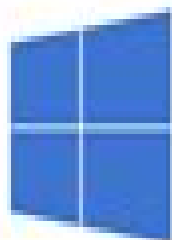




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Yohan Lasorsa, Christopher Maneu

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PowerShell Core for Linux Administrators Cookbook Prashanth Jayaram, Ram Iyer, 2018-11-30 Over 150 recipes to leverage Microsoft's open source automation framework and command line shell Key Features Work effectively on Windows Linux and macOS with PowerShell's object oriented approach and capabilities Handle structured data seamlessly without the need for manual parsing Enhance your native Linux capabilities with PowerShell Core 6.1 Book Description PowerShell Core the open source cross platform that is based on the open source cross platform .NET Core is not a shell that came out by accident it was intentionally created to be versatile and easy to learn at the same time PowerShell Core enables automation on systems ranging from the Raspberry Pi to the cloud PowerShell Core for Linux Administrators Cookbook uses simple real world examples that teach you how to use PowerShell to effectively administer your environment As you make your way through the book you will cover interesting recipes on how PowerShell Core can be used to quickly automate complex repetitive and time consuming tasks In the concluding chapters you will learn how to develop scripts to automate tasks that involve systems and enterprise management By the end of this book you will have learned about the automation capabilities of PowerShell Core including remote management using OpenSSH cross platform enterprise management working with Docker containers and managing SQL databases What you will learn Leverage the object model of the shell which is based on .NET Core Administer computers locally as well as remotely using PowerShell over OpenSSH Get to grips with advanced concepts of PowerShell functions Use PowerShell for administration on the cloud Know the best practices pertaining to

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stunning 3D games in a short amount of time using Amazon Lumberyard a free and exciting game development platform This book is a ground up out of the box tutorial on 3D game development and programming with Lua and Amazon Lumberyard with little or no game development experience required Beginning Game Development with Amazon Lumberyard walks you through the user interface of the Amazon Lumberyard engine teaches you how to develop detailed terrain using heightmaps megatextures weather and vegetation and takes you through exporting the game for distribution The book will show you how to create a player as well as enemies while not getting bogged down with third party tools for animation or model creation You will also work with simple physics colliders meshes weather generation Lua scripting user interface development and much more By the end of the book you will be able to create many different types of video games using the Amazon Lumberyard engine and even have a completed project ready to release or put in your portfolio What You Will Learn Discover the mechanics and terminology of game development Familiarize yourself with the Amazon Lumberyard game engine in detail Modify game scripts using the Lua language Discover how to optimally structure game layers Who This Book is For Developers programmers and would be game designers who have long wanted to dip their toes into the world of game development but have found other game engines and platforms to have too high a barrier to entry [Bootstrap for ASP.NET MVC](#) Pieter van der Westhuizen,2016-09-30 Combine the power of ASP NET Core with Bootstrap 4 to build elegant responsive web apps About This Book Updated for Bootstrap 4 and ASP Net MVC 6 this book shows how to take advantage of the latest new features introduced in both of these industry leading frameworks Build responsive mobile ready apps by combining the power of ASP NET MVC with Bootstrap Grasp the intricacies of Bootstrap and how to use it with ASP NET MVC Build your own tools and helpers to assist you in creating ASP NET MVC Bootstrap sites easily and quickly Master the use of Bootstrap components and plugins with ASP NET MVC Who This Book Is For If you are an ASP NET MVC developer and would like to know how to incorporate Bootstrap into your projects then this book is invaluable to you Developers with entry level experience of ASP NET MVC development and limited experience with Bootstrap will also benefit from this book What You Will Learn Create a new ASP NET MVC project that uses Bootstrap for its styling and learn how to include external libraries using the new package managers Learn to use the various Bootstrap CSS and HTML elements and how to use the new Bootstrap 4 grid layout system Explore the different input groups and implement alerts progress bars and badges Explore JavaScript components by illustrating and walking through the process of using JavaScript jQuery to add interactivity to Twitter Bootstrap components Build your own ASP NET MVC helpers and tag helpers to reduce the amount of HTML needed to generate Bootstrap elements Convert a Bootstrap HTML template into a usable ASP NET MVC project Use the jQuery DataTables plugin with Bootstrap and ASP NET MVC In Detail One of the leading open source frontend frameworks Bootstrap has undergone a significant change and introduced several features that make designing compelling next generation UIs much simpler Integrating Bootstrap with ASP NET s powerful components can further enhance its capabilities

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[Essential Docker for ASP.NET Core MVC](#) Adam Freeman,2017-04-06 Find out how to use Docker in your ASP NET Core MVC applications and how containers make it easier to develop deploy and manage those applications in production environments Packed with examples and practical demonstrations this book will help you deploy even large scale cross platform web applications from development into production Best selling author Adam Freeman takes you on a whirlwind tour of Docker from creating a consistent development environment for your team to deploying a project and scaling it up in production By the end of the book you will have a solid understanding of what Docker does how it does it and why it is useful when developing and deploying ASP NET Core MVC applications What You Will Learn Gain a solid understanding of Docker what it is and why you should be using it for your ASP NET Core MVC applications Use Docker to create a development platform for ASP NET Core MVC so that applications behave consistently across development and production Use Docker to test deploy and manage ASP NET Core MVC containers Use Docker Swarms to scale up applications to cope with large workloads Who This Book Is For ASP NET Core MVC developers who want to use Docker to containerize and manage their applications

Ethereum For Dummies Michael G. Solomon,2019-03-28 Dive into a secure future Professionals look to Ethereum as a blockchain based platform to develop safe applications and conduct secure transactions It takes a knowledgeable guiding hand to understand how Ethereum works and what it does and Ethereum For Dummies provides that guidance Written by one of the leading voices in the blockchain community and best selling author of Blockchain For Dummies this book demystifies the workings of Ethereum and shows how it can enhance security transactions and investments As an emerging application of blockchain technology Ethereum attracts a wide swath of professionals ranging from financial pros who see it as a way to enhance their business security analysts who want to conduct secure transactions programmers who build apps that employ the Ethereum blockchain or investors interested in cashing in on the rise of cryptocurrency Ethereum For Dummies offers a starting point to all members of this audience as it provides easy to understand explanation of the tools and techniques of using Ethereum

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Parallel Programming with C# and .NET Core Verma Neha Rishabh, Shrivastava Ravindra Akella,2020-09-03 Learn understand and code parallel programs with confidence using C 8 and NET Core 3 0 Key Features a Explore and work with the new features and enhancements in NET Core 3 1 and C 8 a Understand the fundamentals of parallel programming a Learn various threading patterns and synchronization constructs a Build concurrent applications using C and NET Core 3 1 from the ground up a Understand the principles of unit testing and debugging in concurrent applications Description Application development has evolved over the last decade and with the advent of the latest technologies like Angular React on client side and ASP NET Core Spring on the server side the consumer expectations have risen like never before The primary objective of this book is to help readers understand the importance of asynchronous programming and various ways it can be achieved using NET Core 3 1 and C 8 to successfully build concurrent applications Along the way reader will learn the fundamentals of threading asynchronous programming various asynchronous patterns synchronisation constructs unit testing parallel methods debugging enterprise applications and cool tips and tricks There are samples based on practical examples that will help the reader effectively use parallel programming By the end of this book you will be equipped with all the knowledge needed to understand code and debug multithreaded concurrent and parallel programs with confidence What will you learn a Understand the internals of async await a Learn how to build applications using async await a Write unit tests for asynchronous methods a Explore various debugging techniques for enterprise applications a Discover cool tips tricks and best practices to help you avoid common mistakes Who this book is for Beginners and intermediate developers who build

enterprise applications using .NET Core platform and tools Advanced users can also use this book for brushing up fundamentals and for learning debugging tools techniques tips and tricks

TABLE OF CONTENTS

- 1 Getting Started
- 2 What's new in C# 8
- 3 .NET Core 3.1
- 4 Demystifying Threading
- 5 Parallel Programming
- 6 The Threading Patterns
- 7 Synchronization Constructs
- 8 Unit Testing Parallel and Asynchronous Programs
- 9 Debugging and Troubleshooting Its spelling is incorrect in pdf
- 10 Tips and Tricks

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Python Packages

Tomas Beuzen, Tiffany Timbers, 2022-04-20 Python Packages introduces Python packaging at an introductory and practical level that's suitable for those with no previous packaging experience Despite this the text builds up to advanced topics such as automated testing creating documentation versioning and updating a package and implementing continuous integration and deployment Covering the entire Python packaging life cycle this essential guide takes readers from package creation all the way to effective maintenance and updating Python Packages focuses on the use of current and best practice packaging tools and services like poetry cookiecutter pytest sphinx GitHub and GitHub Actions Features The book's source code is available online as a GitHub repository where it is collaborated on automatically tested and built in real time as changes are made demonstrating the use of good reproducible and clear project workflows Covers not just the process of

creating a package but also how to document it test it publish it to the Python Package Index PyPI and how to properly version and update it All concepts in the book are demonstrated using examples Readers can follow along creating their own Python packages using the reproducible code provided in the text Focuses on a modern approach to Python packaging with emphasis on automating and streamlining the packaging process using new and emerging tools such as poetry and GitHub Actions

Practical GPU Graphics with wgpu and Rust Jack Xu,2022-01-19 wgpu is the next generation graphics API and future standard in Rust for both native devices and the web aiming to provide modern 3D graphics and computation capabilities using GPU acceleration This book provides all the tools you need to create advanced 3D graphics and GPU computing in Rust using this new wgpu API First this book will take you through the development environment for building wgpu applications in Rust and then introduce Rust and wgpu basics shader programs GPU buffers and rendering pipelines Next you will learn how to create primitives and simple objects in wgpu As you progress through the chapters you will get to grips with advanced wgpu topics including 3D transformations lighting calculations colormaps and textures At the same time you will learn how to create advanced 3D wgpu objects including various 3D wireframes 3D shapes and simple and parametric 3D surfaces with colormaps and textures as well as beautiful 2D and 3D fractal images described by complex functions In addition you will explore new wgpu features such as the compute shader and storage buffers and use them to simulate large particle systems By the end of this book you will have the solid skills you need to build your own GPU accelerated graphics and computing applications on both native devices and the web in Rust with the wgpu API This book includes Development environment and tools for building wgpu apps in Rust Rust and wgpu basics WGSL shaders and rendering pipeline Primitives and simple shapes in wgpu 3D transformations model viewing projection and various coordinate systems GPU buffers uniform buffer objects animation and camera controls Normal vectors lighting model ambient diffuse and specular light calculations UV coordinates texture mapping Color model colormaps and color interpolation 3D shapes wireframes surfaces and 3D charts 2D and 3D fractal images created in the fragment shader Compute shaders storage buffers and large particle system simulation

Kickstart Python Programming Fundamentals: Real-World Projects and Hands-on Exercises to Cement Every Python Programming Concept Jit Sinha,2025-06-24 Keep Calm and Let Us Tame the Python Key Features Beginner friendly with clear examples and no prior coding needed Step by step projects from basics to real world applications Hands on learning with flowcharts functions and data tools Book DescriptionPython is more than a programming language it s a career catalyst Whether you re aiming to future proof your skills automate everyday tasks or break into tech Python is the gateway Kickstart Python Programming Fundamentals is your launchpad built specifically for absolute beginners freshers students and professionals with no coding background With crystal clear explanations real world examples and zero jargon this book makes programming accessible engaging and fun You ll start by writing your first Python program and gradually master essential concepts like variables loops functions and

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understanding of automation addressing the common pain points and best practices around test automation What you will learnGain a solid understanding of test automationUnderstand how automation fits into a test strategyExplore essential design patterns for test automationDesign and implement highly reliable automated testsUnderstand issues and pitfalls when executing test automationDiscover the commonly used test automation tools frameworksWho this book is for This book is for manual testers who want to enter the field of test automation and developers who want to learn more about test automation

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Table of Contents Download Visual Studio Code

1. Understanding the eBook Download Visual Studio Code
 - The Rise of Digital Reading Download Visual Studio Code
 - Advantages of eBooks Over Traditional Books
2. Identifying Download Visual Studio Code
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Download Visual Studio Code
 - User-Friendly Interface
4. Exploring eBook Recommendations from Download Visual Studio Code
 - Personalized Recommendations
 - Download Visual Studio Code User Reviews and Ratings
 - Download Visual Studio Code and Bestseller Lists
5. Accessing Download Visual Studio Code Free and Paid eBooks

- Download Visual Studio Code Public Domain eBooks
- Download Visual Studio Code eBook Subscription Services
- Download Visual Studio Code Budget-Friendly Options
- 6. Navigating Download Visual Studio Code eBook Formats
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