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Domain-driven Design Domain-Driven Design Quickly Domain-Driven Design Reference Domain-Driven Design Distilled Applying Domain-Driven Design and Patterns Implementing Domain-Driven Design Learning Domain-Driven Design Patterns, Principles, and Practices of Domain-Driven Design JavaScript Domain-Driven Design Model-Driven Design Using Business Patterns Hands-On Domain-Driven Design with .NET Core The Architecture of Open Source Applications Reactive Messaging Patterns with the Actor Model Metric Driven Design Verification Thinking, Fast and Slow Data-Oriented Design Just Enough Software Architecture Microservice Architecture .NET Domain-Driven Design with C# Legal Design Software Engineering at Google Architecture Patterns with Python Domain-Driven Design in PHP The Handmaid's Tale Web Design in a Nutshell Fowler Microservices Patterns The Millionaire Fastlane Think Again The Giver 97 Things Every Java Programmer Should Know The Anarchist Cookbook Deep Learning for Coders with fastai and PyTorch Graph Algorithms TypeScript Quickly Data Mesh The Brownstone Research-based Web Design & Usability Guidelines Sprint Code Complete

Data Mesh Dec 25 2019 We're at an inflection point in data, where our data management solutions no longer match the complexity of organizations, the proliferation of data sources, and the scope of our aspirations to get value from data with AI

and analytics. In this practical book, author Zhamak Dehghani introduces data mesh, a decentralized sociotechnical paradigm drawn from modern distributed architecture that provides a new approach to sourcing, sharing, accessing, and managing analytical data at scale. Dehghani guides practitioners, architects, technical leaders, and decision makers on their journey from traditional big data architecture to a distributed and multidimensional approach to analytical data management. Data mesh treats data as a product, considers domains as a primary concern, applies platform thinking to create self-serve data infrastructure, and introduces a federated computational model of data governance. Get a complete introduction to data mesh principles and its constituents Design a data mesh architecture Guide a data mesh strategy and execution Navigate organizational design to a decentralized data ownership model Move beyond traditional data warehouses and lakes to a distributed data mesh

Metric Driven Design Verification Nov 16 2021 The purpose of the book is to train verification engineers on the breadth of technologies available and to give them a utilitarian methodology for making effective use of those technologies. The book is easy to understand and a joy to read. Its organization follows a ' typical ' verification project from inception to completion, (planning to closure). The book elucidates concepts using non-technical terms and clear entertaining explanations. Analogies to other fields are employed to keep the book light-hearted and interesting.

TypeScript Quickly Jan 26 2020 Summary TypeScript is JavaScript with an important upgrade! By adding a strong

type system to JavaScript, TypeScript can help you eliminate entire categories of runtime errors. In TypeScript Quickly, you'll learn to build rock-solid apps through practical examples and hands-on projects under the expert instruction of experienced web developers Yakov Fain and Anton Moiseev. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the technology Strong typing can eliminate nearly all errors caused by unanticipated data values. With TypeScript, an enhanced version of JavaScript, you can specify types and type annotations so your code is easier to read and far less likely to fail at runtime. And because the core of TypeScript is standard JavaScript, it runs on all major browsers and can be used with frameworks like Angular, Vue, and React.

About the book TypeScript Quickly teaches you to exploit the benefits of types in browser-based and standalone applications. In this practical guide, you'll build a fascinating blockchain service app that takes you through a range of type-sensitive programming techniques. As you go, you'll also pick up valuable techniques for object-oriented programming with classes, interfaces, and advanced features such as decorators and conditional types.

What's inside Mastering TypeScript syntax Using TypeScript with JavaScript libraries Tooling with Babel and Webpack Developing TypeScript apps using Angular, React, and Vue About the reader For web developers comfortable with JavaScript and HTML. About the author Yakov Fain and Anton Moiseev are experienced web developers. They have authored two editions of Manning's Angular Development with TypeScript.

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familiar with TypeScript 2 | Basic and custom types 3 | Object-oriented programming with classes and interfaces 4 | Using enums and generics 5 | Decorators and advanced types 6 | Tooling 7 | Using TypeScript and JavaScript in the same project PART 2 APPLYING TYPESCRIPT IN A BLOCKCHAIN APP 8 | Developing your own blockchain app 9 | Developing a browser-based blockchain node 10 | Client-server communications using Node.js, TypeScript, and WebSockets 11 | Developing Angular apps with TypeScript 12 | Developing the blockchain client in Angular 13 | Developing React.js apps with TypeScript 14 | Developing a blockchain client in React.js 15 | Developing Vue.js apps with TypeScript 16 | Developing the blockchain client in Vue.js

Domain-Driven Design Reference Oct 27 2022 Domain-Driven Design (DDD) is an approach to software development for complex businesses and other domains. DDD tackles that complexity by focusing the team's attention on knowledge of the domain, picking apart the most tricky, intricate problems with models, and shaping the software around those models. Easier said than done! The techniques of DDD help us approach this systematically. This reference gives a quick and authoritative summary of the key concepts of DDD. It is not meant as a learning introduction to the subject. Eric Evans' original book and a handful of others explain DDD in depth from different perspectives. On the other hand, we often need to scan a topic quickly or get the gist of a particular pattern. That is the purpose of this reference. It is complementary to the more discursive books. The starting point of this text was a set of excerpts from the original book by Eric Evans, Domain-Driven-Design: Tackling Complexity in the Heart of Software,

2004 - in particular, the pattern summaries, which were placed in the Creative Commons by Evans and the publisher, Pearson Education. In this reference, those original summaries have been updated and expanded with new content. The practice and understanding of DDD has not stood still over the past decade, and Evans has taken this chance to document some important refinements. Some of the patterns and definitions have been edited or rewritten by Evans to clarify the original intent. Three patterns have been added, describing concepts whose usefulness and importance has emerged in the intervening years. Also, the sequence and grouping of the topics has been changed significantly to better emphasize the core principles. This is an up-to-date, quick reference to DDD.

Thinking, Fast and Slow Oct 15 2021 Major New York Times bestseller Winner of the National Academy of Sciences Best Book Award in 2012 Selected by the New York Times Book Review as one of the ten best books of 2011 A Globe and Mail Best Books of the Year 2011 Title One of The Economist's 2011 Books of the Year One of The Wall Street Journal's Best Nonfiction Books of the Year 2011 2013 Presidential Medal of Freedom Recipient Kahneman's work with Amos Tversky is the subject of Michael Lewis's The Undoing Project: A Friendship That Changed Our Minds In the international bestseller, Thinking, Fast and Slow, Daniel Kahneman, the renowned psychologist and winner of the Nobel Prize in Economics, takes us on a groundbreaking tour of the mind and explains the two systems that drive the way we think. System 1 is fast, intuitive, and emotional; System 2 is slower, more deliberative, and more logical. The impact of overconfidence on corporate strategies, the difficulties of

predicting what will make us happy in the future, the profound effect of cognitive biases on everything from playing the stock market to planning our next vacation—each of these can be understood only by knowing how the two systems shape our judgments and decisions. Engaging the reader in a lively conversation about how we think, Kahneman reveals where we can and cannot trust our intuitions and how we can tap into the benefits of slow thinking. He offers practical and enlightening insights into how choices are made in both our business and our personal lives—and how we can use different techniques to guard against the mental glitches that often get us into trouble. Winner of the National Academy of Sciences Best Book Award and the Los Angeles Times Book Prize and selected by The New York Times Book Review as one of the ten best books of 2011, *Thinking, Fast and Slow* is destined to be a classic.

Fowler Nov 04 2020 The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are capable of building powerful applications, but they are not easily implemented. Common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned. *Patterns of Enterprise Application Architecture* is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed that despite changes in technology--from Smalltalk to CORBA to Java to .NET--the

same basic design ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them. The topics covered include

- Dividing an enterprise application into layers
- The major approaches to organizing business logic
- An in-depth treatment of mapping between objects and relational databases
- Using Model-View-Controller to organize a Web presentation
- Handling concurrency for data that spans multiple transactions
- Designing distributed object interfaces

Graph Algorithms Feb 25 2020 Discover how graph algorithms can help you leverage the relationships within your data to develop more intelligent solutions and enhance your machine learning models. You ' ll learn how graph analytics are uniquely suited to unfold complex structures and reveal difficult-to-find patterns lurking in your data. Whether you are trying to build dynamic network models or forecast real-world

behavior, this book illustrates how graph algorithms deliver value—from finding vulnerabilities and bottlenecks to detecting communities and improving machine learning predictions. This practical book walks you through hands-on examples of how to use graph algorithms in Apache Spark and Neo4j—two of the most common choices for graph analytics. Also included: sample code and tips for over 20 practical graph algorithms that cover optimal pathfinding, importance through centrality, and community detection. Learn how graph analytics vary from conventional statistical analysis. Understand how classic graph algorithms work, and how they are applied. Get guidance on which algorithms to use for different types of questions. Explore algorithm examples with working code and sample datasets from Spark and Neo4j. See how connected feature extraction can increase machine learning accuracy and precision. Walk through creating an ML workflow for link prediction combining Neo4j and Spark.

Implementing Domain-Driven Design Jul 24 2022 “ For software developers of all experience levels looking to improve their results, and design and implement domain-driven enterprise applications consistently with the best current state of professional practice, Implementing Domain-Driven Design will impart a treasure trove of knowledge hard won within the DDD and enterprise application architecture communities over the last couple decades. ” –Randy Stafford, Architect At-Large, Oracle Coherence Product Development

“ This book is a must-read for anybody looking to put DDD into practice. ” –Udi Dahan, Founder of NServiceBus

Implementing Domain-Driven Design presents a top-down approach to understanding domain-driven design (DDD) in a

way that fluently connects strategic patterns to fundamental tactical programming tools. Vaughn Vernon couples guided approaches to implementation with modern architectures, highlighting the importance and value of focusing on the business domain while balancing technical considerations. Building on Eric Evans' seminal book, Domain-Driven Design, the author presents practical DDD techniques through examples from familiar domains. Each principle is backed up by realistic Java examples—all applicable to C# developers—and all content is tied together by a single case study: the delivery of a large-scale Scrum-based SaaS system for a multitenant environment. The author takes you far beyond “DDD-lite” approaches that embrace DDD solely as a technical toolset, and shows you how to fully leverage DDD's “strategic design patterns” using Bounded Context, Context Maps, and the Ubiquitous Language. Using these techniques and examples, you can reduce time to market and improve quality, as you build software that is more flexible, more scalable, and more tightly aligned to business goals. Coverage includes Getting started the right way with DDD, so you can rapidly gain value from it Using DDD within diverse architectures, including Hexagonal, SOA, REST, CQRS, Event-Driven, and Fabric/Grid-Based Appropriately designing and applying Entities—and learning when to use Value Objects instead Mastering DDD's powerful new Domain Events technique Designing Repositories for ORM, NoSQL, and other databases

Applying Domain-Driven Design and Patterns Aug 25 2022
Patterns, Domain-Driven Design (DDD), and Test-Driven Development (TDD) enable architects and developers to create

systems that are powerful, robust, and maintainable. Now, there ' s a comprehensive, practical guide to leveraging all these techniques primarily in Microsoft .NET environments, but the discussions are just as useful for Java developers. Drawing on seminal work by Martin Fowler (Patterns of Enterprise Application Architecture) and Eric Evans (Domain-Driven Design), Jimmy Nilsson shows how to create real-world architectures for any .NET application. Nilsson illuminates each principle with clear, well-annotated code examples based on C# 1.1 and 2.0. His examples and discussions will be valuable both to C# developers and those working with other .NET languages and any databases—even with other platforms, such as J2EE. Coverage includes

- Quick primers on patterns, TDD, and refactoring
- Using architectural techniques to improve software quality
- Using domain models to support business rules and validation
- Applying enterprise patterns to provide persistence support via NHibernate
- Planning effectively for the presentation layer and UI testing
- Designing for Dependency Injection, Aspect Orientation, and other new paradigms

Reactive Messaging Patterns with the Actor Model Dec 17 2021 USE THE ACTOR MODEL TO BUILD SIMPLER SYSTEMS WITH BETTER PERFORMANCE AND SCALABILITY Enterprise software development has been much more difficult and failure-prone than it needs to be. Now, veteran software engineer and author Vaughn Vernon offers an easier and more rewarding method to succeeding with Actor model. Reactive Messaging Patterns with the Actor Model shows how the reactive enterprise approach, Actor model, Scala, and Akka can help you overcome previous limits of performance and

scalability, and skillfully address even the most challenging non-functional requirements. Reflecting his own cutting-edge work, Vernon shows architects and developers how to translate the longtime promises of Actor model into practical reality. First, he introduces the tenets of reactive software, and shows how the message-driven Actor model addresses all of them—making it possible to build systems that are more responsive, resilient, and elastic. Next, he presents a practical Scala bootstrap tutorial, a thorough introduction to Akka and Akka Cluster, and a full chapter on maximizing performance and scalability with Scala and Akka. Building on this foundation, you ’ ll learn to apply enterprise application and integration patterns to establish message channels and endpoints; efficiently construct, route, and transform messages; and build robust systems that are simpler and far more successful. Coverage Includes How reactive architecture replaces complexity with simplicity throughout the core, middle, and edges The characteristics of actors and actor systems, and how Akka makes them more powerful Building systems that perform at scale on one or many computing nodes Establishing channel mechanisms, and choosing appropriate channels for each application and integration challenge Constructing messages to clearly convey a sender ’ s intent in communicating with a receiver Implementing a Process Manager for your Domain-Driven Designs Decoupling a message ’ s source and destination, and integrating appropriate business logic into its router Understanding the transformations a message may experience in applications and integrations Implementing persistent actors using Event Sourcing and reactive views using CQRS

Find unique online training on Domain-Driven Design, Scala, Akka, and other software craftsmanship topics using the for{comprehension} website at forcomprehension.com.

Just Enough Software Architecture Aug 13 2021 This is a practical guide for software developers, and different than other software architecture books. Here's why: It teaches risk-driven architecting. There is no need for meticulous designs when risks are small, nor any excuse for sloppy designs when risks threaten your success. This book describes a way to do just enough architecture. It avoids the one-size-fits-all process tar pit with advice on how to tune your design effort based on the risks you face. It democratizes architecture. This book seeks to make architecture relevant to all software developers. Developers need to understand how to use constraints as guiderails that ensure desired outcomes, and how seemingly small changes can affect a system's properties. It cultivates declarative knowledge. There is a difference between being able to hit a ball and knowing why you are able to hit it, what psychologists refer to as procedural knowledge versus declarative knowledge. This book will make you more aware of what you have been doing and provide names for the concepts. It emphasizes the engineering. This book focuses on the technical parts of software development and what developers do to ensure the system works not job titles or processes. It shows you how to build models and analyze architectures so that you can make principled design tradeoffs. It describes the techniques software designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail. It provides practical advice. Software design decisions

influence the architecture and vice versa. The approach in this book embraces drill-down/pop-up behavior by describing models that have various levels of abstraction, from architecture to data structure design.

Research-based Web Design & Usability Guidelines Oct 23 2019 Although recent findings show the public increasingly interacting with government Web sites, a common problem is that people can't find what they're looking for. In other words, the sites lack usability. The Research-Based Web Design and Usability Guidelines aid in correcting this problem by providing the latest Web design guidance from the research and other forms of evidence. This unique publication has been updated from its earlier version to include over 40 new or updated research guidelines, bringing the total to 209. Primary audiences for the book are: Web managers, designers, and all staff involved in the creation of Web sites. Topics in the book include: home page design, page and site navigation, graphics and images, effective Web content writing, and search. A new section on usability testing guidance has been added. Experts from across government, industry, and academia have reviewed and contributed to the development of the Guidelines. And, since their introduction in 2003, the Guidelines have been widely used by government, private, and academic institutions to improve Web design.

.NET Domain-Driven Design with C# Jun 11 2021 As the first technical book of its kind, this unique resource walks you through the process of building a real-world application using Domain-Driven Design implemented in C#. Based on a real application for an existing company, each chapter is broken down into specific modules so that you can identify the

problem, decide what solution will provide the best results, and then execute that design to solve the problem. With each chapter, you'll build a complete project from beginning to end.

Code Complete Aug 21 2019 Widely considered one of the best practical guides to programming, Steve McConnell ' s original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

Software Engineering at Google Apr 09 2021 Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes

this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world ' s leading practitioners construct and maintain software. This book covers Google ' s unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You ' ll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

The Giver Jun 30 2020 Living in a "perfect" world without social ills, a boy approaches the time when he will receive a life assignment from the Elders, but his selection leads him to a mysterious man known as the Giver, who reveals the dark secrets behind the utopian facade.

The Architecture of Open Source Applications Jan 18 2022 Beschrijving van vijftientig open source applicaties.

Architecture Patterns with Python Mar 08 2021 As Python continues to grow in popularity, projects are becoming larger and more complex. Many Python developers are now taking an interest in high-level software design patterns such as

hexagonal/clean architecture, event-driven architecture, and the strategic patterns prescribed by domain-driven design (DDD). But translating those patterns into Python isn't always straightforward. With this hands-on guide, Harry Percival and Bob Gregory from MADE.com introduce proven architectural design patterns to help Python developers manage application complexity—and get the most value out of their test suites. Each pattern is illustrated with concrete examples in beautiful, idiomatic Python, avoiding some of the verbosity of Java and C# syntax. Patterns include: Dependency inversion and its links to ports and adapters (hexagonal/clean architecture) Domain-driven design's distinction between entities, value objects, and aggregates Repository and Unit of Work patterns for persistent storage Events, commands, and the message bus Command-query responsibility segregation (CQRS) Event-driven architecture and reactive microservices

[The Anarchist Cookbook](#) Apr 28 2020 The Anarchist

Cookbook will shock, it will disturb, it will provoke. It places in historical perspective an era when "Turn on, Burn down, Blow up" are revolutionary slogans of the day. Says the author "This book... is not written for the members of fringe political groups, such as the Weatherman, or The Minutemen. Those radical groups don't need this book. They already know everything that's in here. If the real people of America, the silent majority, are going to survive, they must educate themselves. That is the purpose of this book." In what the author considers a survival guide, there is explicit information on the uses and effects of drugs, ranging from pot to heroin to peanuts. There is detailed advice concerning electronics, sabotage, and surveillance, with data on everything from bugs

to scramblers. There is a comprehensive chapter on natural, non-lethal, and lethal weapons, running the gamut from cattle prods to sub-machine guns to bows and arrows.

Sprint Sep 21 2019 NEW YORK TIMES BESTSELLER WALL STREET JOURNAL BESTSELLER "Sprint offers a transformative formula for testing ideas that works whether you're at a startup or a large organization. Within five days, you'll move from idea to prototype to decision, saving you and your team countless hours and countless dollars. A must read for entrepreneurs of all stripes." --Eric Ries, author of The Lean Startup From three partners at Google Ventures, a unique five-day process for solving tough problems, proven at more than a hundred companies. Entrepreneurs and leaders face big questions every day: What's the most important place to focus your effort, and how do you start? What will your idea look like in real life? How many meetings and discussions does it take before you can be sure you have the right solution? Now there's a surefire way to answer these important questions: the sprint. Designer Jake Knapp created the five-day process at Google, where sprints were used on everything from Google Search to Google X. He joined Braden Kowitz and John Zeratsky at Google Ventures, and together they have completed more than a hundred sprints with companies in mobile, e-commerce, healthcare, finance, and more. A practical guide to answering critical business questions, Sprint is a book for teams of any size, from small startups to Fortune 100s, from teachers to nonprofits. It's for anyone with a big opportunity, problem, or idea who needs to get answers today.

Model-Driven Design Using Business Patterns Mar 20 2022 This book shows how to apply pattern ideas in business

applications. It presents more than 20 structural and behavioral business patterns that use the REA (resources, events, agents) pattern as a common backbone. The developer working on business frameworks can use the patterns to derive the right abstractions and to design and ensure that the meta-rules are followed by the developers of the actual applications. The application developer can use these patterns to design a business application, to ensure that it does not violate the domain rules, and to adapt the application to changing requirements without the need to change the overall architecture.

97 Things Every Java Programmer Should Know May 30 2020 If you want to push your Java skills to the next level, this book provides expert advice from Java leaders and practitioners. You ' ll be encouraged to look at problems in new ways, take broader responsibility for your work, stretch yourself by learning new techniques, and become as good at the entire craft of development as you possibly can. Edited by Kevlin Henney and Trisha Gee, 97 Things Every Java Programmer Should Know reflects lifetimes of experience writing Java software and living with the process of software development. Great programmers share their collected wisdom to help you rethink Java practices, whether working with legacy code or incorporating changes since Java 8. A few of the 97 things you should know: "Behavior Is Easy, State Is Hard"—Edson Yanaga “ Learn Java Idioms and Cache in Your Brain ” —Jeanne Boyarsky “ Java Programming from a JVM Performance Perspective ” —Monica Beckwith "Garbage Collection Is Your Friend"—Holly K Cummins “ Java's Unspeakable Types ” —Ben Evans "The Rebirth of

Java"—Sander Mak “ Do You Know What Time It Is? ” —Christin Gorman

The Brownstone Nov 23 2019 Living in harmony with your neighbor isn't always easy, but it's doubly difficult if you're a bear living in a New York City brownstone, getting ready to hibernate, and the kangaroos' tap dancing upstairs and Miss Cat's piano playing reverberate through the walls and floors. But Miss Cat has her own complaint: the cooking smells from the pigs downstairs. Happily, the wise owl landlord rearranges everybody so they can live in peace. This warm and funny story, slightly revised from the 1972 original, shows the young reader that you can learn to respect and live with others who are different from you.

Data-Oriented Design Sep 14 2021 The projects tackled by the software development industry have grown in scale and complexity. Costs are increasing along with the number of developers. Power bills for distributed projects have reached the point where optimisations pay literal dividends. Over the last 10 years, a software development movement has gained traction, a movement founded in games development. The limited resources and complexity of the software and hardware needed to ship modern game titles demanded a different approach. Data-oriented design is inspired by high-performance computing techniques, database design, and functional programming values. It provides a practical methodology that reduces complexity while improving performance of both your development team and your product. Understand the goal, understand the data, understand the hardware, develop the solution. This book presents foundations and principles helping to build a deeper

understanding of data-oriented design. It provides instruction on the thought processes involved when considering data as the primary detail of any project.

Domain-Driven Design Quickly Nov 28 2022 Domain Driven Design is a vision and approach for dealing with highly complex domains that is based on making the domain itself the main focus of the project, and maintaining a software model that reflects a deep understanding of the domain. This book is a short, quickly-readable summary and introduction to the fundamentals of DDD; it does not introduce any new concepts; it attempts to concisely summarize the essence of what DDD is, drawing mostly Eric Evans' original book, as well other sources since published such as Jimmy Nilsson's Applying Domain Driven Design, and various DDD discussion forums. The main topics covered in the book include: Building Domain Knowledge, The Ubiquitous Language, Model Driven Design, Refactoring Toward Deeper Insight, and Preserving Model Integrity. Also included is an interview with Eric Evans on Domain Driven Design today.

Domain-Driven Design Distilled Sep 26 2022 Domain-Driven Design (DDD) software modeling delivers powerful results in practice, not just in theory, which is why developers worldwide are rapidly moving to adopt it. Now, for the first time, there ' s an accessible guide to the basics of DDD: What it is, what problems it solves, how it works, and how to quickly gain value from it. Concise, readable, and actionable, Domain-Driven Design Distilled never buries you in detail—it focuses on what you need to know to get results. Vaughn Vernon, author of the best-selling Implementing Domain-Driven Design, draws on his twenty years of experience applying DDD

principles to real-world situations. He is uniquely well-qualified to demystify its complexities, illuminate its subtleties, and help you solve the problems you might encounter. Vernon guides you through each core DDD technique for building better software. You ' ll learn how to segregate domain models using the powerful Bounded Contexts pattern, to develop a Ubiquitous Language within an explicitly bounded context, and to help domain experts and developers work together to create that language. Vernon shows how to use Subdomains to handle legacy systems and to integrate multiple Bounded Contexts to define both team relationships and technical mechanisms. Domain-Driven Design Distilled brings DDD to life. Whether you ' re a developer, architect, analyst, consultant, or customer, Vernon helps you truly understand it so you can benefit from its remarkable power. Coverage includes What DDD can do for you and your organization—and why it ' s so important The cornerstones of strategic design with DDD: Bounded Contexts and Ubiquitous Language Strategic design with Subdomains Context Mapping: helping teams work together and integrate software more strategically Tactical design with Aggregates and Domain Events Using project acceleration and management tools to establish and maintain team cadence

Domain-Driven Design in PHP Feb 07 2021 Real examples written in PHP showcasing DDD Architectural Styles, Tactical Design, and Bounded Context Integration About This Book Focuses on practical code rather than theory Full of real-world examples that you can apply to your own projects Shows how to build PHP apps using DDD principles Who This Book Is For This book is for PHP developers who want to apply a DDD

mindset to their code. You should have a good understanding of PHP and some knowledge of DDD. This book doesn't dwell on the theory, but instead gives you the code that you need.

What You Will Learn

- Correctly design all design elements of Domain-Driven Design with PHP
- Learn all tactical patterns to achieve a fully worked-out Domain-Driven Design
- Apply hexagonal architecture within your application
- Integrate bounded contexts in your applications
- Use REST and Messaging approaches

In Detail

Domain-Driven Design (DDD) has arrived in the PHP community, but for all the talk, there is very little real code. Without being in a training session and with no PHP real examples, learning DDD can be challenging. This book changes all that. It details how to implement tactical DDD patterns and gives full examples of topics such as integrating Bounded Contexts with REST, and DDD messaging strategies. In this book, the authors show you, with tons of details and examples, how to properly design Entities, Value Objects, Services, Domain Events, Aggregates, Factories, Repositories, Services, and Application Services with PHP. They show how to apply Hexagonal Architecture within your application whether you use an open source framework or your own.

Style and approach

This highly practical book shows developers how to apply domain-driven design principles to PHP. It is full of solid code examples to work through.

Microservice Architecture Jul 12 2021

Have you heard about the tremendous success Amazon and Netflix have had by switching to a microservice architecture? Are you wondering how this can benefit your company? Or are you skeptical about how it might work? If you've answered yes to any of

these questions, this practical book will benefit you. You'll learn how to take advantage of the microservice architectural style for building systems, and learn from the experiences of others to adopt and execute this approach most successfully.

Learning Domain-Driven Design Jun 23 2022 Building software is harder than ever. As a developer, you not only have to chase ever-changing technological trends but also need to understand the business domains behind the software. This practical book provides you with a set of core patterns, principles, and practices for analyzing business domains, understanding business strategy, and, most importantly, aligning software design with its business needs. Author Vlad Khononov shows you how these practices lead to robust implementation of business logic and help to future-proof software design and architecture. You'll examine the relationship between domain-driven design (DDD) and other methodologies to ensure you make architectural decisions that meet business requirements. You'll also explore the real-life story of implementing DDD in a startup company. With this book, you'll learn how to: Analyze a company's business domain to learn how the system you're building fits its competitive strategy Use DDD's strategic and tactical tools to architect effective software solutions that address business needs Build a shared understanding of the business domains you encounter Decompose a system into bounded contexts Coordinate the work of multiple teams Gradually introduce DDD to brownfield projects

Microservices Patterns Oct 03 2020 "A comprehensive overview of the challenges teams face when moving to microservices, with industry-tested solutions to these

problems." - Tim Moore, Lightbend

44 reusable patterns to develop and deploy reliable production-quality microservices-based applications, with worked examples in Java

Key Features

44 design patterns for building and deploying microservices applications

Drawing on decades of unique experience from author and microservice architecture pioneer Chris Richardson

A pragmatic approach to the benefits and the drawbacks of microservices architecture

Solve service decomposition, transaction management, and inter-service communication

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About The Book

Microservices Patterns teaches you 44 reusable patterns to reliably develop and deploy production-quality microservices-based applications. This invaluable set of design patterns builds on decades of distributed system experience, adding new patterns for composing services into systems that scale and perform under real-world conditions. More than just a patterns catalog, this practical guide with worked examples offers industry-tested advice to help you design, implement, test, and deploy your microservices-based application.

What You Will Learn

How (and why!) to use microservices architecture

Service decomposition strategies

Transaction management and querying patterns

Effective testing strategies

Deployment patterns

This Book Is Written For

Written for enterprise developers familiar with standard enterprise application architecture. Examples are in Java.

About The Author

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Legal Design May 10 2021 This innovative book proposes new theories on how the legal system can be made more comprehensible, usable and empowering for people through the use of design principles. Utilising key case studies and providing real-world examples of legal innovation, the book moves beyond discussion to action. It offers a rich set of examples, demonstrating how various design methods, including information, service, product and policy design, can be leveraged within research and practice.

Patterns, Principles, and Practices of Domain-Driven Design May 22 2022 Methods for managing complex software construction following the practices, principles and patterns of Domain-Driven Design with code examples in C# This book presents the philosophy of Domain-Driven Design (DDD) in a down-to-earth and practical manner for experienced developers building applications for complex domains. A focus is placed on the principles and practices of decomposing a complex problem space as well as the implementation patterns and best practices for shaping a maintainable solution space. You will learn how to build effective domain models through the use of tactical patterns and how to retain their integrity by applying the strategic patterns of DDD. Full

end-to-end coding examples demonstrate techniques for integrating a decomposed and distributed solution space while coding best practices and patterns advise you on how to architect applications for maintenance and scale. Offers a thorough introduction to the philosophy of DDD for professional developers Includes masses of code and examples of concept in action that other books have only covered theoretically Covers the patterns of CQRS, Messaging, REST, Event Sourcing and Event-Driven Architectures Also ideal for Java developers who want to better understand the implementation of DDD

Think Again Aug 01 2020 Instant #1 New York Times Bestseller Listed as a Times Self-Help Book of the Year Discover the critical art of rethinking: how questioning your opinions can position you for excellence at work and wisdom in life Intelligence is usually seen as the ability to think and learn, but in a rapidly changing world, the most crucial skill may be the ability to rethink and unlearn. Recent global and political changes have forced many of us to re-evaluate our opinions and decisions. Yet we often still favour the comfort of conviction over the discomfort of doubt, and prefer opinions that make us feel good, instead of ideas that make us think hard. Intelligence is no cure, and can even be a curse. The brighter we are, the blinder we can become to our own limitations. Adam Grant - Wharton's top-rated professor and #1 bestselling author - offers bold ideas and rigorous evidence to show how we can embrace the joy of being wrong, encourage others to rethink topics as wide-ranging as abortion and climate change, and build schools, workplaces, and communities of lifelong learners. You'll learn how an

international debate champion wins arguments, a Black musician persuades white supremacists to abandon hate, and how a vaccine whisperer convinces anti-vaxxers to immunize their children. Think Again is an invitation to let go of stale opinions and prize mental flexibility, humility, and curiosity over foolish consistency. If knowledge is power, knowing what you don't know is wisdom.

Hands-On Domain-Driven Design with .NET Core Feb 19 2022 Solve complex business problems by understanding users better, finding the right problem to solve, and building lean event-driven systems to give your customers what they really want Key FeaturesApply DDD principles using modern tools such as EventStorming, Event Sourcing, and CQRSLearn how DDD applies directly to various architectural styles such as REST, reactive systems, and microservicesEmpower teams to work flexibly with improved services and decoupled interactionsBook Description Developers across the world are rapidly adopting DDD principles to deliver powerful results when writing software that deals with complex business requirements. This book will guide you in involving business stakeholders when choosing the software you are planning to build for them. By figuring out the temporal nature of behavior-driven domain models, you will be able to build leaner, more agile, and modular systems. You ' ll begin by uncovering domain complexity and learn how to capture the behavioral aspects of the domain language. You will then learn about EventStorming and advance to creating a new project in .NET Core 2.1; you ' ll also and write some code to transfer your events from sticky notes to C#. The book will show you how to use aggregates to handle commands and produce

events. As you progress, you 'll get to grips with Bounded Contexts, Context Map, Event Sourcing, and CQRS. After translating domain models into executable C# code, you will create a frontend for your application using Vue.js. In addition to this, you 'll learn how to refactor your code and cover event versioning and migration essentials. By the end of this DDD book, you will have gained the confidence to implement the DDD approach in your organization and be able to explore new techniques that complement what you 've learned from the book. What you will learn Discover and resolve domain complexity together with business stakeholders Avoid common pitfalls when creating the domain model Study the concept of Bounded Context and aggregate Design and build temporal models based on behavior and not only data Explore benefits and drawbacks of Event Sourcing Get acquainted with CQRS and to-the-point read models with projections Practice building one-way flow UI with Vue.js Understand how a task-based UI conforms to DDD principles Who this book is for This book is for .NET developers who have an intermediate level understanding of C#, and for those who seek to deliver value, not just write code. Intermediate level of competence in JavaScript will be helpful to follow the UI chapters.

The Millionaire Fastlane Sep 02 2020 10TH ANNIVERSARY EDITION Is the financial plan of mediocrity -- a dream-stealing, soul-sucking dogma known as "The Slowlane" your plan for creating wealth? You know how it goes; it sounds a lil something like this: "Go to school, get a good job, save 10% of your paycheck, buy a used car, cancel the movie channels, quit drinking expensive Starbucks mocha lattes, save and penny-pinch your life away, trust your life-savings to the stock

market, and one day, when you are oh, say, 65 years old, you can retire rich." The mainstream financial gurus have sold you blindly down the river to a great financial gamble: You've been hoodwinked to believe that wealth can be created by recklessly trusting in the uncontrollable and unpredictable markets: the housing market, the stock market, and the job market. This impotent financial gamble dubiously promises wealth in a wheelchair -- sacrifice your adult life for a financial plan that reaps dividends in the twilight of life. Accept the Slowlane as your blueprint for wealth and your financial future will blow carelessly asunder on a sailboat of HOPE: HOPE you can find a job and keep it, HOPE the stock market doesn't tank, HOPE the economy rebounds, HOPE, HOPE, and HOPE. Do you really want HOPE to be the centerpiece for your family's financial plan? Drive the Slowlane road and you will find your life deteriorate into a miserable exhibition about what you cannot do, versus what you can. For those who don't want a lifetime subscription to "settle-for-less" and a slight chance of elderly riches, there is an alternative; an expressway to extraordinary wealth that can burn a trail to financial independence faster than any road out there. Why jobs, 401(k)s, mutual funds, and 40-years of mindless frugality will never make you rich young. Why most entrepreneurs fail and how to immediately put the odds in your favor. The real law of wealth: Leverage this and wealth has no choice but to be magnetized to you. The leading cause of poorness: Change this and you change everything. How the rich really get rich - and no, it has nothing to do with a paycheck or a 401K match. Why the guru's grand deity - compound interest - is an impotent wealth accelerator. Why the guru myth of "do what

you love" will most likely keep you poor, not rich. And 250+ more poverty busting distinctions... Demand the Fastlane, an alternative road-to-wealth; one that actually ignites dreams and creates millionaires young, not old. Change lanes and find your explosive wealth accelerator. Hit the Fastlane, crack the code to wealth, and find out how to live rich for a lifetime.

JavaScript Domain-Driven Design Apr 21 2022 JavaScript backs some of the most advanced applications. It is time to adapt modern software development practices from JavaScript to model complex business needs. JavaScript Domain-Driven Design allows you to leverage your JavaScript skills to create advanced applications. You'll start with learning domain-driven concepts and working with UML diagrams. You'll follow this up with how to set up your projects and utilize the TDD tools. Different objects and prototypes will help you create model for your business process and see how DDD develops common language for developers and domain experts. Context map will help you manage interactions in a system. By the end of the book, you will learn to use other design patterns such as DSLs to extend DDD with object-oriented design base, and then get an insight into how to select the right scenarios to implement DDD.

Domain-driven Design Dec 29 2022 Describes ways to incorporate domain modeling into software development.

Web Design in a Nutshell Dec 05 2020 Details a variety of front-end technologies and techniques and reviews Web design fundamentals while explaining how to work with HTML, graphics, and multimedia and interactive applications.

The Handmaid's Tale Jan 06 2021 Before The Testaments, there was The Handmaid ' s Tale: an instant classic and eerily

prescient cultural phenomenon, from “ the patron saint of feminist dystopian fiction ” (New York Times). The Handmaid ’ s Tale is a novel of such power that the reader will be unable to forget its images and its forecast. Set in the near future, it describes life in what was once the United States and is now called the Republic of Gilead, a monotheocracy that has reacted to social unrest and a sharply declining birthrate by reverting to, and going beyond, the repressive intolerance of the original Puritans. The regime takes the Book of Genesis absolutely at its word, with bizarre consequences for the women and men in its population. The story is told through the eyes of Offred, one of the unfortunate Handmaids under the new social order. In condensed but eloquent prose, by turns cool-eyed, tender, despairing, passionate, and wry, she reveals to us the dark corners behind the establishment ’ s calm facade, as certain tendencies now in existence are carried to their logical conclusions. The Handmaid ’ s Tale is funny, unexpected, horrifying, and altogether convincing. It is at once scathing satire, dire warning, and a tour de force. It is Margaret Atwood at her best.

Deep Learning for Coders with fastai and PyTorch Mar 28 2020 Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai,

show you how to train a model on a wide range of tasks using fastai and PyTorch. You ' ll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

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