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Summary [Writing Great Specifications](#) is an example-rich tutorial that teaches you how to write good Gherkin specification documents that take advantage of the benefits of specification by example. Foreword written by [Gjoko Adzic](#). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The clearest way to communicate a software specification is to provide examples of how it should work. Turning these story-based descriptions into a well-organized dev plan is another matter. Gherkin is a human-friendly, jargon-free language for documenting a suite of examples as an executable specification. It fosters efficient collaboration between business and dev teams, and it's an excellent foundation for the specification by example (SBE) process. About the Book [Writing Great Specifications](#) teaches you how to capture executable software designs in Gherkin following the SBE method. Written for both developers and non-technical team members, this practical book starts with collecting individual feature stories and organizing them into a full, testable spec. You'll learn to choose the best scenarios, write them in a way that anyone can understand, and ensure they can be easily updated by anyone management. What's Inside Reading and writing Gherkin Designing story-based test cases Team Collaboration Managing a suite of Gherkin documents About the Reader Primarily written for developers and architects, this book is accessible to any member of a software design team. About the Author [Kamil Nicieja](#) is a seasoned engineer, architect, and project manager with deep expertise in Gherkin and SBE. Table of contents Introduction to specification by example and Gherkin PART 1 - WRITING EXECUTABLE SPECIFICATIONS WITH EXAMPLES The specification layer and the automation layer Mastering the Given-When-Then template The basics of scenario outlines Choosing examples for scenario outlines The life cycle of executable specifications Living documentation PART 2 - MANAGING SPECIFICATION SUITES Organizing scenarios into a specification suite Refactoring features into abilities and business needs Building a domain-driven specification suite Managing large projects with bounded contexts

Summary [Introducing Data Science](#) teaches you how to accomplish the fundamental tasks that occupy data scientists. Using the Python language and common Python libraries, you'll experience firsthand the challenges of dealing with data at scale and gain a solid foundation in data science. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Many companies need developers with data science skills to work on projects ranging from social media marketing to machine learning. Discovering what you need to learn to begin a career as a data scientist can seem bewildering. This book is designed to help you get started. About the Book [Introducing Data Science](#) explains vital data science concepts and teaches you how to accomplish the fundamental tasks that occupy data scientists. You ' ll explore data visualization, graph databases, the use of NoSQL, and the data science process. You ' ll use the Python language and common Python libraries as you experience firsthand the challenges of dealing with data at scale. Discover how Python allows you to gain insights from data sets so big that they need to be stored on multiple machines, or from data moving so quickly that no single machine can handle it. This book gives you hands-on experience with the most popular Python data science libraries, Scikit-Learn and StatsModels. After reading this book, you ' ll have the solid foundation you need to start a career in data science. What ' s Inside Handling large data Introduction to machine learning Using Python to work with data Writing data science algorithms About the Reader This book assumes you're comfortable reading code in Python or a similar language, such as C, Ruby, or JavaScript. No prior experience with data science is required. About the Authors [Davy Clieen](#), [Arno D. B. Meysman](#), and [Mohamed Ali](#) are the founders and managing partners of Optimately and Maiton, where they focus on developing data science projects and solutions in various sectors. Table of Contents Data science in a big data world The data science process Machine learning Handling large data on a single computer First steps in big data Join the NoSQL movement The rise of graph databases Text mining and text analytics Data visualization to the end user

Summary [Go in Practice](#) guides you through 70 real-world techniques in key areas like package management, microservice communication, and more. Following a cookbook-style Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of the Go language and introduces specific strategies you can use in your day-to-day applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Go may be the perfect systems language. Built with simplicity, concurrency, and modern applications in mind, Go provides the core tool set for rapidly building web, cloud, and systems applications. If you know a language like Java or C#, it's easy to get started with Go: the trick is finding the practical dirt-under-the-fingernails techniques that you need to build production-ready code. About the Book [Go in Practice](#) guides you through dozens of real-world techniques in key areas. Following a cookbook-style Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of the Go language and introduces specific strategies you can use in your day-to-day applications. You'll learn techniques for building web services, using Go in the cloud, testing and debugging, routing, network applications, and much more. After finishing this book, you will be ready to build sophisticated cloud-native Go applications. What's Inside Dozens of specific, practical [Getting into Go](#) for devops and cloudops Writing RESTful web services and microservices Practical web dev techniques About the Reader Written for experienced developers who have already started exploring Go and want to use it effectively in a production setting. About the Authors [Matt Farina](#) is a software architect at Daisi. [Matt Butler](#) is a Principal Engineer in the Advanced Technology Group at Hewlett Packard Enterprise. They are both authors, speakers, and regular open source contributors. Table of Contents PART 1 - BACKGROUND AND FUNDAMENTALS Getting into Go A solid foundation Concurrency in Go PART 2 - WELL-ROUNDED APPLICATIONS Handling errors and panic Debugging and testing PART 3 - AN INTERFACE FOR YOUR APPLICATIONS HTML and email template patterns Serving and receiving assets and forms Working with web services PART 4 - TAKING YOUR APPLICATIONS TO THE CLOUD Using the cloud Communication between cloud services Reflection and code generation

Summary [React Native in Action](#) gives iOS, Android, and web developers the knowledge and confidence they need to begin building high-quality iOS and Android apps using the React Native framework. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology React Native gives mobile and web developers the power of "and." Write your app once and easily deploy it to iOS and Android and the web. React Native apps compile into platform-specific code, reducing development time, effort, and cost! And because you're using JavaScript and the React framework, you benefit from a huge ecosystem of tools, expertise, and support. About the Book [React Native in Action](#) teaches you to build high-quality cross-platform mobile and web apps. In this hands-on guide, you'll jump right into building a complete app with the help of clear, easy-to-follow instructions. As you build your skills, you'll drill down to more-advanced topics like styling, APIs, animations, data architecture, and more! You'll also learn how to maximize code reuse without sacrificing native platform look-and-feel. What's Inside Building cross-platform mobile and web apps Routing, Redux, and animations Cross-network data requests Storing and retrieving data locally Managing data and state About the Reader Written for beginner-to-intermediate web, Android, and iOS developers. About the Authors [Nader Dabit](#) is a developer advocate at AWS Mobile, where he works on tools and services to allow developers to build full-stack web and mobile applications using their existing skillset. He is also the founder of React Native Training and the host of the "React Native Radio" podcast. Table of Contents PART 1 Getting started with React Native Getting started with React Native Understanding React Building your first React Native app PART 2 Developing applications in React Native Introduction to styling Styling in depth Navigation Animations Using the Redux data architecture library PART 3 API reference Implementing cross-platform APIs Implementing iOS-specific components and APIs Implementing Android-specific components and APIs PART 4 Bringing it all together Building a Star Wars app using cross-platform components

Summary [Think Like a Data Scientist](#) presents a step-by-step approach to data science, combining analytic, programming, and business perspectives into easy-to-digest techniques and thought processes for solving real world data-centric problems. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Data collected from customers, scientific measurements, IoT sensors, and so on is valuable only if you understand it. Data scientists revel in the interesting and rewarding challenge of observing, exploring, analyzing, and interpreting this data. Getting started with data science means more than mastering analytic tools and techniques, however; the real magic happens when you begin to think like a data scientist. This book will get you there. About the Book [Think Like a Data Scientist](#) teaches you a step-by-step approach to solving real-world data-centric problems. By breaking down carefully crafted examples, you'll learn to combine analytic, programming, and business perspectives into a repeatable process for extracting real knowledge from data. As you read, you'll discover (or remember) valuable statistical techniques and explore powerful data science software. More importantly, you'll put this knowledge together using a structured process for data science. When you've finished, you'll have a strong foundation for a lifetime of data science learning and practice. What's Inside The data science process, step-by-step How to anticipate problems Dealing with uncertainty Best practices in software and scientific thinking About the Reader Readers need beginner programming skills and knowledge of basic statistics. About the Author [Brian Godsey](#) has worked in software, academia, finance, and defense and has launched several data-centric start-ups. Table of Contents PART 1 - PREPARING AND GATHERING DATA AND KNOWLEDGE Philosophies of data science Setting goals by asking good questions Data all around us: the virtual wilderness Data wrangling: from capture to domestication Data assessment: poking and prodding PART 2 - BUILDING A PRODUCT WITH SOFTWARE AND STATISTICS Developing a plan Statistics and modeling: concepts and foundations Software: statistics in action Supplementary software: bigger, faster, more efficient Plan execution: putting it all together PART 3 - FINISHING OFF THE PRODUCT AND WRAPPING UP Delivering a product After product delivery: problems and revisions Wrapping up: putting the project away

Summary [Real-World Machine Learning](#) is a practical guide designed to teach working developers the art of ML project execution. Without overdoing you on academic theory and complex mathematics, it introduces the day-to-day practice of machine learning, preparing you to successfully build and deploy powerful ML systems. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Machine learning systems help you find valuable insights and patterns in data, which you'd never recognize with traditional methods. In the real world, ML techniques give you a way to identify trends, forecast behavior, and make fact-based recommendations. It's a hot and growing field, and up-to-speed ML developers are in demand. About the Book [Real-World Machine Learning](#) will teach you the concepts and techniques you need to be a successful machine learning practitioner without overdoing you on abstract theory and complex mathematics. By working through immediately relevant examples in Python, you'll build skills in data acquisition and modeling, classification, and regression. You'll also explore the most important tasks like model validation, optimization, scalability, and real-time streaming. When you're done, you'll be ready to successfully build, deploy, and maintain your own powerful ML systems. What's Inside Predicting future behavior Performance evaluation and optimization Analyzing sentiment and making recommendations About the Reader No prior machine learning experience assumed. Readers should know Python. About the Authors [Henrik Brink](#), [Joseph Richards](#) and [Mark Fetherolf](#) are experienced data scientists engaged in the daily practice of machine learning. Table of Contents PART 1: THE MACHINE-LEARNING WORKFLOW What is machine learning? Real-world data Modeling and prediction Model evaluation and optimization Basic feature engineering PART 2: PRACTICAL APPLICATION Example: NYC taxi data Advanced feature engineering Advanced NLP example: movie review sentiment Scaling machine-learning workflows Example: digital display advertising

Summary [Netty in Action](#) introduces the [Netty](#) framework and shows you how to incorporate it into your Java network applications. You'll learn to write highly scalable applications without the need to dive into the low-level non-blocking APIs at the core of Java. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology [Netty](#) is a Java-based networking framework that manages complex networking, multithreading, and concurrency for your applications. And [Netty](#) hides the boilerplate and low-level code, keeping your business logic separate and easier to reuse. With [Netty](#), you get an easy-to-use API, leaving you free to focus on what's unique to your application. About the Book [Netty in Action](#) introduces the [Netty](#) framework and shows you how to incorporate it into your Java network applications. You will discover how to write highly scalable applications without getting into low-level APIs. The book teaches you to think in an asynchronous way as you work through its many hands-on examples and helps you master the best practices of building large-scale network apps. What's Inside [Netty](#) from the ground up Asynchronous, event-driven programming Implementing services using different protocols Covers [Netty 4.x](#) About the Reader This book assumes readers are comfortable with Java and basic network architecture. About the Authors [Norman Maurer](#) is a senior software engineer at Apple and a core developer of [Netty](#). [Marvin Wolfthal](#) is a Dell Services consultant who has implemented mission-critical enterprise systems using [Netty](#). Table of Contents PART 1 NETTY CONCEPTS AND ARCHITECTURE [Netty](#)-asynchronous and event-driven Your first [Netty](#) application [Netty](#) components and design Transports [ByteBuf](#) [ChannelHandler](#) and [ChannelPipeline](#) [EventLoop](#) and threading model Bootstrapping Unit testing PART 2 CODECS The codec framework Provided [ChannelHandlers](#) and codecs PART 3 NETWORK PROTOCOLS [WebSocket](#) Broadcasting events with UDP PART 4 CASE STUDIES Case studies, part 1 Case studies, part 2

Summary [Spark in Action](#) teaches you the theory and skills you need to effectively handle batch and streaming data using [Spark](#). Fully updated for [Spark 2.0](#). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Big data systems distribute datasets across clusters of machines, making it a challenge to efficiently query, stream, and interpret them. [Spark](#) can help. It is a processing system designed specifically for distributed data. It provides easy-to-use interfaces, along with the performance you need for production-quality analytics and machine learning. [Spark 2](#) also adds improved programming APIs, better performance, and countless other upgrades. About the Book [Spark in Action](#) teaches you the theory and skills you need to effectively handle batch and streaming data using [Spark](#). You'll get comfortable with the [Spark](#) CLI as you work through a few introductory examples. Then, you'll start programming [Spark](#) using its core APIs. Along the way, you'll work with structured data using [Spark SQL](#), process near-real-time streaming data, apply machine learning algorithms, and munge graph data using [Spark GraphX](#). For a zero-effort startup, you can download the preconfigured virtual machine ready for you to try the book's code. What's Inside Updated for [Spark 2.0](#) Real-life case studies [Spark DevOps](#) with Docker Examples in Scala, and online in Java and Python About the Reader Written for experienced programmers with some background in big data or machine learning. About the Authors [Petar Zelevi](#) and [Marko Bona](#) are seasoned developers heavily involved in the [Spark](#) community. Table of Contents PART 1 - FIRST STEPS Introduction to Apache [Spark](#) [Spark](#) fundamentals Writing [Spark](#) applications The [Spark](#) API in depth PART 2 - MEET THE SPARK FAMILY Sparking queries with [Spark SQL](#) Ingesting data with [Spark Streaming](#) Getting smart with [MLlib](#) ML: classification and clustering Connecting the dots with [GraphX](#) PART 3 - SPARK OPS Running [Spark](#) Running on a [Spark](#) standalone cluster Running on YARN and Mesos PART 4 - BRINGING IT TOGETHER Case study: real-time dashboard Deep learning on [Spark](#) with H2O

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