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Shyam Seshadri,Brad Green

WebStorm Essentials Stefan Rosca, 2015-10-19 Build efficient HTML, CSS and JavaScript applications using the powerful WebStorm IDEAbout This Book • Get to grips with the newest features of WebStorm • Use WebStorm to simplify your web development process and improve its efficiency • Best practices and cutting-edge technologies for JavaScript developmentWho This Book Is Forlf you are a web developer who is new to WebStorm, this is the book for you. Knowledge of languages such as JavaScript, HTML, and CSS is assumed, with a reasonable understanding of frameworks such as AngularJS, Node.js, and Meteor.What You Will Learn● Install and configure WebStorm to suit your workflow● Develop mobile applications using web technologies with WebStorm. Create simple web pages with the help of templates. Improve your web development efficiency with WebStorm's built-in features. Analyse and debug your code in WebStorm. Perform unit testing and debugging in WebStorm to test your applications. Get to grips with the latest version of WebStorm (WebStorm 10) to revolutionize your web development experience In DetailJetBrains WebStorm is a commercial and powerful IDE, perfectly equipped for complex client-side development and server-side development with Node.js. It provides first-class support for JavaScript, Node.js, HTML, and CSS. WebStorm is the number one choice for developing web applications due to its advanced features and integration with a plethora of topical technologies such as Meteor and Gulp. This book will be your companion in building high-quality web applications using WebStorm, taking advantage of the newest features of Webstorm 10. You will start with an introduction to the latest features of WebStorm and its interface, followed by learning how to set up a new project with the help of templates. You will then build a web application using AngularJS, ReactJs, Node.js, Express, and Meteor. This book will also show you how to use pioneering HTML5 technologies in mobile application development and package managers, as well as how to build automation tools for your application. Finally, you will discover how to perform debugging, tracing, profiling, and code style checking activities directly in WebStorm, followed by testing your application inside WebStorm, using some of the most popular testing libraries out there.By the end of this book, you will have a solid understanding of how to develop powerful web applications quickly and easily with WebStorm.Style and approachThis book is a hands-on guide to getting to grips with WebStorm, complete with plenty of screenshots and tips. New features are introduced to you with the help of sample applications.

Learn Angular: Related Tool & Skills Jurgen van de Moere, Florian Rappl, Ilya Bodrov-Krukowski, Jeff Smith, Michael Wanyoike, Todd Motto, 2018-06-15 Angular is not just a framework, but rather a platform that empowers developers to build applications for the web, mobile, and the desktop. This book provides an overview of some essential Angular tools--such as Angular CLI, Angular Augary, and Sublime Text--as well as outlining some must-have TypeScript tips. This book is for all front-end developers who want to become proficient with Angular and its related tools. You'll need to be familiar with HTML and CSS and have a reasonable level of understanding of JavaScript in order to follow the discussion.

Learn Angular: The Collection Ilya Bodrov-Krukowski, Manjunath M, Byron Houwens, Jason Aden, David Aden, Claudio Ribeiro, Jeremy Wilken, Michael Wanyoike, Ahmed Bouchefra, Vildan Softic, Pavels Jelisejevs, Simon Holmes, Todd Motto, 2018-06-15 Angular is not just a framework, but rather a platform that empowers developers to build applications for the web, mobile, and the desktop. This collection is a set of books aimed at getting you up to speed with Angular. It contains: Learn Angular: Your First Week, a collection of articles introducing Angular Learn Angular: Build a Todo App, an in-depth project tutorial that builds a complete Angular application from start to finish Learn Angular: 4 Angular Projects presents four practical Angular projects Learn Angular: Related Tools & Skills contains a collection of articles outlining essential tools and skills that every modern JavaScript developer should know. This book is for all front-end developers who want to become proficient with Angular and its related tools. You'll need to be familiar with HTML and CSS and have a reasonable level of understanding of JavaScript in order to follow the discussion.

Mastering TypeScript 3 Nathan Rozentals,2019-02-28 Master the TypeScript language and its latest features. Explore modern application frameworks and utilize industry best practices in TDD, OOP and UI Design. Key FeaturesLearn the key features of TypeScript 3 and explore advanced language features through in-depth discussions. Use TypeScript with modern frameworks including Backbone, Angular, Aurelia, React, and Node. Explore TDD practices, OOP techniques, and industry best practices to create high-quality, modular, and adaptable applications. Book Description TypeScript is both a language and a set of tools to generate JavaScript. It was designed by Anders Hejlsberg at Microsoft to help developers write enterprise-scale JavaScript. Starting with an introduction to the TypeScript language, before moving on to basic concepts, each section builds on previous knowledge in an incremental and easy-to-understand way. Advanced and powerful language features are all covered, including asynchronous programming techniques, decorators, and generics. This book explores many modern JavaScript and TypeScript frameworks side by side in order for the reader to learn their respective strengths and weaknesses. It will also thoroughly explore unit and integration testing for each framework. Best-of-breed applications utilize well-known design patterns in order to be scalable, maintainable, and testable. This book explores some of these object-oriented techniques and patterns, and shows real-world implementations. By the end of the book, you will have built a comprehensive, end-to-end web application to show how TypeScript language features, design patterns, and industry best practices can be brought together in a real-world scenario. What you will learnGain insights into core and advanced TypeScript language featuresIntegrate existing JavaScript libraries and third-party frameworks

using declaration filesTarget popular JavaScript frameworks, such as Angular, React, and moreCreate test suites for your application with Jasmine and SeleniumOrganize your application code using modules, AMD loaders, and SystemJSExplore advanced object-oriented design principlesCompare the various MVC implementations in Aurelia, Angular, React, and moreWho this book is for This guide to the TypeScript that starts with basic concepts, and then builds on this knowledge to introduce more advanced language features and frameworks. No prior knowledge of JavaScript is required, although some prior programming experience is assumed. If you are keen to learn TypeScript, this book will give you all of the necessary knowledge and skills to tackle any TypeScript project. If you are already an experienced JavaScript or TypeScript developer, then this book will take your skills to the next level. Learn how to use TypeScript with a multitude of modern frameworks, and choose the best framework for your project requirements. Investigate techniques for Test Driven Development, explore industry-standard design patterns, and learn how to put together a full production-ready TypeScript application.

Improving your C# Skills Ovais Mehboob Ahmed Khan, John Callaway, Clayton Hunt, Rod Stephens, 2019-02-26 Conquer complex and interesting programming challenges by building robust and concurrent applications with caches, cryptography, and parallel programming. Key FeaturesUnderstand how to use .NET frameworks like the Task Parallel Library (TPL)and CryptoAPIDevelop a containerized application based on microservices architectureGain insights into memory management techniques in .NET CoreBook Description This Learning Path shows you how to create high performing applications and solve programming challenges using a wide range of C# features. You'll begin by learning how to identify the bottlenecks in writing programs, highlight common performance pitfalls, and apply strategies to detect and resolve these issues early. You'll also study the importance of micro-services architecture for building fast applications and implementing resiliency and security in .NET Core. Then, you'll study the importance of defining and testing boundaries, abstracting away third-party code, and working with different types of test double, such as spies, mocks, and fakes. In addition to describing programming trade-offs, this Learning Path will also help you build a useful toolkit of techniques, including value caching, statistical analysis, and geometric algorithms. This Learning Path includes content from the following Packt products: C# 7 and .NET Core 2.0 High Performance by Ovais Mehboob Ahmed KhanPractical Test-Driven Development using C# 7 by John Callaway, Clayton HuntThe Modern C# Challenge by Rod StephensWhat you will learnMeasure application performance using BenchmarkDotNetLeverage the Task Parallel Library (TPL) and Parallel Language Integrated Query (PLINQ)library to perform asynchronous operationsModify a legacy application to make it testableUse LINQ and PLINQ to search directories for files matching patternsFind areas of polygons using geometric operationsRandomize arrays and lists with extension methodsUse cryptographic techniques to encrypt and decrypt strings and filesWho this book is for If you want to improve the speed of your code and optimize the performance of your applications, or are simply looking for a practical resource on test driven development, this is the ideal Learning Path for you. Some familiarity with C# and .NET will be beneficial.

Practical Test-Driven Development using C# 7 John Callaway, Clayton Hunt, 2018-02-15 Develop applications for the real world with a thorough software testing approach Key Features Develop a thorough understanding of TDD and how it can help you develop simpler applications with no defects using C# and JavaScript Adapt to the mindset of writing tests before code by incorporating business goals, code manageability, and other factors Make all your software units and modules pass tests by analyzing failed tests and refactoring code as and when required Book Description Test-Driven Development (TDD) is a methodology that helps you to write as little as code as possible to satisfy software requirements, and ensures that what you've written does what it's supposed to do. If you're looking for a practical resource on Test-Driven Development this is the book for you. You've found a practical end-to-end guide that will help you implement Test-Driven Techniques for your software development projects. You will learn from industry standard patterns and practices, and shift from a conventional approach to a modern and efficient software testing approach in C# and JavaScript. This book starts with the basics of TDD and the components of a simple unit test. Then we look at setting up the testing framework so that you can easily run your tests in your development environment. You will then see the importance of defining and testing boundaries, abstracting away third-party code (including the .NET Framework), and working with different types of test double such as spies, mocks, and fakes. Moving on, you will learn how to think like a TDD developer when it comes to application development. Next, you'll focus on writing tests for new/changing requirements and covering newly discovered bugs, along with how to test JavaScript applications and perform integration testing. You'll also learn how to identify code that is inherently un-testable, and identify some of the major problems with legacy applications that weren't written with testability in mind. By the end of the book, you'll have all the TDD skills you'll need and you'll be able to re-enter the world as a TDD expert! What you will learn The core concepts of TDD Testing in action with a real-world case study in C# and JavaScript using React Writing proper Unit Tests and testable code for your application Using different types of test double such as stubs, spies, and mocks Growing an application guided by tests Exploring new developments on a green-field application Mitigating the problems associated with writing tests for legacy applications Modifying a legacy application to make it testable Who this book is for This book is for software developers with a basic knowledge of Test Driven Development (TDD) who want a thorough understanding of how TDD can benefit them and the applications they produce. The examples in this book are in C#, and you will need a basic understanding of C# to work through these

examples.

Pro MEAN Stack Development Elad Elrom,2016-12-01 Write free, open-source, cross-platform, dynamic JavaScript applications that can run anywhere using the MEAN stack - MongoDB, ExpressJS, AngularJS, and Node.js. With this book Mac developers will get the tools needed to set up, write code once, and be able to deploy code on any device. You will be able to cut development time by using one stack to serve all your development needs. Pro MEAN Stack Development enables you to quickly learn everything needed to work effectively with MEAN, from setting up your toolstack to rolling out your free servers, and deploying on any device. You will also learn to build scripts with Grunt and Gulp, Webpack, and Vagrant and how to deploy to the web and mobile using Phonegap. Harness JavaScript to create dynamic and easily-maintainable applications fast and 100% free. Master the MEAN stack with this book today. What You Will Learn Utilize JavaScript for the entire development cycle from front end to back end, database and deployment. Learn to write responsive code that can be deployed on any device. Become a well-rounded developer and be able to understand the entire development cycle. Learn to utilize free open source and cloud services to deploy production-grade code. Who This Book Is For Front or back end Mac developers familiar with JavaScript and interested in utilizing the MEAN stack to deploy successful apps on all devices.

Apache Cordova 4 Programming John M. Wargo,2015 'Apache Cordova 4 Programming' is the complete introduction to Apache Cordova 4 and Adobe PhoneGap for experienced mobile developers. Leading Cordova expert John Wargo explains what makes Cordova so important, and shows how to install and use its newest tools, from the Cordova CLI to its native SDKs. If you're brand new to Cordova, this book will be just what you need to get started. If you're familiar with an older version, it will offer you detailed guidance and making the most of Cordova 4's powerful enhancements, as well as the core APIs you may already be using.

Visual Leap Jesse Berg,2016-10-04 Visual Leap is a how-to book for teachers, students and parents interested in making learning easier. In step-by-step fashion, it presents an effective, universal, visual method to teach students how to think independently and critically, and how to organize their ideas for any instructional purpose. The visual strategies are rooted in the science of human learning and are effective because they tap into the ways that we learn naturally. The Visual Leap method simplifies teaching the skills of the Common Core State Standards and gives teachers explicit ways to differentiate instruction to meet the needs of all learners. The strategies work across many grade levels and subject areas and for a wide variety of instructional objectives across the curriculum, such as vocabulary acquisition, reading comprehension, writing, speaking, and listening. Visual Leap offers easy ways to foster dynamic, creative, and critical thinking in the classroom, and provides teachers and students with a toolkit of problem-solving and learning strategies designed to serve them throughout their academic and professional lives.

Beginning Node.js Basarat Syed,2014-12-02 Beginning Node.js is your step-by-step guide to learning all the aspects of creating maintainable Node.js applications. You will see how Node.js is focused on creating high-performing, highly-scalable websites, and how easy it is to get started. Many front-end devs regularly work with HTML, CSS, PHP, even WordPress, but haven't yet got started with Node.js. This book explains everything for you from a beginner level, enabling you to start using Node.js in your projects right away. Using this book you will learn important Node.js concepts for server-side programming. You will begin with an easy-to-follow pure JavaScript primer, which you can skip if you're confident of your JS skills. You'll then delve into Node.js concepts such as streams and events, and the technology involved in building full-stack Node.js applications. You'll also learn how to test your Node.js code, and deploy your Node.js applications on the internet. Node.js is a great and simple platform to work with. It is lightweight, easy to deploy and manage. You will see how using Node.js can be a fun and rewarding experience - start today with Beginning Node.js.

Mastering Metasploit Nipun Jaswal,2016-09-30 Take your penetration testing and IT security skills to a whole new level with the secrets of Metasploit About This Book Gain the skills to carry out penetration testing in complex and highly-secured environments Become a master using the Metasploit framework, develop exploits, and generate modules for a variety of real-world scenarios Get this completely updated edition with new useful methods and techniques to make your network robust and resilient Who This Book Is For This book is a hands-on guide to penetration testing using Metasploit and covers its complete development. It shows a number of techniques and methodologies that will help you master the Metasploit framework and explore approaches to carrying out advanced penetration testing in highly secured environments. What You Will Learn Develop advanced and sophisticated auxiliary modules Port exploits from PERL, Python, and many more programming languages Test services such as databases, SCADA, and many more Attack the client side with highly advanced techniques Test mobile and tablet devices with Metasploit Perform social engineering with Metasploit Simulate attacks on web servers and systems with Armitage GUI Script attacks in Armitage using CORTANA scripting In Detail Metasploit is a popular penetration testing framework that has one of the largest exploit databases around. This book will show you exactly how to prepare yourself against the attacks you will face every day by simulating real-world possibilities. We start by reminding you about the basic functionalities of Metasploit and its use in the most traditional ways. You'll get to know about the basics of programming Metasploit modules as a refresher, and then dive into carrying out exploitation as well building and porting exploits of various kinds in Metasploit. In the next section, you'll develop the ability to perform testing on various services such as SCADA, databases, IoT, mobile, tablets, and many more services. After this training, we jump in

sophisticated scenarios where performing penetration tests are a challenge. With real-life case studies, we take you on a journey through client-side attacks using Metasploit and various scripts built on the Metasploit framework. By the end of the book, you will be trained specifically on time-saving techniques using Metasploit. Style and approach This is a step-by-step guide that provides great Metasploit framework methodologies. All the key concepts are explained details with the help of examples and demonstrations that will help you understand everything you need to know about Metasploit.

TypeScript Design Patterns Vilic Vane, 2016-08-29 Boost your development efficiency by learning about design patterns in TypeScript About This Book This step-by-step guide will would demonstrate all the important design patterns in practice This book is the only documentation on the market focusing on design patterns in TypeScript This book is packed with rich examples that will improve your efficiency and encourage code reuse Who This Book Is For If you are a TypeScript developer, this book is for you. No knowledge of design patterns is required to read this book. What You Will Learn Understand the challenges and implications of developing an enterprise application Install and configure the necessary tools in order to start developing an application Identify the challenges when developing an application Apply GoF patterns in an application with a testing approach Use and utilize design patterns while developing a TypeScript application or during JavaScript application development Reference to SOLID principles and what their benefits do to your projects Apply various principles in a TypeScript application Improve code quality and development speed In Detail In programming, there are several problems that occur frequently. To solve these problems, there are various repeatable solutions that are known as design patterns. Design patterns are a great way to improve the efficiency of your programs and improve your productivity. This book is a collection of the most important patterns you need to improve your applications' performance and your productivity. The journey starts by explaining the current challenges when designing and developing an application and how you can solve these challenges by applying the correct design pattern and best practices. Each pattern is accompanied with rich examples that demonstrate the power of patterns for a range of tasks, from building an application to code testing. We'll introduce low-level programming concepts to help you write TypeScript code, as well as work with software architecture, best practices, and design aspects. Style and approach In this book, design patterns are explained in a step-by-step manner. All the major patterns covered will improve your understanding of TypeScript and the patterns associated with TypeScript.

Practical Node.js Azat Mardan,2014-07-17 Practical Node.js is your step-by-step guide to learning how to build a wide range of scalable real-world web applications using a professional development toolkit. Node.js is an innovative and highly efficient platform for creating web services. But Node.js doesn't live in a vacuum! In a modern web development, many different components need to be put together — routing, database driver, ORM, session management, OAuth, HTML template engine, CSS compiler and many more. 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. As a web developer, you'll work with a varied collection of standards and frameworks - Practical Node.js shows you how all those pieces fit together. Practical Node.js takes you from installing all the necessary modules to writing full-stack web applications by harnessing the power of the Express.js and Hapi frameworks, the MongoDB database with Mongoskin and Mongoose, Jade and Handlebars template engines, Stylus and LESS CSS languages, OAuth and Everyauth libraries, and the Socket.IO and Derby libraries, and everything in between. The book 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!

TypeScript: Modern JavaScript Development Remo H. Jansen,Vilic Vane,Ivo Gabe de Wolff,2016-12-22 Leverage the features of TypeScript to boost your development skills and create captivating applications About This Book Learn how to develop modular, scalable, maintainable, and adaptable web applications by taking advantage of TypeScript Explore techniques to use TypeScript alongside other leading tools such as Angular 2, React, and Node.js Focusing on design patterns in TypeScript, this step-by-step guide demonstrates all the important design patterns in practice Who This Book Is For This Learning Path is for intermediate-level JavaScript developers who want to use TypeScript to build beautiful web applications and fun projects. No prior knowledge of TypeScript is required, but a basic understanding of jQuery is expected. This Learning Path is also for experienced TypeScript developers who want to take their skills to the next level, and also for web developers who wish to make the most of TypeScript. What You Will Learn Understand the key TypeScript language features and runtime Install and configure the necessary tools in order to start developing an application Create object-oriented code that adheres to the SOLID principles Develop robust applications with testing (Mocha, Chai, and SinonJS) Apply GoF patterns in an application with a testing approach Identify the challenges when developing an application Migrate JavaScript codebases to TypeScript to improve your workflow Utilize System.JS and Webpack to load scripts and their dependencies Develop high performance server-side applications to run within Node.js In Detail TypeScript is an open source and cross-platform typed superset of JavaScript that compiles to plain JavaScript that runs in any browser or any host. TypeScript adds optional static types, classes, and modules to JavaScript, to enable great tooling and better structuring of large JavaScript applications. Through this three-module learning path, you'll learn the ins-and-outs of TypeScript for bui

you started with TypeScript and helps you understand the basics of TypeScript and automation tools. Get a detailed description of function, generics, callbacks, and promises, and discover the object-oriented features and memory management functionality of TypeScript. The next module starts by explaining the current challenges when designing and developing an application and how you can solve these challenges by applying the correct design pattern and best practices. You will be introduced to low-level programming concepts to help you write TypeScript code, as well as working with software architecture, best practices, and design aspects. The final module will help you build a complete single page app with Angular 2, create a neat mobile app using NativeScript, and even build a Pac Man game with TypeScript. As if the fun wasn't enough, you'll also find out how to migrate your legacy codebase from JavaScript to TypeScript. By the end of this Learning Path, you will be able to take your skills up a notch and develop full-fledged web applications using the latest features of the TypeScript. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Learning TypeScript by Remo H. Jansen TypeScript Design Patterns by Vilic Vane TypeScript Blueprints by Ivo Gabe de Wolff Style and approach This is a step-by-step, practical guide covering the fundamentals of TypeScript with practical examples. The end-to-end projects included in this book will give you ready-to-implement solutions for your business scenario, showcasing the depth and robustness of TypeScript.

Enterprise Web Development Yakov Fain, Victor Rasputnis, Anatole Tartakovsky, Viktor Gamov, 2014-07-02 If you want to build your organization's next web application with HTML5, this practical book will help you sort through the various frameworks, libraries, and development options that populate this stack. You'll learn several of these approaches hands-on by writing multiple versions of a sample web app throughout the book, so you can determine the right strategy for your enterprise. What's the best way to reach both mobile and desktop users? How about modularization, security, and test-driven development? With lots of working code samples, this book will help web application developers and software architects navigate the growing number of HTML5 and JavaScript choices available. The book's sample apps are available at http://savesickchild.org. Mock up the book's working app with HTML, JavaScript, and CSS Rebuild the sample app, first with jQuery and then Ext JS Work with different build tools, code generators, and package managers Build a modularized version of the app with RequireJS Apply test-driven development with the Jasmine framework Use WebSocket to build an online auction for the app Adapt the app for both PCs and mobile with responsive web design Create mobile versions with jQuery Mobile, Sencha Touch, and PhoneGap

The Blockchain Developer Elad Elrom,2019-07-23 Become a Blockchain developer and design, build, publish, test, maintain and secure scalable decentralized Blockchain projects using Bitcoin, Ethereum, NEO, EOS and Hyperledger. This book helps you understand Blockchain beyond development and crypto to better harness its power and capability. You will learn tips to start your own project, and best practices for testing, security, and even compliance. Immerse yourself in this technology and review key topics such as cryptoeconomics, coding your own Blockchain P2P network, different consensus mechanisms, decentralized ledger, mining, wallets, blocks, and transactions. Additionally, this book provides you with hands-on practical tools and examples for creating smart contracts and dApps for different blockchains such as Ethereum, NEO, EOS, and Hyperledger. Aided by practical, real-world coding examples, you'll see how to build dApps with Angular utilizing typescript from start to finish, connect to the blockchain network locally on a test network, and publish on the production mainnet environment. Don't be left out of the next technology revolution – become a Blockchain developer using The Blockchain Developer today. What You'll Learn Explore the Blockchain ecosystem is and the different consensus mechanisms Create miners, wallets, transactions, distributed networks and DApps Review the main features of Bitcoin: Ethereum, NEO and EOS, and Hyperledger are Interact with popular node clients as well as implementing your own Blockchain Publish and test your projects for security and scalability Who This Book Is For Developers, architects and engineers who are interested in learning about Blockchain or implementing Blockchain into a new greenfield project or integrating Blockchain into a brownfield project. Technical entrepreneurs, technical investors or even executives who want to better understand Blockchain technology and its potential.

PhantomJS Cookbook Rob Friesel,2014-06-12 A task-based guide that provides solutions to real-world test automation problems. This book is intended for web development professionals who want to integrate PhantomJS into their development and testing workflows. If you are a web developer looking to run automated unit tests while you work, or perhaps you are a QA engineer looking for a fast test automation utility, then this book is perfect for you. Some prior knowledge of JavaScript would be helpful.

Data Acquisition Using LabVIEW Behzad Ehsani,2016-12-14 Transform physical phenomena into computer-acceptable data using a truly object-oriented language About This Book Create your own data acquisition system independently using LabVIEW and build interactive dashboards Collect data using National Instrument's and third-party, open source, affordable hardware Step-by-step real-world examples using various tools that illustrate the fundamentals of data acquisition Who This Book Is For If you are an engineer, scientist, experienced hobbyist, or student, you will highly benefit from the content and examples illustrated in this book. A working knowledge of precision testing, measurement instruments, and electronics, as well as a background in computer fundamentals and programming is expected. What You Will Learn Create a virtual instrument which highlights common

functionality of LabVIEW Get familiarized with common buses such as Serial, GPIB, and SCPI commands Staircase signal acquisition using NI-DAQmx Discover how to measure light intensity and distance Master LabVIEW debugging techniques Build a data acquisition application complete with an installer and required drivers Utilize open source microcontroller Arduino and a 32-bit Arduino compatible Uno32 using LabVIEW programming environment In Detail NI LabVIEW's intuitive graphical interface eliminates the steep learning curve associated with text-based languages such as C or C++. LabVIEW is a proven and powerful integrated development environment to interact with measurement and control hardware, analyze data, publish results, and distribute systems. This hands-on tutorial guide helps you harness the power of LabVIEW for data acquisition. This book begins with a quick introduction to LabVIEW, running through the fundamentals of communication and data collection. Then get to grips with the auto-code generation feature of LabVIEW using its GUI interface. You will learn how to use NI-DAQmax Data acquisition VIs, showing how LabVIEW can be used to appropriate a true physical phenomenon (such as temperature, light, and so on) and convert it to an appropriate data type that can be manipulated and analyzed with a computer. You will also learn how to create Distribution Kit for LabVIEW, acquainting yourself with various debugging techniques offered by LabVIEW to help you in situations where bugs are not letting you run your programs as intended. By the end of the book, you will have a clear idea how to build your own data acquisition system independently and much more. Style and approach A hands-on practical guide that starts by laying down the software and hardware foundations necessary for subsequent data acquisition-intensive chapters. The book is packed full of specific examples with software screenshots and schematic diagrams to guide you through the creation of each virtual instrument.

AngularJS: Up and Running Shyam Seshadri, Brad Green, 2014-09-08 Annotation Develop smaller, lighter web apps that are simple to create and easy to test, extend, and maintain as they grow. This hands-on guide introduces you to AngularJS, the open source JavaScript framework that uses model-view-controller (MVC) architecture, data binding, client-side templates and dependency injection to create a much-needed structure for building web apps.

AngularJS Brad Green, Shyam Seshadri, 2013-04-08 Develop smaller, lighter web apps that are simple to create and easy to test, extend, and maintain as they grow. This hands-on guide introduces you to AngularJS, the open source JavaScript framework that uses Model-view-controller (MVC) architecture, data binding, client-side templates, and dependency injection to create a much-needed structure for building web apps. Guided by two engineers who worked on AngularJS at Google, you'll walk through the framework's key features, and then build a working AngularJS app—from layout to testing, compiling, and debugging. If you have JavaScript experience, you'll learn how AngularJS helps reduce the complexity of your web app. Dive deep into Angular's building blocks and learn how they work together Gain maximum flexibility by separating logic, data, and presentation responsibilities with MVC Assemble your full app in the browser, using client-side templates Use AngularJS directives to extend HTML with declarative syntax Communicate with the server and implement simple caching with the \$http service Use dependency injection to improve refactoring, testability, and multiple environment design Get code samples for common problems you face in most web apps

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Web&sortm Introduction

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