Bizzies

### **Learning Visual Studio Code**

Know how to use the features of Visual Studio 2019 and utilize the IDE correctly to become your one-stop solution for creating quality code. Learn what's new in VS 2019 and explore the existing features of Visual Studio so you can use them more efficiently. Getting Started with Visual Studio 2019 begins with an overview of Visual Studio and explores new features such as Visual Studio Live Share, Visual Studio Search, Solution Filters, and Intellicode. Author Dirk Strauss teaches you how to create project templates, write code snippets, and manage NuGet packages. You will learn how to: debug your code using breakpoints and step into specific methods, use data tips, and utilize the DebuggerDisplay attribute. You will then move on to learn unit testing and explore the tools provided by Visual Studio to create and run unit tests. The book also covers source control integration in Visual Studio and how to use GitHub to implement a source control strategy in your code. What You Will Learn Create and use code snippets in Visual Studio 2019 Utilize diagnostic tools and the Immediate window for code debugging Generate unit tests with IntelliTest Use NuGet in applications Create and handle pull requests Who This Book Is For Beginners and software developers working on the .NET stack

### **Learning Angular - Second Edition**

Make the most of Visual Studio Code when working with Python projects. Learn about writing and debugging Python code, maximizing your productivity with extensions, and more.

### **Java EE 8 and Angular**

Expert guidance on using Visual Studio Code for editing and debugging your web development projects Visual Studio Code, a free, open source, cross-compatible source code editor, is one of the most popular choices for web developers. It is fast, lightweight, customizable, and contains built-in support for JavaScript, Typescript, and Node.js extensions for other languages, including C++, Python, and PHP. Features such as debugging capability, embedded Git control, syntax highlighting, code snippets, and IntelliSense intelligent code completion support—several of which set it apart from the competition—help make Visual Studio Code an impressive, out-of-the-box solution. Visual Studio Code: End-to-End Editing and Debugging Tools for Web Developers helps readers to become familiar with and productive in Visual Studio Code. This up-to-date guide covers all of the essential components of the software, including the editing features of the workspace, advanced functionality such as code refactoring and key binding, and integration with Grunt, Gulp, NPM, and other external tools. New users, experienced developers, and those considering moving from another developer

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tool will benefit from this book's detailed, yet easy-to-follow information on Visual Studio Code. This book: Teaches readers how to use Visual Studio Code to do full-stack development Explains the steps to install Visual Studio Code on Windows, Mac and Linux platforms Provides a foundation for non-users considering moving to Visual Studio Code Helps current users expand their knowledge of the tool and its available extensions Describes how to open a .NET Core project and get end-to-end execution and debugging functionality Visual Studio Code: End-to-End Editing and Debugging Tools for Web Developers is an invaluable guide for both professional and hobbyist web developers seeking immediately-useful information on Visual Studio Code.

### **Developing Cordova Apps with Visual Studio Code and Typescript**

Get up and running with Visual Studio Code. Learn how to use the command line and manage its layout, prepare for environments like ASP.NET, and more.

### **Lua Quick Start Guide**

### **Getting Started with Visual Studio 2019**

Explore the principles and practicalities of quantum computing Key Features Discover how quantum computing works and delve into the math behind it with this quantum computing textbook Learn how it may become the most important new computer technology of the century Explore the inner workings of quantum computing technology to quickly process complex cloud data and solve problems Book Description Quantum computing is making us change the way we think about computers. Quantum bits, a.k.a. qubits, can make it possible to solve problems that would otherwise be intractable with current computing technology. Dancing with Qubits is a quantum computing textbook that starts with an overview of why quantum computing is so different from classical computing and describes several industry use cases where it can have a major impact. From there it moves on to a fuller description of classical computing and the mathematical underpinnings necessary to understand such concepts as superposition, entanglement, and interference. Next up is circuits and algorithms, both basic and more sophisticated. It then nicely moves on to provide a survey of the physics and engineering ideas behind how quantum computing hardware is built. Finally, the book looks to the future and gives you guidance on understanding how further developments will affect you. Really understanding quantum computing requires a lot of math, and this book doesn't shy away from the necessary math concepts you'll need. Each topic is introduced and explained thoroughly, in clear English with helpful examples. What you will learn See how quantum computing works, delve into the

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math behind it, what makes it different, and why it is so powerful with this quantum computing textbook Discover the complex, mind-bending mechanics that underpin quantum systems Understand the necessary concepts behind classical and quantum computing Refresh and extend your grasp of essential mathematics, computing, and quantum theory Explore the main applications of quantum computing to the fields of scientific computing, AI, and elsewhere Examine a detailed overview of qubits, quantum circuits, and quantum algorithm Who this book is for Dancing with Qubits is a quantum computing textbook for those who want to deeply explore the inner workings of quantum computing. This entails some sophisticated mathematical exposition and is therefore best suited for those with a healthy interest in mathematics, physics, engineering, and computer science.

## **DevOps for Salesforce**

Use Visual Studio Code to write and debug code quickly and efficiently on any platform, for any device, using any programming language, and on the operating system of your choice. Visual Studio Code is an open source and cross-platform development tool that focuses on code editing across a variety of development scenarios, including web, mobile, and cloud development. Visual Studio Code Distilled teaches you how to be immediately productive with Visual Studio Code, from the basics to some of the more complex topics. You will learn how to work on

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individual code files, complete projects, and come away with an understanding of advanced code-editing features that will help you focus on productivity, and source code collaboration with Git. What You'll Learn Comprehend Visual Studio Code in a way that is not just theory or a list of features, but an approach driven by developer tasks and needs Understand integrated support for team collaboration with Git for executing and debugging code, and the many ways you can extend and customize VS Code Debug code on multiple platforms though real-world guidance, such as working under corporate networks Expand your coding intelligence from web to mobile to the cloud, and even artificial intelligence Acquire valuable tips, tricks, and suggestions from hard-earned, real-world experience to be more productive Who This Book Is For All developers (including JavaScript, Java, NodeJS), not just those with a Microsoft background, who will benefit from learning and using VS code as a cross-platform and cross-language tool.

## **Julia Programming Projects**

Visual Studio Code for Python Programmers helps Python developers become not just familiar, but productive in Visual Studio Code. It starts with an introduction to the editing features of the workspace and continues with the more advanced functionality (including refactoring and key bindings). The book finishes with an extensive look at the integration that Visual Studio Code provides to external tool,

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like Git, Grunt, Gulp and NPM. For developers, the choice of an editor is a very personal one. There is a demand for speed, functionality and personalization in order to be considered. But there are also idiosyncratic functions that are considered deal breakers when it comes to choosing a tool. And they are different for each developer. After introducing the cross-platform nature of the tool, along with the steps to install Visual Studio Code on Windows, Mac and Linux platforms, the book covers such topics as: The Workspace--The focal point of the development experience. Introduces the developer to the features of the workspace and how those features can be customized. Files, Folders and Projects--The structure of a web project can be quite fluid. Visual Studio Code allows developers to choose their structure according to their needs. Looks at the different ways Visual Studio Code supports the most common structures. Editing Code in Your Language of Choice--This is the heart of the developer experience and probably the most important topic in the book. It covers syntax coloring, IntelliSense, refactoring, and code navigation. Integrating with Source Control--Visual Studio Code supports Git integration out of the box. Learn how to perform common Git functions (commits, checkouts, branches, and merges) from within Visual Studio Code. Debugging Code--Visual Studio Code is not just a code editor. Also supports many of the debugging features to which Python developers have become accustomed. Looks at how to debug your code using JSON. The book is organized in three parts--Part I, Getting Started, Part II, Python Extension Essentials, and Part III, Real World Applications. This final section will step you

through Building a simple notes app with Django; Building a simple blog with Flask; Visualizing climate change data in a Jupyter Notebook; Containerizing a Python app with Docker; and Deploying a function triggered by a timer to Azure

### **Mastering Visual Studio 2017**

A hands-on guide with a minimalist and flexible approach that enables quick learning and rapid delivery of cloud-ready enterprise applications with Angular 6

Key Features Explore tools and techniques to push your web app to the next level Master Angular app design and architectural considerations Learn continuous integration and deploy your app on a highly available cloud infrastructure in AWS

Book Description Angular 6 for Enterprise-Ready Web Applications follows a hands-on and minimalist approach demonstrating how to design and architect high quality apps. The first part of the book is about mastering the Angular platform using foundational technologies. You will use the Kanban method to focus on value delivery, communicate design ideas with mock-up tools and build great looking apps with Angular Material. You will become comfortable using CLI tools, understand reactive programming with RxJS, and deploy to the cloud using Docker. The second part of the book will introduce you to the router-first architecture, a seven-step approach to designing and developing mid-to-large line-of-business applications, along with popular recipes. You will learn how to design a solid authentication and authorization experience; explore unit testing, early integration

with backend APIs using Swagger and continuous integration using CircleCI. In the concluding chapters, you will provision a highly available cloud infrastructure on AWS and then use Google Analytics to capture user behavior. By the end of this book, you will be familiar with the scope of web development using Angular, Swagger, and Docker, learning patterns and practices to be successful as an individual developer on the web or as a team in the Enterprise. What you will learn

Create full-stack web applications using Angular and RESTful APIs Master Angular fundamentals, RxJS, CLI tools, unit testing, GitHub, and Docker Design and architect responsive, secure and scalable apps to deploy on AWS Adopt a minimalist, value-first approach to delivering your app with Kanban Get introduced to automated testing with continuous integration on CircleCI Optimize Nginx and Node.js web servers with load testing tools Who this book is for This book is for developers who want to confidently deliver high-quality and production-grade Angular apps from design to deployment. We assume that you have prior experience in writing a RESTful API with the tech stack of your choice; if you don't, you can still gain a lot of benefit from this book, which focuses on the entire scope of frontend development, from design to deployment!

## **Visual Studio Code 2016 Essentials**

A step-by-step guide that demonstrates how to build simple-to-advanced applications through examples in Julia Lang 1.x using modern tools Key Features

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Work with powerful open-source libraries for data wrangling, analysis, and visualization Develop full-featured, full-stack web applications Learn to perform supervised and unsupervised machine learning and time series analysis with Julia

**Book Description** Julia is a new programming language that offers a unique combination of performance and productivity. Its powerful features, friendly syntax, and speed are attracting a growing number of adopters from Python, R, and Matlab, effectively raising the bar for modern general and scientific computing. After six years in the making, Julia has reached version 1.0. Now is the perfect time to learn it, due to its large-scale adoption across a wide range of domains, including fintech, biotech, education, and AI. Beginning with an introduction to the language, *Julia Programming Projects* goes on to illustrate how to analyze the Iris dataset using DataFrames. You will explore functions and the type system, methods, and multiple dispatch while building a web scraper and a web app. Next, you'll delve into machine learning, where you'll build a books recommender system. You will also see how to apply unsupervised machine learning to perform clustering on the San Francisco business database. After metaprogramming, the final chapters will discuss dates and time, time series analysis, visualization, and forecasting. We'll close with package development, documenting, testing and benchmarking. By the end of the book, you will have gained the practical knowledge to build real-world applications in Julia. What you will learn

- Leverage Julia's strengths, its top packages, and main IDE options
- Analyze and manipulate datasets using Julia and DataFrames
- Write complex code while building real-life

Julia applications Develop and run a web app using Julia and the HTTP package Build a recommender system using supervised machine learning Perform exploratory data analysis Apply unsupervised machine learning algorithms Perform time series data analysis, visualization, and forecasting Who this book is for Data scientists, statisticians, business analysts, and developers who are interested in learning how to use Julia to crunch numbers, analyze data and build apps will find this book useful. A basic knowledge of programming is assumed.

### **Mastering C# (C Sharp Programming)**

A guide to mastering Visual Studio 2017 About This Book Focus on coding with the new, improved, and powerful tools of VS 2017 Master improved debugging and unit testing support capabilities Accelerate cloud development with the built-in Azure tools Who This Book Is For .NET Developers who would like to master the new features of VS 2017, and would like to delve into newer areas such as cloud computing, would benefit from this book. Basic knowledge of previous versions of Visual Studio is assumed. What You Will Learn Learn what's new in the Visual Studio 2017 IDE, C# 7.0, and how it will help developers to improve their productivity Learn the workloads and components of the new installation wizard and how to use the online and offline installer Build stunning Windows apps using Windows Presentation Foundation (WPF) and Universal Windows Platform (UWP) tools Get familiar with .NET Core and learn how to build apps targeting this new

framework Explore everything about NuGet packages Debug and test your applications using Visual Studio 2017 Accelerate cloud development with Microsoft Azure Integrate Visual Studio with most popular source control repositories, such as TFS and GitHub In Detail Visual Studio 2017 is the all-new IDE released by Microsoft for developers, targeting Microsoft and other platforms to build stunning Windows and web apps. Learning how to effectively use this technology can enhance your productivity while simplifying your most common tasks, allowing you more time to focus on your project. With this book, you will learn not only what VS2017 offers, but also what it takes to put it to work for your projects. Visual Studio 2017 is packed with improvements that increase productivity, and this book will get you started with the new features introduced in Visual Studio 2017 IDE and C# 7.0. Next, you will learn to use XAML tools to build classic WPF apps, and UWP tools to build apps targeting Windows 10. Later, you will learn about .NET Core and then explore NuGet, the package manager for the Microsoft development platform. Then, you will familiarize yourself with the debugging and live unit testing techniques that comes with the IDE. Finally, you'll adapt Microsoft's implementation of cloud computing with Azure, and the Visual Studio integration with Source Control repositories. Style and approach This comprehensive guide covers the advanced features of Visual Studio 2017, and communicates them through a practical approach to explore the underlying concepts of how, when, and why to use it.

### **Microsoft Power BI Complete Reference**

This book shows you how to integrate ASP.NET Core with Angular, Bootstrap, and similar frameworks, with a bit of Nuget, continuous deployment, Bower dependencies, and Gulp build systems, including development beyond Windows on Mac and Linux.

### **Visual Studio Code Distilled**

Get the best out of your games by scripting them using UE4 About This Book A straightforward and easy-to-follow format A selection of the most important tasks and problems Carefully organized instructions to solve problems efficiently Clear explanations of what you did Solutions that can be applied to solve real-world problems Who This Book Is For This book is intended for game developers who understand the fundamentals of game design and C++ and would like to incorporate native code into the games they make with Unreal. They will be programmers who want to extend the engine, or implement systems and Actors that allow designers control and flexibility when building levels. What You Will Learn Build function libraries (Blueprints) containing reusable code to reduce upkeep Move low-level functions from Blueprint into C++ to improve performance Abstract away complex implementation details to simplify designer workflows

Incorporate existing libraries into your game to add extra functionality such as hardware integration Implement AI tasks and behaviors in Blueprints and C++ Generate data to control the appearance and content of UI elements In Detail Unreal Engine 4 (UE4) is a complete suite of game development tools made by game developers, for game developers. With more than 100 practical recipes, this book is a guide showcasing techniques to use the power of C++ scripting while developing games with UE4. It will start with adding and editing C++ classes from within the Unreal Editor. It will delve into one of Unreal's primary strengths, the ability for designers to customize programmer-developed actors and components. It will help you understand the benefits of when and how to use C++ as the scripting tool. With a blend of task-oriented recipes, this book will provide actionable information about scripting games with UE4, and manipulating the game and the development environment using C++. Towards the end of the book, you will be empowered to become a top-notch developer with Unreal Engine 4 using C++ as the scripting language. Style and approach A recipe based practical guide to show you how you can leverage C++ to manipulate and change your game behavior and game design using Unreal Engine 4.

## **Angular 6 for Enterprise-Ready Web Applications**

Implement DevOps for Salesforce and explore its features Key Features Learn DevOps principles and techniques for enterprise operations in Salesforce

Implement Continuous Integration and Continuous Delivery using tools such as Jenkins and Ant script Use the Force.com Migration Tool and Git to achieve versioning in Salesforce Book Description Salesforce is one of the top CRM tools used these days, and with its immense functionalities and features, it eases the functioning of an enterprise in various areas of sales, marketing, and finance, among others. Deploying Salesforce applications is a tricky event, and it can get quite taxing for admins and consultants. This book addresses all the problems that you might encounter while trying to deploy your applications and shows you how to resort to DevOps to take these challenges head on. Beginning with an overview of the development and delivery process of a Salesforce app, DevOps for Salesforce covers various types of sandboxing and helps you understand when to choose which type. You will then see how different it is to deploy with Salesforce as compared to deploying with another app. You will learn how to leverage a migration tool and automate deployment using the latest and most popular tools in the ecosystem. This book explores topics such as version control and DevOps techniques such as Continuous Integration, Continuous Delivery, and testing. Finally, the book will conclude by showing you how to track bugs in your application changes using monitoring tools and how to quantify your productivity and ROI. By the end of the book, you will have acquired skills to create, test, and effectively deploy your applications by leveraging the features of DevOps. What you will learn Implement DevOps for Salesforce and understand the benefits it offers Abstract the features of Force.com MigrationTool to migrate and retrieve

metadata Develop your own CI/CD Pipeline for Salesforce project Use Qualitia to perform scriptless automation for Continuous Testing Track application changes using Bugzilla Apply Salesforce best practices to implement DevOps Who this book is for If you are a Salesforce developer, consultant, or manager who wants to learn DevOps tools and set up pipelines for small as well as large Salesforce projects, this book is for you.

### **Visual Studio Code for Python Developers**

Learn how to make the most of Visual Studio (VS) Code?the powerful code editor from Microsoft?when working with web-based projects.

### **Visual Studio Code for Python Developers**

Developing Multi-platform Apps with Visual Studio Code is a comprehensive guide that will teach you how to use numerous features of VS Code, their functionalities, and the most helpful extensions effectively to increase productivity while developing enterprise-grade applications.

### **Visual Studio Code for Web Developers**

Microsoft Visual Studio is an integrated development environment (IDE) from Microsoft. It is used to develop computer programs for Microsoft Windows, as well as web sites, web applications and web services. Visual Studio uses Microsoft software development platforms such as Windows API, Windows Forms, Windows Presentation Foundation, Windows Store and Microsoft Silverlight. It can produce both native code and managed code. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

### **Visual Studio 2019 In Depth**

Understanding the new Microsoft Extension model for development Key Features Develop solutions for Dynamics 365 Business Central Orient yourself with the new Microsoft Extension model for development Learn modern ways to develop with Dynamics 365 Business Central Book Description Microsoft Dynamics 365 Business Central is the new SaaS ERP proposition from Microsoft. This latest version has many exciting features guaranteed to make your life easier. This book is an ideal

guide to Dynamics 365 Business Central and will help you get started with implementing and designing solutions for real-world scenarios. This book will take you through the fundamental topics for implementing solutions based on Dynamics 365 Business Central (on-premise and SaaS). We'll see the core topics of the new development model (based on extensions) and we'll see how to create applications with the new Microsoft ERP proposition. The book begins by explaining the basics of Dynamics 365 Business Central and the Microsoft ERP proposition. We will then cover topics such as extensions, the new modern development model of Visual studio code, sandboxes, Docker, and many others. By the end of the book, you will have learned how to debug and compile extensions and to deploy them to the cloud and on-premise. You will also have learned how to create serverless business processes for Microsoft Dynamics 365 Business Central. What you will learn

- Develop solutions for Dynamics 365 Business Central
- Create a sandbox for extensions development (local or on cloud)
- Use Docker with Dynamics 365 Business Central
- Create extensions for Dynamics 365 Business Central
- Handle dependencies, translations and reporting
- Deploy extensions on-premise and to the cloud
- Create serverless processes with Dynamics 365 Business Central
- Understand source code management for AL

Who this book is for This book is for Microsoft Dynamics 365 Business Central solution developers and architects that needs to implement solutions based on the Microsoft's ERP (on-premise and SaaS).

## Visual Studio Code

Design and create beautiful solutions using modern development tools for SharePoint Online About This Book Get the best out of the latest Sharepoint Framework and leverage the Sharepoint RESTful and JSOM APIs. Develop efficient client side applications with JavaScript injection and Sharepoint Addins. Get the best tips and tricks on designing your website flawlessly. Who This Book Is For This book targets current SharePoint developers, as well as people starting their journey on SharePoint development. The reader must have basic web development programming knowledge, including JavaScript and CSS. The reader should have familiarity using and managing SharePoint-based collaboration sites. What You Will Learn Understand what the SharePoint Framework is Create modern solutions using the new tools, approaches and frameworks Learn how to use Visual Studio Code for effective SharePoint development Package and deploy your code, using automation as needed Work with content and data stored in SharePoint Benefit from third party frameworks without having to build your own frameworks Debug and troubleshoot your code with ease Configure security in your application In Detail SharePoint is one of Microsoft's best known web platforms. A loyal audience of developers, IT Pros and power users use it to build line of business solutions. The SharePoint Framework (SPFx) is a great new option for developing SharePoint solutions. Many developers are creating full-trust based solutions or add-in solutions, while also figuring out where and how SPFx fits in the big picture. This book shows you how design, build, deploy and manage SPFx based solutions for

SharePoint Online and SharePoint 2016. The book starts by getting you familiar with the basic capabilities of SPFx. After that, we will walk through the tool-chain on how to best create production-ready solutions that can be easily deployed manually or fully automated throughout your target Office 365 tenants. We describe how to configure and use Visual Studio Code, the de facto development environment for SPFx-based solutions. Next, we provide guidance and a solid approach to packaging and deploying your code. We also present a straightforward approach to troubleshooting and debugging your code an environment where business applications run on the client side instead of the server side. Style and approach The approach will be that of a practical tutorial which will take you through every topic using code samples and working examples.

## **Beginning C# 7 Programming with Visual Studio 2017**

Professional Visual Studio 2008 Microsoft Visual Studio 2008 is the latest version in the ongoing evolution of the Integrated Development Environment (IDE), and this resource examines the diverse facets of the IDE—from common tasks to intricate functions to the powerful tools that accompany the main code editing and design windows. Written by a unique author duo and offering an in-depth look at the powerful and fascinating features and techniques of the IDE, this book explores each aspect of the development life cycle from the perspective of how Visual Studio 2008 can make your life easier. Each chapter is packed with examples that

illustrate uses for various tools, commands, and shortcuts of Visual Studio 2008. You will gradually learn to identify where a feature is used, conclude how you can use it to its fullest potential, and then seamlessly apply that feature to help solve real-world problems.

### **Visual Studio Code for Python Programmers**

Design, create and manage robust Power BI solutions to gain meaningful business insights Key Features Master all the dashboarding and reporting features of Microsoft Power BI Combine data from multiple sources, create stunning visualizations and publish your reports across multiple platforms A comprehensive guide with real-world use cases and examples demonstrating how you can get the best out of Microsoft Power BI Book Description This book is intended for business intelligence professionals responsible for the design and development of Power BI content as well as managers, architects and administrators who oversee Power BI projects and deployments. The chapters flow from the planning of a Power BI project through the development and distribution of content to the administration of Power BI for an organization. BI developers will learn how to create sustainable and impactful Power BI datasets, reports, and dashboards. This includes connecting to data sources, shaping and enhancing source data, and developing an analytical data model. Additionally, top report and dashboard design practices are described using features such as Bookmarks and the Power KPI visual. BI

managers will learn how Power BI's tools work together such as with the On-premises data gateway and how content can be staged and securely distributed via Apps. Additionally, both the Power BI Report Server and Power BI Premium are reviewed. By the end of this book, you will be confident in creating effective charts, tables, reports or dashboards for any kind of data using the tools and techniques in Microsoft PowerBI. What you will learn Build efficient data retrieval and transformation processes with the Power Query M Language Design scalable, user-friendly DirectQuery and Import Data Models Develop visually rich, immersive, and interactive reports and dashboards Maintain version control and stage deployments across development, test, and production environments Manage and monitor the Power BI Service and the On-premises data gateway Develop a fully on-premise solution with the Power BI Report Server Scale up a Power BI solution via Power BI Premium capacity and migration to Azure Analysis Services or SQL Server Analysis Services Who this book is for Business Intelligence professionals and existing Power BI users looking to master Power BI for all their data visualization and dashboarding needs will find this book to be useful. While understanding of the basic BI concepts is required, some exposure to Microsoft Power BI will be helpful.

## **Learn Python by Building Data Science Applications**

Visual Studio Code is a powerful tool for editing code and serves as a complete environment for end-to-end programming. Alessandro Del Sole Visual Studio Code

Succinctly will guide readers to mastery of this valuable tool so that they can make full use of its features.

### **Professional Visual Studio 2008**

Visual Studio is a development IDE created by Microsoft to enable easier development for Microsoft programming languages as well as development technologies. It has been the most popular IDE for working with Microsoft development products for the past 10 years. Extensibility is a key feature of Visual Studio. There have not been many books written on this aspect of Visual Studio. Visual Studio Extensibility (VSX) can be considered a hard topic to learn for many developers in comparison with most .NET related topics. Also, its APIs are very complex and not very well written. Some may refer to these APIs as dirty because they do not have good structure, naming convention, or consistency. Visual Studio is now 10 years old. It was created during the COM days for COM programming but later migrated to .NET. However, Visual Studio still relies heavily on COM programming. It was revamped when moving to the .NET platform but still contains its COM nature; this fact is what makes it harder for .NET developers to work with VSX. Because it is an older product built on two technologies, it has produced inconsistency in code. Although there are problems with the current version of VSX, the future looks bright for it. The many different teams working on the software have been moved into one umbrella group known as the Visual Studio

Ecosystem team. Throughout the past 10 years Visual Studio has continued to grow and new extensibility features have been added. Learning all of the options with their different purposes and implementations is not easy. Many extensibility features are broad topics such as add-ins, macros, and the new domain-specific language tools in Visual Studio. Learning these topics can be difficult because they are not closely related to general .NET programming topics. This book is for .NET developers who are interested in extending Visual Studio as their development tool. In order to understand the book you must know the following material well: Object-oriented programming (OOP), the .NET Framework and .NET programming, C# or Visual Basic languages, some familiarity with C++, some familiarity with XML and its related topics, and Visual Studio structure and usage. A familiarity with COM programming and different .NET technologies is helpful. The aims of this book are to: Provide an overview of all aspects of VSX Enable readers to know where/when to use extensibility Familiarize readers with VS Extensibility in detail Show readers the first steps and let them learn through their own experiences Use examples, sample code, and case studies to demonstrate things in such a way that helps readers understand the concepts Avoid bothering readers with long discussions and useless code samples In order to use this book, and get the most out of it, there are some technical requirements. You must have the following two packages installed on your machine to be able to read/understand the chapters and test code samples: Visual Studio 2008 Team System Edition (or other commercial editions) Visual Studio 2008 SDK 1.0 (or its newer versions) You will

need to buy Visual Studio 2008 to register for an evaluation version. The Free Express editions of Visual Studio do not support the extensibility options. The Visual Studio SDK is needed in order to read some of the chapters in the book and can be downloaded as a free package. The operating system doesn't matter for the content of the book, but all code was written with Visual Studio 2008 Team System Edition in Windows Vista x86. Chapters 1, 2, and 3 will give you an introduction to the basic concepts you need to understand before you can move on to the rest of the book. Chapter 4 discusses the automation model, which is an important prerequisite for many of the chapters in the book that focus on add-ins, macros, and VSPackages. Chapters 5–14 will utilize add-ins in a case study to learn about the main responsibilities of the automation model and some of the more common techniques used in VSX development. Each of the following chapters is dedicated to a specific extensibility option; they are independent of one another and you can read them in any order. It is important to read chapters 4–14 before you begin reading about the specific extensibility options. Chapter 5 contains a walk-through of the Add-in Wizard and describes its steps. Chapter 6 will show you the anatomy of add-ins and explain how to create add-ins and how they work. Chapter 7 discusses how to manipulate solutions, projects, and project items via your code to build add-ins. Chapter 8 shows you how to deal with documents and code editors in your add-ins. Chapter 9 explains how to work with programming codes and how to manipulate their elements. Chapter 10 describes some ways to work with user interface elements, Windows Forms, and controls via code in your add-ins. Chapter

11 discusses the Tools Options page and uses add-ins as the case study to show you how to create your own Tools Options pages. Chapter 12 teaches you how to debug and test your add-ins. Chapter 13 shows you how to deploy your add-ins. Chapter 14 completes the discussion about add-ins by talk about resources and localization of add-ins. Chapter 15 discusses a new feature in VS 2008: the Visual Studio Shell. Chapter 16 talks about domain-specific language tools; you will learn how to build them and see a quick overview of DSL tools. Chapter 17 discusses debugging and how to extend debugging features. Chapter 18 talks about VSPackages as a way to extend VS functionality and add something new to its existing packages. Chapter 19 teaches you what a code snippet is and how to write and manage code snippets in Visual Studio to make your coding process easier. Chapter 20 talks about VS project templates and starter kits and how to write your own project templates. Chapter 21 focuses on MSBuild and writing custom builds for Visual Studio and .NET applications. Chapter 22 discusses Visual Studio macros in detail and explains how to build a Visual Studio macro. Keyvan Nayyeri is a software architect and developer. He has a Bachelor of Science degree in applied mathematics. His main focus is on Microsoft development technologies and their related markup languages. Nayyeri is also a team leader and developer for several .NET open-source projects; this includes writing code for special purposes. He holds an MVP award for Comunnity Server. He recently co-authored Wrox Professional Community Server (2007).

## **Dynamics 365 Business Central Development Quick Start Guide**

Step-by-step guide to all the tools and extensions in the Visual Studio 2019 IDE

**DESCRIPTION** This book peeks into every corner of the Visual Studio IDE and will help you get started with the latest 2019 version. Right from installation, you'll discover new features within the tool and the optimal way to use the features you may already know. You'll learn, for example, how to extend Visual Studio with your own customizations, so that you can make it perform the way you want. You will then explore everything about NuGet package, test applications using Live Unit Testing, and learn how to make code templates using the T4 code generation tool. You'll get to grips with the richer JavaScript IntelliSense, which will help you focus more on coding. Moving on, you'll learn to work with the dedicated workloads for data storage and data science. You will also review the more advanced architecture tools concealed within the IDE and finally create cloud-first applications powered by Microsoft Azure using the built-in suite of Azure tools.

**KEY FEATURES**

- Create and use custom IDE extensions
- Find, download, and use the best IDE extensions for web, mobile, Azure, and Windows
- Enhance programming experience and time with debugging tools
- Enhance coding capabilities with coding tools
- Test projects proactively
- Create powerful web, mobile, and Azure solutions for the real world

**WHAT WILL YOU LEARN** By the end of the book, you will be able to tackle any solution for any platform head-on. You will create real-world solutions from start to finish. By using the tools and extensions outlined in this

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book, you will be able to code better and faster, debug better, share your code with more peers, test your code better, and install or publish your apps quicker and without issues. WHO THIS BOOK IS FOR The book is intended for any .NET developer. You can be a seasoned developer or a newbie just starting out. This book will play a pivotal role in presenting all the tools you need to become a better developer. Table of Contents 1. Getting started with Visual Studio 2. Digging in the Visual Studio IDE 3. IntelliSense 4. Language & coding changes in C# 5. What's new in .Net core 6. Built-in tools 7. Debugging tools 8. Testing tools 9. ASP.NET tools 10. Mobile tools 11. Azure tools 12. IDE extensions 13. ASP.NET extensions 14. Mobile extensions 15. Azure DevOps extensions

## **Mastering Microsoft Power BI**

## **SharePoint Development with the SharePoint Framework**

Gain practical skills with Azure and understand how to start developing scalable and easy-to-maintain cloud applications Key Features Get up and running with the development aspects of Azure cloud Build fault-tolerant and scalable applications on Azure A practical, developer-centric guide for Azure developers Book Description Microsoft Azure is one of the fastest growing public cloud service

providers in the market currently, and also holds the second highest market share after AWS. Azure has a sophisticated set of services that will help you build fault-tolerant and scalable cloud-based applications. Hands-On Azure for Developers will take you on a journey through multiple PaaS services available in Azure, including App Services, Functions, and Service Fabric, and explain in detail how to build a complete and reliable system with ease. You will learn about how to maximize your skills when building cloud-based solutions leveraging different SQL/NoSQL databases, serverless and messaging components, and even search engines such as Azure Search. In the concluding chapters, this book covers more advanced scenarios such as scalability best practices, serving static content with Azure CDN, and distributing loads with Azure Traffic Manager. By the end of the book, you will be able to build modern applications on the Azure cloud using the most popular and promising technologies, which will help make your solutions reliable, stable, and efficient. What you will learn

- Implement serverless components such as Azure functions and logic apps
- Integrate applications with available storages and containers
- Understand messaging components, including Azure Event Hubs and Azure Queue Storage
- Gain an understanding of Application Insights and other proper monitoring solutions
- Store your data with services such as Azure SQL and Azure Data Lake Storage
- Develop fast and scalable cloud applications

Who this book is for Hands-On Azure for Developers is for developers who want to build highly scalable cloud-based applications on Azure. Prior knowledge of Azure services will be an added advantage.

### **Beginning Visual Studio for Mac**

You need much more than imagination to predict earthquakes and detect brain cancer cells. Become an expert in designing and deploying TensorFlow and Keras models, and generate insightful predictions with the power of deep learning. Key Features Cover the basics of neural networks and choose the right model architecture Make predictions with a trained model and get to grips with TensorBoard Evaluate metrics and techniques and deploy a model as a web application Book Description With this book, you'll learn how to train, evaluate and deploy Tensorflow and Keras models as real-world web applications. After a hands-on introduction, you'll use a sample model to explore the details of deep learning, selecting the right layers that can solve a given problem. By the end of the book, you'll build a Bitcoin application that predicts the future price, based on historic, and freely available information. What you will learn Set up a deep learning programming environment Explore the common components of a neural network and its essential operations Prepare data for a deep learning model- Deploy model as an interactive web application, with Flask and a HTTP API Use Keras, a TensorFlow abstraction library Explore the types of problems addressed by neural networks Who this book is for This book is ideal for experienced developers, analysts, or a data scientists, who want to develop applications using TensorFlow and Keras. This rapid hands-on course quickly shows you how to get to grips with TensorFlow in the context of real-world application development. We assume that

you are familiar with Python and have a basic knowledge of web application development. If you have a background in linear algebra, probability, and statistics, you will easily grasp concepts that are discussed in the book.

### **The Curse of Ammon**

Quickly learn how to get the most out of the Visual Studio for Mac integrated development environment (IDE). Microsoft has invested heavily to deliver their very best development tools and platforms to other operating systems. Visual Studio for Mac is a powerful developer tool that reinforces Microsoft's "mobile-first", "cloud-first", and "any developer, any platform, any device" strategy. With the author's guided expertise and extensive code samples, you will understand how to leverage the most useful tools in Visual Studio for Mac, the code editor, and the powerful debugger. You also will appreciate the author's guidance on collaborating with other team members using integrated tooling for the Git source control engine. Whether you are a Mac developer interested in cross-platform development or a Windows developer using a Mac, *Beginning Visual Studio for Mac* will quickly get you up to speed! What You'll Learn Prepare, configure, and debug in the Mac development environment Create cross-platform mobile apps for Android, iOS, and Windows with Xamarin and C# in Visual Studio for Mac Build cross-platform Web applications with .NET Core using Visual Studio for Mac Customize your productive and collaborative development environment Who This

Book Is For Software developers using a Mac computer who want to build mobile or web applications that run on multiple operating systems

### **NSHipster**

Learn how to use Cordova, Visual Studio, and TypeScript to develop mobile applications that target all market segments.

### **Front-end Development with ASP.NET Core, Angular, and Bootstrap**

Microsoft Visual Studio is an integrated development environment (IDE) from Microsoft. It is used to develop computer programs for Microsoft Windows, as well as web sites, web applications and web services. Visual Studio uses Microsoft software development platforms such as Windows API, Windows Forms, Windows Presentation Foundation, Windows Store and Microsoft Silverlight. It can produce both native code and managed code. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This

succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

### **Unreal Engine 4 Scripting with C++ Cookbook**

Build modern SPAs by learning the latest and powerful features of Angular 5 and TypeScript 2.x About This Book The best overview of Angular 5 on the market, this guide gathers together everything there is to know about Angular 5 and groups it into intuitive sections. Learn to build, grow and test powerful and scalable mobile and desktop web applications with Angular Explore the latest features of Angular 5 and TypeScript 2.4 by building a complete responsive application from scratch. Deliver seamless web navigation experiences with application routing and state handling common features with ease The author has done all the hard work of fitting everything Angular 5 means for developers, making this book the quickest way to learn Angular 5 from scratch. Who This Book Is For This book is for web developers who want to build the next generation of state-of-the-art mobile and desktop web applications with Angular. This book does not require you to have prior exposure to either Angular 1.x, 2 or 4, although comprehensive knowledge of JavaScript is assumed. What You Will Learn Set up the workspace and the project using webpack and Angular-Cli Explore the features of TypeScript and organize the code in ES6 modules Work with HTTP and Data Services and understand how data

can flow in the app Create multiple views and learn how to navigate between them Make the app beautiful by adding Material Design Implement two different types of form handling and its validation Add animation to some standard events such as route change, initialization, data load, and so on Discover how to bulletproof your applications by introducing smart unit testing techniques and debugging tools In Detail The latest version of Angular comes with a lot of new features that help you to make your applications smaller and faster. This book will show you how to set up an Angular project, and you'll build Angular components right from the beginning. Moving on, you'll explore and work with the components to build your app. Next, you'll find out more about TypeScript and see how to use it to build apps in the best way possible. You'll then be introduced to the building blocks - Properties, Events, Directives, and Pipes - and how it can be used to implement and enhance the components. Additionally, you'll be using Angular components to organize your components in a scalable way. Then you'll understand how to get data in your app and add navigation to it. Furthermore, you'll deep dive and w

## **Dancing with Qubits**

Enhance your programming skills by learning the intricacies of object oriented programming in C# 8 Key Features Understand the four pillars of OOP; encapsulation, inheritance, abstraction and polymorphism Leverage the latest features of C# 8 including nullable reference types and Async Streams Explore

various design patterns, principles, and best practices in OOP Book Description Object-oriented programming (OOP) is a programming paradigm organized around objects rather than actions, and data rather than logic. With the latest release of C#, you can look forward to new additions that improve object-oriented programming. This book will get you up to speed with OOP in C# in an engaging and interactive way. The book starts off by introducing you to C# language essentials and explaining OOP concepts through simple programs. You will then go on to learn how to use classes, interfaces and properties to write pure OOP code in your applications. You will broaden your understanding of OOP further as you delve into some of the advanced features of the language, such as using events, delegates, and generics. Next, you will learn the secrets of writing good code by following design patterns and design principles. You'll also understand problem statements with their solutions and learn how to work with databases with the help of ADO.NET. Further on, you'll discover a chapter dedicated to the Git version control system. As you approach the conclusion, you'll be able to work through OOP-specific interview questions and understand how to tackle them. By the end of this book, you will have a good understanding of OOP with C# and be able to take your skills to the next level. What you will learn Master OOP paradigm fundamentals Explore various types of exceptions Utilize C# language constructs efficiently Solve complex design problems by understanding OOP Understand how to work with databases using ADO.NET Understand the power of generics in C# Get insights into the popular version control system, Git Learn how to model and

design your software Who this book is for This book is designed for people who are new to object-oriented programming. Basic C# skills are assumed, however, prior knowledge of OOP in any other language is not required.

### **Visual Studio Code Succinctly**

A STORY OF THE LOST ARMY OF CAMBYSES524 B.C., Thebes, Egypt.King Cambyses is livid. The insolent and influential priests of Ammon have refused to recognize the Persian King as Pharaoh. Now, a detachment of fifty-thousand men is on the march to the distant town to burn the revered temple of the Oracle and enslave its people.As the vast column marches in the desolate landscape, leaders plot for greater things: glory and governorship, title of Pharaoh, riches and influence.But one man seeks something else.Revenge.And soon, some are about to learn that the swirling sand of the desert is not the only thing in their path to plunder and glory.The Curse of Ammon follows the footsteps of the other Whispers Of Atlantis books with an exciting story backed by great research. This book can be enjoyed as a standalone. To see how the books of the series connect, go to <https://jaypenner.com>

### **Hands-On Object-Oriented Programming with C#**

The easiest way to learn Lua programming Key Features The easiest way to learn Lua coding Use the Lua standard libraries and debug Lua code Embed Lua as a scripting language using the Lua C API Book Description Lua is a small, powerful and extendable scripting/programming language that can be used for learning to program, and writing games and applications, or as an embedded scripting language. There are many popular commercial projects that allow you to modify or extend them through Lua scripting, and this book will get you ready for that. This book is the easiest way to learn Lua. It introduces you to the basics of Lua and helps you to understand the problems it solves. You will work with the basic language features, the libraries Lua provides, and powerful topics such as object-oriented programming. Every aspect of programming in Lua, variables, data types, functions, tables, arrays and objects, is covered in sufficient detail for you to get started. You will also find out about Lua's module system and how to interface with the operating system. After reading this book, you will be ready to use Lua as a programming language to write code that can interface with the operating system, automate tasks, make playable games, and much more. This book is a solid starting point for those who want to learn Lua in order to move onto other technologies such as Love2D or Roblox. A quick start guide is a focused, shorter title that provides a faster paced introduction to a technology. It is designed for people who don't need all the details at this point in their learning curve. This presentation has been streamlined to concentrate on the things you really need to know. What you will learn Understand the basics of programming the Lua language

Understand how to use tables, the data structure that makes Lua so powerful  
Understand object-oriented programming in Lua using metatables  
Understand standard LUA libraries for math, file io, and more  
Manipulate string data using Lua  
Understand how to debug Lua applications quickly and efficiently  
Understand how to embed Lua into applications with the Lua C API  
Who this book is for  
This book is for developers who want to get up and running with Lua. This book is ideal for programmers who want to learn to embed Lua in their own applications, as well as for beginner programmers who have never coded before.

## **Beginning Application Development with TensorFlow and Keras**

Understand the constructs of the Python programming language and use them to build data science projects  
Key Features  
Learn the basics of developing applications with Python and deploy your first data application  
Take your first steps in Python programming by understanding and using data structures, variables, and loops  
Delve into Jupyter, NumPy, Pandas, SciPy, and sklearn to explore the data science ecosystem in Python  
Book Description  
Python is the most widely used programming language for building data science applications. Complete with step-by-step instructions, this book contains easy-to-follow tutorials to help you learn Python and develop real-world data science projects. The “secret sauce” of the book is its curated list of topics and solutions, put together using a range of real-world projects, covering initial data collection, data analysis, and production. This

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Python book starts by taking you through the basics of programming, right from variables and data types to classes and functions. You'll learn how to write idiomatic code and test and debug it, and discover how you can create packages or use the range of built-in ones. You'll also be introduced to the extensive ecosystem of Python data science packages, including NumPy, Pandas, scikit-learn, Altair, and Datashader. Furthermore, you'll be able to perform data analysis, train models, and interpret and communicate the results. Finally, you'll get to grips with structuring and scheduling scripts using Luigi and sharing your machine learning models with the world as a microservice. By the end of the book, you'll have learned not only how to implement Python in data science projects, but also how to maintain and design them to meet high programming standards. What you will learn

- Code in Python using Jupyter and VS Code
- Explore the basics of coding – loops, variables, functions, and classes
- Deploy continuous integration with Git, Bash, and DVC
- Get to grips with Pandas, NumPy, and scikit-learn
- Perform data visualization with Matplotlib, Altair, and Datashader
- Create a package out of your code using poetry and test it with PyTest
- Make your machine learning model accessible to anyone with the web API

Who this book is for If you want to learn Python or data science in a fun and engaging way, this book is for you. You'll also find this book useful if you're a high school student, researcher, analyst, or anyone with little or no coding experience with an interest in the subject and courage to learn, fail, and learn from failing. A basic understanding of how computers work will be useful.

### **Professional Visual Studio Extensibility**

Design, develop, and master efficient Power BI solutions for impactful business insights Key Features Get to grips with the fundamentals of Microsoft Power BI Combine data from multiple sources, create visuals, and publish reports across platforms Understand Power BI concepts with real-world use cases Book Description Microsoft Power BI Complete Reference Guide gets you started with business intelligence by showing you how to install the Power BI toolset, design effective data models, and build basic dashboards and visualizations that make your data come to life. In this Learning Path, you will learn to create powerful interactive reports by visualizing your data and learn visualization styles, tips and tricks to bring your data to life. You will be able to administer your organization's Power BI environment to create and share dashboards. You will also be able to streamline deployment by implementing security and regular data refreshes. Next, you will delve deeper into the nuances of Power BI and handling projects. You will get acquainted with planning a Power BI project, development, and distribution of content, and deployment. You will learn to connect and extract data from various sources to create robust datasets, reports, and dashboards. Additionally, you will learn how to format reports and apply custom visuals, animation and analytics to further refine your data. By the end of this Learning Path, you will learn to implement the various Power BI tools such as on-premises gateway together along with staging and securely distributing content via apps. This Learning Path includes

content from the following Packt products: Microsoft Power BI Quick Start Guide by Devin Knight et al. Mastering Microsoft Power BI by Brett Powell What you will learn Connect to data sources using both import and DirectQuery options Leverage built-in and custom visuals to design effective reports Administer a Power BI cloud tenant for your organization Deploy your Power BI Desktop files into the Power BI Report Server Build efficient data retrieval and transformation processes Who this book is for Microsoft Power BI Complete Reference Guide is for those who want to learn and use the Power BI features to extract maximum information and make intelligent decisions that boost their business. If you have a basic understanding of BI concepts and want to learn how to apply them using Microsoft Power BI, then Learning Path is for you. It consists of real-world examples on Power BI and goes deep into the technical issues, covers additional protocols, and much more.

### **Hands-On Azure for Developers**

This book was designed to make concepts as easy as possible, while explaining how programming works. This guide is different from others in that it includes a variety of different exercises that readers can learn from.

### **Developing Multi-Platform Apps with Visual Studio Code**

To be an NSHipster is to care deeply about the craft of writing code. In cultivating a deep understanding and appreciation of Objective-C, its frameworks and ecosystem, one is able to create apps that delight and inspire users. Combining articles from NSHipster.com with new essays, this book is the essential guide for modern iOS and Mac OS X developers.

### **Developing with Visual Studio Code**

Learn how to build high-performing enterprise applications using Java EE powered by Angular at the frontend Key Features Leverage Java EE 8 features to build robust backend for your enterprise applications Use Angular to build a single page frontend and combine it with the Java EE backend A practical guide filled with ample real-world examples Book Description The demand for modern and high performing web enterprise applications is growing rapidly. No more is a basic HTML frontend enough to meet customer demands. This book will be your one-stop guide to build outstanding enterprise web applications with Java EE and Angular. It will teach you how to harness the power of Java EE to build sturdy backends while applying Angular on the frontend. Your journey to building modern web enterprise applications starts here! The book starts with a brief introduction to the fundamentals of Java EE and all the new APIs offered in the latest release. Armed with the knowledge of Java EE 8, you will go over what it's like to build an end-to-end application, configure database connection for JPA, and build scalable

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microservices using RESTful APIs running in Docker containers. Taking advantage of the Payara Micro capabilities, you will build an Issue Management System, which will have various features exposed as services using the Java EE backend. With a detailed coverage of Angular fundamentals, the book will expand the Issue Management System by building a modern single page application frontend. Moving forward, you will learn to fit both the pieces together, that is, the frontend Angular application with the backend Java EE microservices. As each unit in a microservice promotes high cohesion, you will learn different ways in which independent units can be tested efficiently. Finishing off with concepts on securing your enterprise applications, this book is a hands-on guide for building modern web applications. What you will learn

- Write CDI-based code in Java EE 8 applications
- Build an understanding of microservices and what they mean in a Java EE context
- Employ Docker to build and run microservice applications
- Use configuration options to work effectively with JSON documents
- Handle asynchronous tasks and write REST API clients
- Set the foundation for working on Angular projects with the fundamentals of TypeScript
- Learn to use Angular CLI to add and manage new features
- Secure Angular applications using malicious attacks adopting JSON Web tokens

Who this book is for This book is for Java EE developers who would like to build modern enterprise web applications using Angular. No knowledge of Angular is required.

## Visual Studio Code 2016 for Bizzies

Easily get started programming using the ultra-versatile C# 7 and Visual Studio 2017 Beginning C# 7 Programming with Visual Studio 2017 is the beginner's ultimate guide to the world's most popular programming language. Whether you're new to programming entirely, or just new to C#, there has never been a better time to get started. The new C# 7 and Visual Studio 2017 updates feature a number of new tools and features that streamline the workflow, simplify the code, and make it easier than ever to build high-quality apps. This book walks you through everything you need to know, starting from the very basics, to have you programming in no time. You'll learn about variables, flow control, and object oriented programming, then move into Web and Windows programming as well as databases and XML. The companion website provides downloadable code examples, and practical Try It Out sections provide explicit, step-by-step instructions for writing your own useful, customizable code. C# 7 can be used to build Windows applications, program Windows 10, and write Web apps when used alongside ASP.NET. With programming skills becoming de rigueur in fields far beyond the tech world, C# 7 is a great place to start building versatile, helpful skills. This book gets you started quickly and easily with instruction from a master-team of C# programmers. Learn how to program using the world's leading programming language Build smarter, faster apps using the latest features in C# 7 and Visual Studio 2017 Find and fix bugs sooner, saving headaches down the line Integrate with all .NET Core, Azure applications, cloud services, Docker containers,

and more The world of programming can seem intimidating to a beginner, and the prospect of learning a whole new “language” can seem daunting. *Beginning C# 7 Programming with Visual Studio 2017* demystifies the process and shows you how to bring your ideas to life.

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