

Ez Publish Api Documentation

The C++ Developer Notebook is a specialist workbook to record Class and Function information for your projects. No more random scraps of paper, no more lost notes - write everything down in one notepad. Perfect for planning project work and using as a single place of reference for your notes. For each Class - record 2 pages of information: Project Name, Date & File Location 8 member functions/constructors (+ more if needed) Inputs, Access, Purpose & Return Type Up to 15 Data Members Space for written notes - issues and solutions Easily build a library of your work, calculations & analysis in one indexed notebook. Large size 8.5" x 11" pages - plenty of space to make notes 40 Classes - each class recorded across 2 pages 80 additional Functions, Member Functions & Constructors 6 index pages to help you track your work The notebook every C++ developer needs.

Summary A Web API is a platform with a web-style interface developers can use to implement functionality. Well-designed APIs feel like a natural extension of the application, rather than just a new interface into the backend database. Designing Web APIs based on use cases allows an organization to develop irresistible APIs, which developers can consume easily and which support the business values of that organization. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It takes a village to deliver an irresistible web API. Business stakeholders look for an API that works side-by-side with the main product to enhance the experience for customers. Project managers require easy integration with other products or ways for customers to interact with your system. And, developers need APIs to consistently interoperate with external systems. The trick is getting the whole village together. This book shows you how. About the Book Irresistible APISrepresents a process to create APIs that succeed for all members of the team. In it, you'll learn how to capture an application's core business value and extend it with an API that will delight the developers who use it. Thinking about APIs from the business point of view, while also considering the end-user experience, encourages you to explore both sides of the design process and learn some successful biz-to-dev communication patterns. Along the way, you'll start to view your APIs as part of your product's core value instead of just an add-on. What's Inside Design-driven development Developing meaningful use cases API guiding principles How to recognize successful APIs About the Reader Written for all members of an API design team, regardless of technical level. About the Author Kirsten Hunter is an API evangelist who helps developers and business stakeholders understand, design, and deliver amazing APIs. Table of Contents UNDERSTANDING WEB APIS What makes an API irresistible? Working with web APIs API First Web services explained DESIGNING WEB APIS Guiding principles for API design Defining the value for your API Creating your schema model Design-driven development Empowering your developers Harness the power of Apple Pay in your iOS apps and integrate it with global payment gateways About This Book Be it adding an Apple Pay button to your app or calculating sales tax with Apple Pay, this book gives you all the information you need to build a fully-functional Apply Pay application Paying within iOS Apps made easier and secure with this no nonsense and powerful guide Escape tedious payment options by creating compelling product card screens that present the Pay button, which your customers can tap to quickly order your products Who This Book Is For This book is for anyone who wants to integrate Apple Pay in their applications. Basic familiarity with programming and the Xcode developer tools is expected. What You Will Learn Design a product card that includes the Apple Pay button Implement the Apple Pay workflow in an efficient way Use NSDecimalNumber objects to perform financial calculations accurately Manage custom order information in the Apple Pay workflow and your custom order management system Extract payment information from a payment token Implement a secure, server-side payment-processor program Find out everything you wanted to know about Apple Pay in iOS 9. In Detail Apple Pay, one of the most talked about offerings of the latest iOS 9 release, is a digital wallet and electronic payment system developed by Apple Inc. Paying in stores or within apps has never been easier or safer. Gone are the days of searching for your wallet, and the wasted moments finding the right card! Now you can use your credit cards and rewards cards with just a touch. It allows payment to merchants, using Near field Communication (NFC), and within iOS apps. Implementing Apple Pay within apps for payment is a bit tricky, but our book solves this problem for you. Whether you are a brand new iOS app developer or a seasoned expert, this book arms you with necessary skills to successfully implement Apple Pay in your online-payment workflow. Whether you are a brand new iOS app developer or a seasoned expert, this book arms you with the necessary skills to successfully implement Apple Pay. We start off by teaching you how to obtain the certificates necessary to encrypt customers' payment information. We will use Xcode and Objective C for the interface and Node.js for server side code. You will then learn how to determine whether the customer can use Apple Pay, and how to create payment requests. You will come to grips with designing a payment-processor program to interact with the payment gateway. Finally, we take a look at a business-focused view of Apple Pay protocols and classes. By the end of this book, you will be able to build a fully functional Apple Pay-integrated iOS app Style and approach This is an easy-to-follow guide on integrating Apple Pay in your iOS Application. With step by step instructions along with excellent screen shots you will be able to learn everything that you wanted to know about Passbook and Apple Pay in iOS 8. Aufgabe dieser Dokumentation ist es, das Content Management System eZ Publish sowohl aus theoretischer als auch aus praktischer Sichtweise vorzustellen. Zu Beginn werden ein kurzer Systemüberblick und Angaben zum internen Aufbau und der Verzeichnisstruktur von eZ Publish gegeben. Danach folgt eine Beschreibung der Installation von eZ Publish auf einem Apache-Server mit einer MySQL-Datenbank. Ein weiterer Abschnitt der Arbeit beschäftigt sich mit dem Content Management und dem Thema Templates in eZ Publish. Ebenso werden Themen wie Administrations-Interface und Benutzerverwaltung behandelt. Nach diesen eher theoretischen Erklärungen wird auf das praktische Arbeiten mit eZ Publish eingegangen. Der vorletzte Abschnitt beschäftigt sich mit den erwünschenswerten Besonderheiten des Systems, wie z. B. den verschiedenen Content- und Media-Arten und Sonderfeatures. Am Ende erfolgt eine zusammenfassende Wertung. Evaluierung des Content Management Systems eZ Publish Web Publishing with XML and Java R Quick Syntax Reference React Native in Action Messaging for the J2EE Platform

GraphQL API Design

Want to build APIs like Facebook? Since Facebook's framework for building APIs, GraphQL, has become publicly available, this ambition seems to be within reach for many companies. And that is great. But first, let's learn what GraphQL really is and - maybe even more importantly - let's figure out how to apply GraphQL to build APIs that consumers love. Do you like to learn hands-on? In this book, we take a hands-on approach to learning GraphQL. We first explore the concepts of the two GraphQL languages using examples. Then we start writing some code for our first GraphQL API. We dive into the schema and resolving queries, over mocking data and connecting data sources all the way to developing mutations and setting up event subscriptions. Are your API consumers important to you? This book shows you how to apply a consumer-oriented design process for GraphQL APIs, so you can deliver what your consumers really want: an API that solves their problems and offers a great developer experience. Do you want to enable the API consumers so they can build great apps? This book explains the GraphQL query language, which allows the API consumers to retrieve data, write data and get notified when data changes. More importantly, you let them decide, which data they really need from the API. Do you want to make your API easy and intuitive to use? This book shows you how to use the GraphQL schema language to define a type system for your API, which serves as a reference documentation and helps your API consumers write queries that are syntactically correct. Do you want to profit from what has worked for others? This book provides a collection of best practices for GraphQL that have worked for other companies, e.g. regarding pagination, authentication and caching. REST vs. GraphQL: Which one is better? GraphQL and REST are competing philosophies for building APIs. It is not in the scope of this book to compare or discuss the two approaches. The focus of this book is on a hands-on approach for learning GraphQL.

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This brief comparatively reviews the security and safety features of hotels and home sharing services. It reviews crime data, laws, and applicable theories - such as defensible space, rational choice, and routine activity theories - to determine how responsibility for crime control and accident prevention in these industries is allocated. This analysis identifies key policy questions about the role of the home sharing hosts and guests in ensuring their own safety and security, which will be of interest to policy makers, researchers and practitioners in criminal justice and law enforcement, as well as those involved in the home sharing and hotel industries.

PYTHON/C API Manual - Python 3 (Python documentation MANUAL Part 4). Python is an easy to learn object-oriented programming language, which combines power with clear syntax. It has modules, classes, exceptions, very high level data types, and dynamic typing. Python is free software. It can be used with GNU (GNU/Linux), Unix, Microsoft Windows and many other systems. This is a printed softcover copy of the official Python documentation from the latest Python 3.0 distribution. For each copy sold \$1 will be donated to the Python Software Foundation by the publisher. This book is part of a brand new six-part series of Python documentation books. Searching for "Python Documentation Manual" will show all six available books. ABOUT THE AUTHOR: Guido van Rossum, is the inventor of Python. Fred L. Drake, Jr. is the official editor of the Python documentation.

Web Developer's Reference Guide

Java Developer Notebook

Web Content Management

Getting Started with Google Wave

Android Platform Customization

Python/C API Manual - Python 3

A Pocket Guide to the Language, APIs and Library

Inhaltsangabe:Einführung: Aufgabe dieser Dokumentation ist es, das Content Management System eZ Publish, sowohl aus theoretischer als auch aus praktischer Sichtweise, vorzustellen. Aus diesem Grund ist ein komplettes Kapitel dem praktischen Arbeiten mit eZ Publish gewidmet. Der Abschnitt 2 gibt einen kurzen Systemüberblick mit einigen allgemeinen Informationen wie z.B. den zum Tragen kommenden Lizenzmodellen oder den Voraussetzungen zum technischen Betrieb. Weiters werden auch einige Angaben zum internen Aufbau und der Verzeichnisstruktur von eZ Publish gemacht. Danach folgt im Abschnitt 3 eine genaue Beschreibung zur Vorgehensweise der Installation von eZ Publish auf einem Apache-Server mit einer MySQL-Datenbank. Dabei werden sowohl die Installationsvoraussetzungen wie auch der Installationsablauf beschrieben. Zusätzlich wird noch auf die lokale Testinstallation mittels eZ Publish 3.10 Installer für Windows eingegangen. Ein weiterer Abschnitt 4 beschäftigt sich mit dem Content Management in eZ Publish, das heißt wie Content strukturiert wird, was es mit der Content-Versionierung auf sich hat, wie es mit der Sprachunterstützung aussieht, was ein Content-Knotenbaum, Sektionen, Module und Views sind, wie eZ Publish URLs behandelt und wie das CMS mit Zugriffskontrollen und Workflows umgeht. Der 5. Abschnitt beschäftigt sich mit dem Thema Templates in eZ Publish. Dabei werden die Grundlagen beschrieben, ein kurze Einführung in die Template-Sprache gegeben und das Template-Override-System beschrieben. In einem weiteren Abschnitt 6 wird auf das Arbeiten mit eZ Publish eingegangen. Dabei wird zuerst ein kurzer Überblick über das Administrations-Interface gegeben, dann wird die Vorgehensweise zum Erstellen und Einbinden von benutzerdefinierten Templates und Stylesheets gezeigt, um ein eigenes Seitenlayout erzeugen zu können. Weiters wird auf das Anlegen von Benutzergruppen und Zuweisen von Rollen und Verteilen von Rechten eingegangen. Der vorletzte Abschnitt 7 beschäftigt sich mit den erwünschenswerten Besonderheiten des Systems, wie z. B. den verschiedenen Content- und Media-Arten, die es in eZ Publish gibt, und einigen interessanten Features. Der letzte Abschnitt 8 schließt die Dokumentation mit einer zusammenfassenden Wertung ab. **Inhaltsverzeichnis:**Inhaltsverzeichnis: 1.ZUSAMMENFASSUNG5

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different systems, and what the roles of a CMS team are Understand how a modern CMS models and aggregates content, coordinates workflow, and manages assets Explore the scope and structure of a CMS implementation project Learn the process and best practices for successfully running your CMS implementation Examine the practice of migrating web content, and learn how to work with an external CMS integrator

PHP is experiencing a renaissance, though it may be difficult to tell with all of the outdated PHP tutorials online. With this practical guide, you'll learn how PHP has become a full-featured, mature language with object-orientation, namespaces, and a growing collection of reusable component libraries. Author Josh Lockhart—creator of PHP The Right Way, a popular initiative to encourage PHP best practices—reveals these new language features in action. You'll learn best practices for application architecture and planning, databases, security, testing, debugging, and deployment. If you have a basic understanding of PHP and want to bolster your skills, this is your book. Learn modern PHP features, such as namespaces, traits, generators, and closures Discover how to find, use, and create PHP components Follow best practices for application security, working with databases, errors and exceptions, and more Learn tools and techniques for deploying, tuning, testing, and profiling your PHP applications Explore Facebook's HVVM and Hack language implementations—and how they affect modern PHP Build a local development environment that closely matches your production server

How to Design Programs, second edition

Das CMS eZ Publish in Theorie und Praxis: Theoretische und praktische Einführung in die Arbeit mit dem Content Management System

Modern PHP

OpenOffice.org Macros Explained

Laravel Documentation 5.8 Part-1: Learn Laravel in simple and easy steps starting from basic to advanced concepts

Java Message Service API Tutorial and Reference

Full-stack web development with ASP.NET 6 and Angular 13

Microsoft Azure Essentials from Microsoft Press is a series of free ebooks designed to help you advance your technical skills with Microsoft Azure. The first ebook in the series, Microsoft Azure Essentials: Fundamentals of Azure, introduces developers and IT professionals to the wide range of capabilities in Azure. The authors - both Microsoft MVPs in Azure - present both conceptual and how-to content for key areas, including: Azure Websites and Azure Cloud Services Azure Virtual Machines Azure Storage Azure Virtual Networks Databases Azure Active Directory Management tools Business scenarios Watch Microsoft Press's blog and Twitter (@MicrosoftPress) to learn about other free ebooks in the "Microsoft Azure Essentials" series.

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Thanks to the tireless efforts of open-source developers, Cocoon has quickly gained visibility as the preeminent XML-based Webpublishing framework. Unfortunately, its documentation remains a significant shortcoming. If you're new to Cocoon, gaining a sense of exactly what you can do with it can be difficult, and actually getting started can be even harder. Cocoon 2 Programming: Web Publishing with XML and Java clearly explains the value of Cocoon and helps you build on your familiarity with XML and Java Servlets as you design, build, and implement a range of Cocoon applications. You'll begin by learning to control presentation for various platforms, both wired and wireless. Then you'll move on to Cocoon's capabilities for logic control and content management, using both site maps and XSP to create a site dynamically generated from a variety of data sources and types. As you'll see, Cocoon also supports powerful organizing techniques known as design patterns, and you'll master their use in both presentation and content generation. These are essential tools for the planning of your site; for after it's implemented, you'll command powerful techniques for site management and optimization. The Web's dependence on XML is growing rapidly—and with it the list of companies that have adopted Cocoon. Is Cocoon for you? Cocoon 2 Programming will guide you through your decision and far beyond, providing all the assistance you need to build a dynamic, XML-based site—and keep moving into the future.

This book provides an introduction to the creation and management of macros in OpenOffice. Numerous examples and explanations demonstrate proper techniques and discuss known problems and solutions. The underlying data structure is discussed and techniques are introduced to evaluate OpenOffice objects, facilitating the use of returned objects in the absence of sufficient documentation.

Computer Security - ESORICS 2014

Writing Technical Documentation in a Product Development Group

19th European Symposium on Research in Computer Security, Wroclaw, Poland, September 7-11, 2014. Proceedings, Part II

A first-time writer's guide to publishing

XML and PHP

This is a clear, concise guide to the synergies between XML and PHP, many of which are not immediately visible to intermediate developers. The book demonstrates how PHP and XML can be combined to build cutting-edge Web applications. It includes detailed explanations of PHP's XML extensions, together with illustrations of using PHP to parse, validate and transform XML markup.

This book is a step-by-step tutorial full of diagrams, core concept explanations, best practice tips, and links to working book examples. This book will show you how to create web-ready data visualizations using Google's infrastructure. Some HTML knowledge is the only requirement, although some JavaScript knowledge is also helpful.

"A concept-rich book on API design patterns. Deeply engrossing and fun to read." - Satej Sahu, Honeywell API Design Patterns lays out a set of design principles for building internal and public-facing APIs. In API Design Patterns you will learn: Guiding principles for API patterns Fundamentals of resource layout and naming Handling data types for any programming language Standard methods that ensure predictability Field masks for targeted partial updates Authentication and validation methods for secure APIs Collective operations for moving, managing, and deleting data Advanced patterns for special interactions and data transformations API Design Patterns reveals best practices for building stable, user-friendly APIs. These design patterns can be applied to solve common API problems and flexibly altered to fit specific needs. Hands-on examples and relevant cases illustrate patterns for API fundamentals, advanced functionalities, and uncommon scenarios. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology APIs are contracts that define how applications, services, and components communicate. API design patterns provide a shared set of best practices, specifications and standards that ensure APIs are reliable and simple for other developers. This book collects and explains the most important patterns from both the API design community and the experts at Google. About the book API Design Patterns lays out a set of principles for building internal and public-facing APIs. Google API expert JJ Geewax presents patterns that ensure your APIs are consistent, scalable, and flexible. You'll improve the design of the most common APIs, plus discover techniques for tricky edge cases. Precise illustrations, relevant examples, and detailed scenarios make every pattern clear and easy to understand. What's inside Guiding principles for API patterns Fundamentals of resource layout and naming Advanced patterns for special interactions and data transformations A detailed case-study on building an API and adding features About the reader For developers building web and internal APIs in any language. About the author JJ Geewax is a software engineer at Google, focusing on Google Cloud Platform, API design, and real-time payment systems. He is also the author of Manning's Google Cloud Platform in Action. Table of Contents PART 1 INTRODUCTION 1 Introduction to APIs 2 Introduction to API design patterns PART 2 DESIGN PRINCIPLES 3 Naming 4 Resource scope and hierarchy 5 Data types and defaults PART 3 FUNDAMENTALS 6 Resource identification 7 Standard methods 8 Partial updates and retrievals 9 Custom methods 10 Long-running operations 11 Rerunnable jobs PART 4 RESOURCE RELATIONSHIPS 12 Singleton sub-resources 13 Cross references 14 Association resources 15 Add and remove custom methods 16 Polymorphism PART 5 COLLECTIVE OPERATIONS 17 Copy and move 18 Batch operations 19 Criteria-based deletion 20 Anonymous writes 21 Pagination 22 Filtering 23 Importing and exporting PART 6 SAFETY AND SECURITY 24 Versioning and compatibility 25 Soft deletion 26 Request deduplication 27 Request validation 28 Resource revisions 29 Request retrieval 30 Request authentication