
Download File PDF Facebook Application Development With Graph Api Cookbook

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Facebook Application Development with Graph API Cookbook

Packt Pub Limited *Written in a cookbook style, this book offers solutions using a recipe-based approach. Each recipe contains step-by-step instructions followed by an analysis of what was done in each task and other useful information. The cookbook approach means you can dive into whatever recipes you want in no particular order. The book provides tips and tricks to the most common problems and scenarios faced in Facebook Application Development. This book is written for Facebook developers ranging from novice to expert. It uses PHP, HTML and jQuery, the most commonly used platforms, to build applications in Facebook.*

Facebook Application Development For Dummies

John Wiley & Sons *A fun and easy guide to creating the next great Facebook app! Want to build the next runaway Facebook app like Farmville or Mafia Wars? Interested in leveraging Facebook app development as part of a marketing strategy? Whether you want to build your own Facebook app from scratch, extend an existing Facebook app, or create a game, this book gets you up and running in no time. Master the Facebook toolkit, get acquainted with the Facebook Markup and Query languages, navigate the Facebook API—even learn how to make money with your new app! Shows you how to build the next great Facebook application with just basic HTML and scripting skills Delves into what makes a good app and what makes a lucrative app Explores how to create Facebook apps for marketing and viral reach, creating apps that can make money, and Facebook game development Reviews the Facebook toolkit and gets you started with the My First Facebook application Covers Facebook Markup and Query languages, navigating the Facebook API, and how to create a compelling interface Create the next killer Facebook app with this approachable, fun guide!*

Facebook Graph API Development with Flash

Packt Publishing Ltd *Build social Flash applications fully integrated with the Facebook Graph API.*

Flash Facebook Cookbook

Packt Publishing Ltd *Over 100 recipes for integrating the Flash Platform applications with the Graph API and Facebook.*

Facebook Graph API Development with Flash

Packt Pub Limited *This step-by-step book gives you an empty shell of an AS3 Facebook RIA, and guides you through writing the Facebook interaction code by means of fun examples, exercises, and code snippets.This beginner's guide focuses on getting you through all the major learning points in a smooth, logical order. You'll also see how to avoid some common pitfalls. If you are an AS3 developer who wants to create applications and games that integrate with Facebook - either on the Facebook website itself or off it, then this book is for you. Even if you have no previous experience with Facebook, databases, or server-side programming , you can count on this book.*

Encyclopedia of Criminal Activities and the Deep Web

IGI Global *As society continues to rely heavily on technological tools for facilitating business, e-commerce, banking, and communication, among other applications, there has been a significant rise in criminals seeking to exploit these tools for their nefarious gain. Countries all over the world are seeing substantial increases in identity theft and cyberattacks, as well as illicit transactions, including drug trafficking and human trafficking, being made through the dark web internet. Sex offenders and murderers explore unconventional methods of finding and contacting their victims through Facebook, Instagram, popular dating sites, etc., while pedophiles rely on these channels to obtain information and photographs of children, which are shared on hidden community sites. As criminals continue to harness technological advancements that are outpacing legal and ethical standards, law enforcement and government officials are faced with the challenge of devising new and alternative strategies to identify and apprehend criminals to preserve the safety of society. The Encyclopedia of Criminal Activities and the Deep Web is a three-volume set that includes comprehensive articles covering multidisciplinary research and expert insights provided by hundreds of leading researchers from 30 countries including the United States, the United Kingdom, Australia, New Zealand, Germany, Finland, South Korea, Malaysia, and more. This comprehensive encyclopedia provides the most diverse findings and new methodologies for monitoring and regulating the use of online tools as well as hidden areas of the internet, including the deep and dark web. Highlighting a wide range of topics such as cyberbullying, online hate speech, and hacktivism, this book will offer strategies for the prediction and prevention of online criminal activity and examine methods for safeguarding internet users and their data from being tracked or stalked. Due to the techniques and extensive knowledge discussed in this publication it is an invaluable addition for academic and corporate libraries as well as a critical resource for policy makers, law enforcement officials, forensic scientists, criminologists, sociologists, victim advocates, cybersecurity analysts, lawmakers, government officials, industry professionals, academicians, researchers, and students within this field of study.*

Mining the Social Web

Analyzing Data from Facebook, Twitter, LinkedIn, and Other Social Media Sites

"O'Reilly Media, Inc." *Provides information on data analysis from a vareity of social networking sites, including Facebook, Twitter, and LinkedIn.*

Facebook Application Development For Dummies

John Wiley & Sons *A fun and easy guide to creating the next great Facebook app! Want to build the next runaway Facebook app like Farmville or Mafia Wars? Interested in leveraging Facebook app development as part of a marketing strategy? Whether you want to build your own Facebook app from scratch, extend an existing Facebook app, or create a game, this book gets you up and running in no time. Master the Facebook toolkit, get acquainted with the Facebook Markup and Query languages, navigate the Facebook API—even learn how to make money with your new app! Shows you how to build the next great Facebook application with just basic HTML and scripting skills Delves into what makes a good app and what makes a lucrative app Explores how to create Facebook apps for marketing and viral reach, creating apps that can make money, and Facebook game development Reviews*

the Facebook toolkit and gets you started with the My First Facebook application Covers Facebook Markup and Query languages, navigating the Facebook API, and how to create a compelling interface Create the next killer Facebook app with this approachable, fun guide!

Web2py Application Development Cookbook

Packt Publishing Ltd Annotation web2py is a free open source full-stack framework for rapid development of fast, scalable, secure and portable database-driven web-based applications. It is written and programmable in Python, and straightforward to run. web2py implements Model-View-Controller design, server-side form validation, and postbacks that make the code more readable, scalable, and maintainable. Are you familiar with web2py, and interested in gaining more advanced knowledge?web2py Application Development Cookbook gives you the necessary knowledge to make you a web2py expert. Right from teaching you about the database abstraction layer to adding AJAX effects to recipes about recipe, the book will make you a master of web2py through advanced practical recipes without any drudgery or straining the brain.web2py Application Development Cookbook is the tool you will need to expand and enhance your web2py skills.This book begins with teaching you running web2py in various different systems followed by building simple applications. It focuses on database abstraction layer next and then explains building advanced forms. Adding stunning AJAX effects, using third party libraries and recipes on web services follow. Advanced recipes on authentication and authorization are taught and then routing and reporting recipes claim your attention. There is a final wrap-up with useful, interesting tips and tricks which you will really enjoy.In short, this book will make you an expert in web2py in a trouble-free, quick, and easy manner.

Foundation iPhone App Development

Build An iPhone App in 5 Days with iOS 6 SDK

Apress Taking a hands-on learning approach, Foundation iPhone App Development: Build An iPhone App in 5 Days with iOS 6 SDK quickly enables existing programmers to become familiar and comfortable coding Objective-C using Xcode 4.5, Storyboarding and the iOS 6 SDK to create apps for the iPhone. Nick Kuh, an experienced, Apple award-winning developer, will teach readers how to build an iOS 6 iPhone app from start to finish in 5 days. During a 5-day process you will learn how to build a professional, custom-designed, object-oriented iPhone App. You'll start with a PhotoShop PSD design and an app idea. Then, throughout the remainder of the book, Nick will guide you through each stage of building the app. But it's you who will build the app. You will learn how to think like an app developer, how to turn an idea into a beautiful iPhone app. In addition to the code and programming practices introduced, the book includes numerous tips, tricks and lessons learned to help new iPhone App developers succeed on the App Store: SEO, in-app marketing approaches and how to win more 5 star reviews. The 5-day learning process is divided into the following key stages: Day 1 begins with the initial planning, paper prototyping and Photoshop design phases of an app idea. You'll learn how to provision your iOS apps for deployment to your iPhone. By the end of your first day you'll get to learn on the job, creating an Object-Oriented Black Jack Game that implements the Model View Controller paradigm in Objective C. Day 2 is all about Storyboarding: creating and connecting all of the user interface views of our app. Day 3 begins with table views and data population. By the end of the third day you'll be knee-deep in Core Data: building a data model and creating an editable, persistent data storage solution for your app. By Day 4 you'll be learning how to communicate with Facebook using Apple's new Social framework introduced in iOS 6. Day 5 kicks off with code and methods to add in-app social network marketing to your app. With your completed app you'll then learn how to submit an App to Apple alongside numerous tips and tricks to improve your chances of success and visibility in this unique marketplace. From start to finish, this book inherits Nick's tried and tested methods to build beautiful native iPhone Apps efficiently. After reading and using this book, you'll come away with a core iOS development process and coding concepts that can be re-used and applied to your own iPhone app projects. Moreover, you'll gain an understanding of how to architect your own apps, write reusable code and implement best practices for faster productivity and maybe even make some money, too.

Tizen Cookbook

Packt Publishing Ltd If you want to enter the fascinating world of Tizen and learn how to develop engaging and successful applications then this book is for you. It'll benefit novices and experienced application developers alike.

Appcelerator Titanium Smartphone App Development Cookbook

Packt Publishing Ltd Over 100 recipes to help you develop cross-platform, native applications in JavaScript About This Book Leverage your JavaScript skills to write mobile applications using Titanium Studio tools with the native advantage Deploy your application on the App Store and Google Play Add your own IOS native modules in objective-C, in an easy-to-follow step-by-step format Who This Book Is For This book is an essential for any developer learning or using JavaScript who wants to write native UI applications for iOS and Android. No knowledge of Objective-C, Swift and Java is required and you'll quickly be developing native, cross-platform apps, in JavaScript! What You Will Learn Transfer data between applications with URL schemes, and make your application accessible to other mobile applications and services Connect with remote services using JSON Work with Google Maps and Apple Maps, GPS and annotate routes Create animations and special effects Integrate notifications and connect with social media services such as Facebook and Twitter Build applications with Alloy MVC – a rapid application development framework Design native APIs and use local databases In Detail The mobile web has paved the way but many users want to have “native” applications installed. Using Appcelerator as a platform it's now possible to write iOS, Android, and Windows phone applications in JavaScript! It allows developers to develop fully native UI applications using Appcelerator studio tools without any knowledge of Objective-C, Swift or Java. This book will take you through the process of building cross-platform, native UI applications for the mobile from scratch. You will learn how to develop apps, how to use GPS, cameras and photos and how to build socially connected apps. You will also learn how to package them for submission to the App Store and Google Play. This cookbook takes a pragmatic approach to creating applications in JavaScript from putting together basic UIs, to handling events and implementation of third party services such as Twitter, Facebook and Push notifications. The book shows you how to integrate datasources and server APIs, and how to use local databases. The topics covered will guide you to use Appcelerator Studio tools for all the mobile features such as Geolocation, Accelerometer, animation and more. You'll also learn about Alloy, the Appcelerator MVC framework for rapid app development, and how to transfer data between applications using URLSchemes, enabling other developers to access and launch specific parts of your app. Finally, you will learn how to register developer accounts and publish your very own applications on the App Store and Google Play. Style and approach This book offers a set of practical recipes with a step-by-step approach for building native applications for both the iOS and Android using JavaScript. This hands-on guide shows you exactly how to use the Appcelerator platform to rapidly develop cross-platform, native apps.

Developer's Guide to Social Programming

Building Social Context Using Facebook, Google Friend Connect, and the Twitter API, The

Pearson Education In The Developer's Guide to Social Programming, Mark Hawker shows developers how to build applications that integrate with the major social networking sites. Unlike competitive books that focus on a single social media platform, this book covers all three leading platforms: Facebook, OpenSocial, and Twitter. Hawker identifies the characteristics of superior, highly engaging social media applications, and shows how to use the Facebook platform, Google Friend Connect, and the Twitter API to create them. You'll find practical solutions and code for addressing many common social programming challenges, from site registration to search, blog commenting to creating location-based applications. Hawker concludes by walking you through building a complete, integrated social application: one that works seamlessly across all leading platforms, and draws on powerful features from each. Coverage includes Working with the Twitter API, including the Search API, Lists API, and Retweets API Authenticating users with Twitter OAuth Mastering the Facebook API, FQL, and XFBML Utilizing the Facebook JavaScript Library for creating dynamic content, and animation Exploring the Google Friend Connect JavaScript API, and integrating with the OpenSocial API Using Facebook's tools for sharing, social commenting, stream publishing, and live conversation Using the PHP OpenSocial Client Library with Google Friend Connect Creating, testing, and submitting Google Friend Connect gadgets

AngularJS Web Application Development Blueprints

Packt Publishing Ltd *If you are a web application developer interested in using AngularJS for a real-life project, then this book is for you. As a prerequisite, knowledge of JavaScript and HTML is expected, and a working knowledge of AngularJS is preferred.*

Beginning Facebook Game Apps Development

Apress *Today's Facebook is emerging to become tomorrow's operating system, according to some. Certainly, a WebOS. Web standards-based apps using HTML5, JavaScript, CSS3 and more are now possible on Facebook. Why not get started with developing and selling Facebook game apps on Facebook's App Store? Beginning Facebook Game Apps Development gets you started with building your first game apps that run on Facebook. Become your own "Zynga" and create your own "Civilization" or "Farmville" and more. Build rich Web-based apps that you can sell on Facebook's App Store. Because these apps are built on Web standards, you can build and run on many browsers and—more interestingly—more computers, tablets, smartphones and even other devices and appliances that are Web-connected or enabled.*

Facebook All-in-One For Dummies

John Wiley & Sons

Essential Facebook Development

Build Successful Applications for the Facebook Platform

Addison-Wesley Professional *With more than 250 million active users, Facebook is the world's #1 social networking platform. But developing successful Facebook applications presents unique challenges, both technical and nontechnical. Now, two of the world's most experienced Facebook developers show you exactly how to meet those challenges. Essential Facebook Development offers insider guidance and up-to-the-minute best practices for the entire application lifecycle: design, coding, testing, distribution, post-launch monitoring, metrics, and even application marketing. Using extensive real-world examples, John Maver and Cappy Popp reveal why some Facebook applications succeed brilliantly while others fail. Next, they walk through building a complete application using every major component of the Facebook platform. Maver and Popp thoroughly cover Facebook's most important new features, including Facebook Connect, and provide extensive information available nowhere else—from measuring application success to monetization. Coverage includes Thorough introductions to Facebook's current architecture, integration points, and development technologies Discussion of successful Facebook applications—and what makes them successful What every developer must know about Facebook's Terms of Service Creating an effective application infrastructure Creating canvas pages with FBML and IFrames Adding support for profiles, application tabs, and messaging Incorporating JavaScript into Facebook applications with FBJS Integrating Facebook into external sites with Facebook Connect and the Facebook JavaScript Client Library Debugging techniques for Facebook applications Spreading, monitoring, and tuning applications*

Programming Social Applications

Building Viral Experiences with OpenSocial, OAuth, OpenID, and Distributed Web Frameworks

O'Reilly Media, Inc. *Internet languages.*

Learning Social Media Analytics with R

Packt Publishing Ltd *Tap into the realm of social media and unleash the power of analytics for data-driven insights using R About This Book A practical guide written to help leverage the power of the R eco-system to extract, process, analyze, visualize and model social media data Learn about data access, retrieval, cleaning, and curation methods for data originating from various social media platforms. Visualize and analyze data from social media platforms to understand and model complex relationships using various concepts and techniques such as Sentiment Analysis, Topic Modeling, Text Summarization, Recommendation Systems, Social Network Analysis, Classification, and Clustering. Who This Book Is For It is targeted at IT professionals, Data Scientists, Analysts, Developers, Machine Learning Enthusiasts, social media marketers and anyone with a keen interest in data, analytics, and generating insights from social data. Some background experience in R would be helpful, but not necessary, since this book is written keeping in mind, that readers can have varying levels of expertise. What You Will Learn Learn how to tap into data from diverse social media platforms using the R ecosystem Use social media data to formulate and solve real-world problems Analyze user social networks and communities using concepts from graph theory and network analysis Learn to detect opinion and sentiment, extract themes, topics, and trends from unstructured noisy text data from diverse social media channels Understand the art of representing actionable insights with effective visualizations Analyze data from major social media channels such as Twitter, Facebook, Flickr, Foursquare, Github, StackExchange, and so on Learn to leverage popular R packages such as ggplot2, topicmodels, caret, e1071, tm, wordcloud, twittR, Rfacebook, dplyr, reshape2, and many more In Detail The Internet has truly become humongous, especially with the rise of various forms of social media in the last decade, which give users a platform to express themselves and also communicate and collaborate with each other. This book will help the reader to understand the current social media landscape and to learn how analytics can be leveraged to derive insights from it. This data can be analyzed to gain valuable insights into the behavior and engagement of users, organizations, businesses, and brands. It will help readers frame business problems and solve them using social data. The book will also cover several practical real-world use cases on social media using R and its advanced packages to utilize data science methodologies such as sentiment analysis, topic modeling, text summarization, recommendation systems, social network analysis, classification, and clustering. This will enable readers to learn different hands-on approaches to obtain data from diverse social media sources such as Twitter and Facebook. It will also show readers how to establish detailed workflows to process, visualize, and analyze data to transform social data into actionable insights. Style and approach This book follows a step-by-step approach with detailed strategies for understanding, extracting, analyzing, visualizing, and modeling data from several major social network platforms such as Facebook, Twitter, Foursquare, Flickr, Github, and StackExchange. The chapters cover several real-world use cases and leverage data science, machine learning, network analysis, and graph theory concepts along with the R ecosystem, including popular packages such as ggplot2, caret, dplyr, topicmodels, tm, and so on.*

Beginning iOS Apps with Facebook and Twitter APIs

for iPhone, iPad, and iPod touch

Apress *Beginning iOS Apps with Facebook and Twitter APIs shows you how to add the power of social networking to your mobile apps on iPhone, iPad, and iPod touch. With this book as your guide, you can write apps that connect to Facebook and Twitter quickly, securely, and discreetly. Instead of starting from scratch, you will build on the vast resources, data storage capacity, and familiar features of these platforms which have become part of everyday life for hundreds of millions of users worldwide. Beginning iOS Apps with Facebook and Twitter APIs introduces you to the development tools, techniques, and design practices you will need to work with the APIs. It helps you decide whether to use Facebook, Twitter, or both, and explains the important issues of design, branding, and permissible use guidelines. You will learn how to guarantee privacy and use OAuth for authentication and single sign-on. Create news apps, shopping apps, contact apps, GPS apps, guides, and more, that let users transparently: Sign on once, then freely work with and manage their Facebook and Twitter accounts Publish game high scores, post likes, links, and status updates Send messages, share pictures, and forward Tweets Tweet a link to an event, show themselves as attending, and see who else is there Show Tweets that are relevant to a topic within a news app Show Tweets about a restaurant Organize a group or community From time to time, new forms of communication come along that make it*

easier for people to communicate and manage their social lives. Like phone calls and SMS before them, Facebook and Twitter have, in a short time, become essential parts of the social fabric of life for an ever-growing number of people throughout the world. The knowledge you'll gain from *Beginning iOS Apps with Facebook and Twitter APIs* will help you create exciting and popular iOS apps that your users will rely on every day to help make their lives more meaningful and connected.

React Native Cookbook

Recipes for solving common React Native development problems, 2nd Edition

Packt Publishing Ltd Improve your React Native mobile development skills and transition from web to mobile development with this solution-packed guide *Key Features* Learn strategies and techniques to face React Native mobile development challenges head-on Explore ways to use iOS and Android for React Native development to maximize code reuse and cohesion Build engaging user experiences with React Native *Book Description* If you are a developer looking to create mobile applications with maximized code reusability and minimized cost, React Native is what you need. With this practical guide, you'll be able to build attractive UIs, tackle common problems in mobile development, and achieve improved performance in mobile environments. This book starts by covering the common techniques for React Native customization and helps you set up your development platforms. Over the course of the book, you'll work through a wide variety of recipes that help you create, style, and animate your apps with built-in React Native and custom third-party components. You'll also develop real-world browser-based authentication, build a fully functional audio player, and integrate Google Maps in your apps. This book will help you explore different strategies for working with data, including leveraging the popular Redux library and optimizing your app's dataflow. You'll also learn how to write native device functionality for new and existing React Native projects and how app deployment works. By the end of this book, you'll be equipped with tips and tricks to write efficient code and have the skills to build full iOS and Android applications using React Native. What you will learn Build UI features and components using React Native Create advanced animations for UI components Develop universal apps that run on phones and tablets Leverage Redux to manage application flow and data Expose both custom native UI components and application logic to React Native Employ open source third-party plugins to create React Native apps Who this book is for If you're a JavaScript developer looking for a practical guide for developing feature-rich mobile apps using React Native, this book is for you. Though not necessary, some experience of working with React will help you understand the React Native concepts covered in this book easily. While React Native development can be done on a Windows machine, certain aspects, such as running your apps on iOS devices and in the iOS simulator, or editing native code with Xcode, can only be done with a Mac.

Software Wasteland

How the Application-Centric Mindset is Hobbling our Enterprises

Technics Publications Know what's causing application development waste so you can turn the tide. This is the book your Systems Integrator and your Application Software vendor don't want you to read. Enterprise IT (Information Technology) is a \$3.8 trillion per year industry worldwide. Most of it is waste. We've grown used to projects costing tens of millions or even billions of dollars, and routinely running over budget and schedule many times over. These overages in both time and money are almost all wasted resources. However, the waste is hard to see, after being so marbled through all the products, processes, and guiding principles. That is what this book is about. We must see, understand, and agree about the problem before we can take coordinated action to address it. The trajectory of this book is as follows: In Chapter 1, we explore how bad the current state is. The three industries that address software waste are discussed, including the legacy software industry, neo-legacy software industry, and legacy modernization industry. Examples of application waste are illustrated from both public and private sectors. In Chapter 2, we explore the economics of the software industry. Although the economic tradeoffs are changing at the speed of Moore's Law, our approaches are not keeping pace. Learn how information systems really behave in terms of actual application development. In Chapter 3 we use "root cause analysis" to reveal the real contributors to this situation, which are dependency, redundancy, complexity, and application centricity. Chapter 4 recounts the many failed attempts we've made in the past to deal with information system complexity, including relational databases, ERP systems, enterprise data modeling, service oriented architectures, and APIs, Agile, data warehouse and business intelligence, outsourcing and offshoring, cloud, Software as a Service (SaaS), data lakes, machine learning, and artificial intelligence. Chapter 5 dismantles seven fallacies that contribute to our remaining stuck. For example, the first fallacy is "We need detailed requirements or we won't get what we want." The quagmire is not affecting all sectors of the economy equally. Chapter 6 looks at how this is playing out in the government and private sectors, large and small companies, and various parts of the IT industry itself. Chapter 7 outlines some action you can take now to begin to extricate yourself, including a detailed assessment and defining metrics for measuring and preventing software development waste.

Web Information Systems and Technologies

13th International Conference, WEBIST 2017, Porto, Portugal, April 25–27, 2017, Revised Selected Papers

Springer This book constitutes revised selected papers from the 13th International Conference on Web Information Systems and Technologies, WEBIST 2017, held in Porto, Portugal, in April 2017. The purpose of the WEBIST series of conferences is to bring together researches, engineers and practitioners interested in technological advances and business applications of web-based information systems. The 12 full papers presented in this volume were carefully reviewed and selected from originally 77 paper submissions. They contribute to the understanding of relevant trends of current research on Web information systems and technologies, comprising unified interfaces, Progressive Web Apps (PWAs) as well as a mobile device taxonomy, XML and open data processing, the history of Web engineering, web development for end-users, access control, Web platform assessment, rule engines, and scientific blogging.

Boost C++ Application Development Cookbook

Packt Publishing Ltd Learn to build applications faster and better by leveraging the real power of Boost and C++ About This Book Learn to use the Boost libraries to simplify your application development Learn to develop high quality, fast and portable applications Learn the relations between Boost and C++11/C++4/C++17 Who This Book Is For This book is for developers looking to improve their knowledge of Boost and who would like to simplify their application development processes. Prior C++ knowledge and basic knowledge of the standard library is assumed. What You Will Learn Get familiar with new data types for everyday use Use smart pointers to manage resources Get to grips with compile-time computations and assertions Use Boost libraries for multithreading Learn about parallel execution of different task Perform common string-related tasks using Boost libraries Split all the processes, computations, and interactions to tasks and process them independently Learn the basics of working with graphs, stacktracing, testing and interprocess communications Explore different helper macros used to detect compiler, platform and Boost features In Detail If you want to take advantage of the real power of Boost and C++ and avoid the confusion about which library to use in which situation, then this book is for you. Beginning with the basics of Boost C++, you will move on to learn how the Boost libraries simplify application development. You will learn to convert data such as string to numbers, numbers to string, numbers to numbers and more. Managing resources will become a piece of cake. You'll see what kind of work can be done at compile time and what Boost containers can do. You will learn everything for the development of high quality fast and portable applications. Write a program once and then you can use it on Linux, Windows, MacOS, Android operating systems. From manipulating images to graphs, directories, timers, files, networking - everyone will find an interesting topic. Be sure that knowledge from this book won't get outdated, as more and more Boost libraries become part of the C++ Standard.

Charting a Sustainable Future of ASEAN in Business and Social Sciences

Proceedings of the 3rd International Conference on the Future of ASEAN (ICoFA) 2019—Volume 1

Springer Nature This volume showcases selected conference papers addressing the sustainable future of ASEAN from the perspectives of business and social science disciplines. In addressing the 17 Sustainable Development Goals (SDGs) envisioned by the United Nations in the domains of environment, health and well-being, posing potential means of reducing inequalities globally, the authors target specific issues and challenges confronting the fast-growing region of ASEAN and present suggestions for co-operation and commitment from governments, non-governmental organisations (NGOs) and society at large, in line with the ASEAN Vision 2020. Papers are selected from the 3rd International Conference on the Future of ASEAN (ICoFA) 2019, organised by Universiti Teknologi MARA in Malaysia, whose conference theme “Charting the Sustainable Future of ASEAN” enables intellectual discourse on sustainability issues from business and the social sciences, as well as science and technology. The selection of papers is published in two volumes, comprising scholarly and practical insights into sustainability in ASEAN. This first volume of papers from business and social science scholars will be of interest to researchers and policymakers interested in sustainability developments in the ASEAN region.

Mastering Xamarin UI Development

Build stunning, maintainable, cross-platform mobile application user interfaces with the power of Xamarin About This Book- Create, configure, and customize stunning platform-specific features as well as cross-platform UIs with the power of Xamarin Forms.- Maximize the testability, flexibility, and overall quality of your Xamarin apps.- Get the most out of Xamarin.Forms and create your own reusable templates with C# scripting in Xamarin. Who This Book Is For If you are a mobile developer with basic knowledge of Xamarin and C# coding, then this book is for you. What You Will Learn- Develop stunning native cross-platform apps using the Xamarin.Forms framework- Work with the different UI layouts to create customized layouts using the C# programming language and tweak it for a given platform- Customize the user interface using DataTemplates and CustomRenderers and the Platform Effects API to change the appearance of control elements- Build hybrid apps using the Razor Template Engine and create Razor Models that communicate with a SQLite database- Use location based features within your app to display the user's current location- Work with the Xamarin.Forms Map control to display Pin placeholders based on the stored latitude and longitude coordinates- Understand and use the MVVM pattern architecture to navigate between each of your ViewModels and implement Data Binding to display and update information- Work with the Microsoft Azure Platform to incorporate API Data Access using Microsoft Azure App Services and the RESTful API- Incorporate third-party features within your app using the Facebook SDK and the Open Graph API- Perform unit testing and profile your Xamarin.Forms applications- Deploy your apps to the Google Play Store and Apple App Store In Detail Xamarin is the most powerful cross-platform mobile development framework. If you are interested in creating stunning user interfaces for the iOS and Android mobile platforms using the power of Xamarin and Xamarin.Forms, then this is your ticket. This book will provide you the practical skills required to develop real-world Xamarin applications. You will learn how to implement UI structures and layouts, create customized elements, and write C# scripts to customize layouts. You will create UI layouts from scratch so that you can tweak and customize a given UI layout to suit your needs by using Data Templates. Moving on, you will use third-party libraries - such as the Razor template engine that allows you to create your own HTML5 templates within the Xamarin environment - to build a book library Hybrid solution that uses the SQLite.Net library to store, update, retrieve, and delete information within a SQLite local database. You'll also implement key data-binding techniques that will make your user interfaces dynamic, and create personalized animations and visual effects within your user interfaces using Custom Renderers and the PlatformEffects API to customize and change the appearance of control elements. At the end of this book, you will test your application UI for robust and consistent behavior and then explore techniques to deploy to different platforms. Style and approach This easy to follow guide will walk you through building a real world Xamarin.Forms mobile app from start to finish. Each chapter builds upon the app using a step-by-step methodology that applies new advanced functionalities, design patterns, and best practices.

SAP API Management

SAP PRESS Unpack your API toolkit with this guide to SAP API Management. Learn how to use the API Designer to create enterprise APIs and discover how to manage their lifecycle. Walk through key processes that optimize your APIs and keep them running smoothly: traffic management, mediation, security, and monetization. Get expert guidance on building applications, generating integration flows, and running analytics. Master API management from end to end In this book, you'll learn about: a. API Lifecycle Walk through API management from end to end: design, management, consumption, and more. Understand how components such as the Developer Portal and API Gateway support the API lifecycle. b. Key Processes Make the most of your APIs. See how to monitor traffic; perform message transformation, parsing, and validation; handle API security threats; and monetize API products. c. Consumption and Analytics Get your APIs working for you. Learn how to consume APIs in SAP Fiori apps, mobile apps built with SAP Mobile Services, and more. Then, analyze API consumption to gain insight into usage trends and performance. Highlights Include: 1) Architecture 2) End-to-end lifecycle 3) Design and development 4) Traffic management 5) Mediation 6) Security 7) Monetization 8) Consumption 9) Enterprise integration 10) Analytics 11) SAP API Business Hub

Interpretable Machine Learning

Lulu.com

Mining the Social Web

Data Mining Facebook, Twitter, LinkedIn, Instagram, GitHub, and More

O'Reilly Media Mine the rich data tucked away in popular social websites such as Twitter, Facebook, LinkedIn, and Instagram. With the third edition of this popular guide, data scientists, analysts, and programmers will learn how to glean insights from social media—including who's connecting with whom, what they're talking about, and where they're located—using Python code examples, Jupyter notebooks, or Docker containers. In part one, each standalone chapter focuses on one aspect of the social landscape, including each of the major social sites, as well as web pages, blogs and feeds, mailboxes, GitHub, and a newly added chapter covering Instagram. Part two provides a cookbook with two dozen bite-size recipes for solving particular issues with Twitter. Get a straightforward synopsis of the social web landscape Use Docker to easily run each chapter's example code, packaged as a Jupyter notebook Adapt and contribute to the code's open source GitHub repository Learn how to employ best-in-class Python 3 tools to slice and dice the data you collect Apply advanced mining techniques such as TFIDF, cosine similarity, collocation analysis, clique detection, and image recognition Build beautiful data visualizations with Python and JavaScript toolkits

Graph Algorithms

Practical Examples in Apache Spark and Neo4j

O'Reilly Media 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

Microsoft Azure Essentials Azure Web Apps for Developers

Microsoft Press The “Microsoft Azure Essentials” series helps you advance your technical skills with Microsoft Azure. “Microsoft Azure Essentials: Azure Web Apps for Developers” focuses on providing essential information about developing web applications hosted on Azure Web Apps. It is written with the developer who has experience using Visual Studio and the .NET Framework in mind. If Azure Web Apps is new to you, this book is for you. If you have experience developing for Azure Web Apps, this book is for you, too, because there are features and tools discussed in this text that are new to the platform.

API Security in Action

Manning Publications *API Security in Action* teaches you how to create secure APIs for any situation. By following this hands-on guide you’ll build a social network API while mastering techniques for flexible multi-user security, cloud key management, and lightweight cryptography. Summary A web API is an efficient way to communicate with an application or service. However, this convenience opens your systems to new security risks. *API Security in Action* gives you the skills to build strong, safe APIs you can confidently expose to the world. Inside, you’ll learn to construct secure and scalable REST APIs, deliver machine-to-machine interaction in a microservices architecture, and provide protection in resource-constrained IoT (Internet of Things) environments. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology APIs control data sharing in every service, server, data store, and web client. Modern data-centric designs—including microservices and cloud-native applications—demand a comprehensive, multi-layered approach to security for both private and public-facing APIs. About the book *API Security in Action* teaches you how to create secure APIs for any situation. By following this hands-on guide you’ll build a social network API while mastering techniques for flexible multi-user security, cloud key management, and lightweight cryptography. When you’re done, you’ll be able to create APIs that stand up to complex threat models and hostile environments. What’s inside Authentication Authorization Audit logging Rate limiting Encryption About the reader For developers with experience building RESTful APIs. Examples are in Java. About the author Neil Madden has in-depth knowledge of applied cryptography, application security, and current API security technologies. He holds a Ph.D. in Computer Science. Table of Contents PART 1 - FOUNDATIONS 1 What is API security? 2 Secure API development 3 Securing the Natter API PART 2 - TOKEN-BASED AUTHENTICATION 4 Session cookie authentication 5 Modern token-based authentication 6 Self-contained tokens and JWTs PART 3 - AUTHORIZATION 7 OAuth2 and OpenID Connect 8 Identity-based access control 9 Capability-based security and macaroons PART 4 - MICROSERVICE APIS IN KUBERNETES 10 Microservice APIs in Kubernetes 11 Securing service-to-service APIs PART 5 - APIS FOR THE INTERNET OF THINGS 12 Securing IoT communications 13 Securing IoT APIs

GraphQL in Action

Manning Publications *GraphQL in Action* gives you the tools to get comfortable with the GraphQL language, build and optimize a data API service, and use it in a front-end client application. Summary Reduce bandwidth demands on your APIs by getting only the results you need—all in a single request! The GraphQL query language simplifies interactions with web servers, enabling smarter API queries that can hugely improve the efficiency of data requests. In *GraphQL in Action*, you’ll learn how to bring those benefits to your own APIs, giving your clients the power to ask for exactly what they need from your server, no more, no less. Practical and example-driven, this book teaches everything you need to get started with GraphQL—from design principles and syntax right through to performance optimization. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology GraphQL APIs are fast, efficient, and easy to maintain. They reduce app latency and server cost while boosting developer productivity. This powerful query layer offers precise control over API requests and returns, making apps faster and less prone to error. About the book *GraphQL in Action* gives you the tools to get comfortable with the GraphQL language, build and optimize a data API service, and use it in a front-end client application. By working through set up, security, and error handling you’ll learn to create a complete GraphQL server. You’ll also unlock easy ways to incorporate GraphQL into your existing codebase so you can build simple, scalable data APIs. What’s inside Define a GraphQL schema for relational and document databases Implement GraphQL types using both the schema language and object constructor methods Optimize GraphQL resolvers with data caching and batching Design GraphQL fragments that match UI components’ data requirements Consume GraphQL API queries, mutations, and subscriptions with and without a GraphQL client library About the reader For web developers familiar with client-server applications. About the author Samer Buna has over 20 years of experience in software development including front-ends, back-ends, API design, and scalability. Table of Contents PART 1- EXPLORING GRAPHQL 1 Introduction to GraphQL 2 Exploring GraphQL APIs 3 Customizing and organizing GraphQL operations PART 2 - BUILDING GRAPHQL APIS 4 Designing a GraphQL schema 5 Implementing schema resolvers 6 Working with database models and relations 7 Optimizing data fetching 8 Implementing mutations PART 3 - USING GRAPHQL APIS 9 Using GraphQL APIs without a client library 10 Using GraphQL APIs with Apollo client

HTML5 Game Engines

App Development and Distribution

CRC Press *Build and Distribute Your Game Using an HTML5 Game Engine* As mobile hardware improves, HTML5 is gradually being used for gaming apps and a growing industry of game engines has begun to support it. *HTML5 Game Engines: App Development and Distribution* presents an introduction to development with HTML5 game engines as well as an in-depth look at popular engines. Along with downloadable example projects for each engine, the book provides techniques for packaging and distributing the final app to all the major platforms. Get Hands-On Guidance through Practical Techniques and Examples The book is divided into three parts. The first one covers the essentials of HTML5, discusses development strategies and techniques, and takes you through a basic pong game running in the browser with no dependencies. The second part implements four games using the Crafty, EaselJS, Impact, and Turbulenz game engines. In the third part, the author describes how several of these games are distributed on platforms, such as the Chrome Web Store, Apple iOS App Store, Google Play Store, and Facebook.

Designing Data-Intensive Applications

The Big Ideas Behind Reliable, Scalable, and Maintainable Systems

"O'Reilly Media, Inc." *Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures*

JavaScript Everywhere

Building Cross-Platform Applications with Graphql, React, React Native, and Electron

JavaScript is the little scripting language that could. Once used chiefly to add interactivity to web browser windows, JavaScript is now a primary building block of powerful and robust applications. In this practical book, new and experienced JavaScript developers will learn how to use this language to create APIs as well as web, mobile, and desktop applications. Author and engineering leader Adam D. Scott covers technologies such as Node.js, GraphQL, React, React Native, and Electron. Ideal for developers who want to build full stack applications and ambitious web development beginners looking

to bootstrap a startup, this book shows you how to create a single CRUD-style application that will work across several platforms. Explore GraphQL's simple process for querying data Learn about shared authentication for APIs, web apps, and native applications Build performant web applications with React and Styled Components Use React Native to write cross-platform applications for iOS and Android that compile to native code Learn how to write desktop applications with Electron

Web Audio API

"O'Reilly Media, Inc." Go beyond HTML5's Audio tag and boost the audio capabilities of your web application with the Web Audio API. Packed with lots of code examples, crisp descriptions, and useful illustrations, this concise guide shows you how to use this JavaScript API to make the sounds and music of your games and interactive applications come alive. You need little or no digital audio expertise to get started. Author Boris Smus introduces you to digital audio concepts, then shows you how the Web Audio API solves specific application audio problems. If you're an experienced JavaScript programmer, you'll not only learn how to synthesize and process digital audio, you'll also explore audio analysis and visualization with this API. Learn Web Audio API, including audio graphs and the audio nodes Provide quick feedback to user actions by scheduling sounds with the API's precise timing model Control gain, volume, and loudness, and dive into clipping and crossfading Understand pitch and frequency: use tools to manipulate soundforms directly with JavaScript Generate synthetic sound effects and learn how to spatialize sound in 3D space Use Web Audio API with the Audio tag, getUserMedia, and the Page Visibility API

APIs: A Strategy Guide

"O'Reilly Media, Inc." "Creating channels with application programming interfaces"--Cover.

Graph Databases in Action

Manning Publications Graph Databases in Action teaches readers everything they need to know to begin building and running applications powered by graph databases. Right off the bat, seasoned graph database experts introduce readers to just enough graph theory, the graph database ecosystem, and a variety of datastores. They also explore modelling basics in action with real-world examples, then go hands-on with querying, coding traversals, parsing results, and other essential tasks as readers build their own graph-backed social network app complete with a recommendation engine! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Flask Framework Cookbook

Packt Publishing Ltd If you are a web developer who wants to learn more about developing applications in Flask and scale them with industry-standard practices, this is the book for you. This book will also act as a handy tool if you are aware of Flask's major extensions and want to make the best use of them. It is assumed that you have knowledge of Python and a basic understanding of Flask. If you are completely new to Flask, reading the book from the first chapter and going forward will help in getting acquainted with Flask as you go ahead.