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***It's axiomatic to state that people
fear what they do not understand,***

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and this is especially true when it comes to technology. However, despite their prevalence, computers remain shrouded in mystery, and many users feel apprehensive when interacting with them. Smartphones have only exacerbated the issue. Indeed, most users of these devices

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leverage only a small fraction of the power they hold in their hands. How Things Work: The Computer Science Edition is a roadmap for readers who want to overcome their technophobia and harness the full power of everyday technology. Beginning with the basics, the book

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demystifies the mysterious world of computer science, explains its fundamental concepts in simple terms, and answers the questions many users feel too intimidated to ask. By the end of the book, readers will understand how computers and smart devices function and, more

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important, how they can make these devices work for them. To complete the picture, the book also introduces readers to the darker side of modern technology: security and privacy concerns, identity theft, and threats from the Dark Web. Intelligent readers who want to

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build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market.
Designing Embedded Hardware

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carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few

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are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the

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architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems.

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***Designing Embedded Hardware covers such essential topics as:
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and eminently useful book gives
you the practical tools and skills to
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computers.

As a software architect you work in a wide-ranging and dynamic environment. You have to understand the needs of your customer, design architectures that satisfy both functional and non-functional requirements, and lead

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development teams in implementing the architecture. And it is an environment that is constantly changing: trends such as cloud computing, service orientation, and model-driven procedures open up new architectural possibilities. This

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book will help you to develop a holistic architectural awareness and knowledge base that extends beyond concrete methods, techniques, and technologies. It will also help you to acquire or expand the technical, methodological, and social competences that you need.

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software developers, and software architects a holistic and consistent orientation across relevant topics. The book also provides valuable information and suggestions for system architects and enterprise architects, since many of the topics presented are also relevant for their

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work. Furthermore, IT project leads and other IT managers can use the book to acquire an enhanced understanding of architecture.

Further information is available at www.software-architecture-book.org.

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and Organizations presents a consistent, integrated, and strategic approach to achieving "Agility" in your business. Transcending beyond Agile as a software development method, it covers the gamut of methods in an organization-including business

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project ma*

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*Salary surveys worldwide
regularly place software
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jobs, yet no real guide exists to help developers become architects. Until now. This book provides the first comprehensive overview of software architecture's many aspects. Aspiring and existing architects alike

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will examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture, evolutionary architecture, and many other topics. Mark Richards and

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Neal Ford—hands-on practitioners who have taught software architecture classes professionally for years—focus on architecture principles that apply across all technology stacks. You'll explore software

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*architecture in a modern
light, taking into account
all the innovations of the
past decade. This book
examines: Architecture
patterns: The technical
basis for many architectural
decisions Components:*

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*approaches that have changed
radically in the past few
years Architecture as an
engineering discipline:
Repeatable results, metrics,
and concrete valuations that
add rigor to software
architecture*

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*Apply business requirements
to IT infrastructure and
deliver a high-quality
product by understanding
architectures such as
microservices, DevOps, and
cloud-native using modern
C++ standards and features*

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Key Features Design scalable
large-scale applications
with the C++ programming
language Architect software
solutions in a cloud-based
environment with continuous
integration and continuous
delivery (CI/CD) Achieve

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*architectural goals by
leveraging design patterns,
language features, and
useful tools*

Book Description

*Software architecture refers
to the high-level design of
complex applications. It is
evolving just like the*

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languages we use, but there are architectural concepts and patterns that you can learn to write high-performance apps in a high-level language without sacrificing readability and maintainability. If you're

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*working with modern C++,
this practical guide will
help you put your knowledge
to work and design
distributed, large-scale
apps. You'll start by
getting up to speed with
architectural concepts,*

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including established patterns and rising trends, then move on to understanding what software architecture actually is and start exploring its components. Next, you'll discover the design concepts

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*involved in application
architecture and the
patterns in software
development, before going on
to learn how to build,
package, integrate, and
deploy your components. In
the concluding chapters,*

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you'll explore different architectural qualities, such as maintainability, reusability, testability, performance, scalability, and security. Finally, you will get an overview of distributed systems, such as

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*service-oriented
architecture, microservices,
and cloud-native, and
understand how to apply them
in application development.
By the end of this book,
you'll be able to build
distributed services using*

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*modern C++ and associated
tools to deliver solutions
as per your clients'
requirements. What you will
learnUnderstand how to apply
the principles of software
architectureApply design
patterns and best practices*

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*to meet your architectural
goals Write elegant, safe,
and performant code using
the latest C++ features Build
applications that are easy
to maintain and
deploy Explore the different
architectural approaches and*

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*learn to apply them as per
your requirementSimplify
development and operations
using application
containersDiscover various
techniques to solve common
problems in software design
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*is for This software
architecture C++ programming
book is for experienced C++
developers looking to become
software architects or
develop enterprise-grade
applications.
Despite the buzz surrounding*

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the cloud computing, only a small percentage of organizations have actually deployed this new style of IT—so far. If you're planning your long-term cloud strategy, this practical book provides

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*insider knowledge and
actionable real-world
lessons regarding planning,
design, operations,
security, and application
transformation. This book
teaches business and
technology managers how to*

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*transition their
organization's traditional
IT to cloud computing.
Rather than yet another book
trying to sell or convince
readers on the benefits of
clouds, this book provides
guidance, lessons learned,*

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and best practices on how to design, deploy, operate, and secure an enterprise cloud based on real-world experience. Author James Bond provides useful guidance and best-practice checklists based on his

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field experience with real customers and cloud providers. You'll view cloud services from the perspective of a consumer and as an owner/operator of an enterprise private or hybrid cloud, and learn

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*valuable lessons from
successful and less-than-
successful organization use-
case scenarios. This is the
information every CIO needs
in order to make the
business and technical
decisions to finally execute*

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management system for your
enterprise (private or multi-
provider hybrid) cloud
ecosystem Understand the
challenges for becoming an
IT service broker leveraging*

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the power of the cloud
An exploration of why we
play video games despite the
fact that we are almost
certain to feel unhappy when
we fail at them. We may
think of video games as
being "fun," but in The Art

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of Failure, Jesper Juul claims that this is almost entirely mistaken. When we play video games, our facial expressions are rarely those of happiness or bliss. Instead, we frown, grimace, and shout in frustration as

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*we lose, or die, or fail to
advance to the next level.
Humans may have a
fundamental desire to
succeed and feel competent,
but game players choose to
engage in an activity in
which they are nearly*

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certain to fail and feel incompetent. So why do we play video games even though they make us unhappy? Juul examines this paradox. In video games, as in tragic works of art, literature, theater, and cinema, it

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seems that we want to experience unpleasantness even if we also dislike it. Reader or audience reaction to tragedy is often explained as catharsis, as a purging of negative emotions. But, Juul points

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out, this doesn't seem to be the case for video game players. Games do not purge us of unpleasant emotions; they produce them in the first place. What, then, does failure in video game playing do? Juul argues that

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failure in a game is unique in that when you fail in a game, you (not a character) are in some way inadequate. Yet games also motivate us to play more, in order to escape that inadequacy, and the feeling of escaping

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failure (often by improving skills) is a central enjoyment of games. Games, writes Juul, are the art of failure: the singular art form that sets us up for failure and allows us to experience it and experiment

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with it. The Art of Failure is essential reading for anyone interested in video games, whether as entertainment, art, or education.

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*concepts, design patterns,
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Resource Now Updated for
C++11 The C++ standard
library provides a set of
common classes and
interfaces that greatly
extend the core C++
language. The library,

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however, is not self-explanatory. To make full use of its components—and to benefit from their power—you need a resource that does far more than list the classes and their

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functions. The C++
Standard Library: A
Tutorial and Reference,
Second Edition, describes
this library as now
incorporated into the new
ANSI/ISO C++ language

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standard (C++11). The book provides comprehensive documentation of each library component, including an introduction to its purpose and design; clearly written

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explanations of complex concepts; the practical programming details needed for effective use; traps and pitfalls; the exact signature and definition of the most important

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classes and functions; and numerous examples of working code. The book focuses in particular on the Standard Template Library (STL), examining containers, iterators,

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function objects, and STL
algorithms. The book
covers all the new C++11
library components,
including Concurrency
Fractional arithmetic
Clocks and timers Tuples

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New STL containers New STL
algorithms New smart
pointers New locale facets
Random numbers and
distributions Type traits
and utilities Regular
expressions The book also

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examines the new C++ programming style and its effect on the standard library, including lambdas, range-based for loops, move semantics, and variadic templates. An

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accompanying Web site,
including source code, can
be found at
www.cppstdlib.com.

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Description When

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developers document the architecture of their systems, they often invent their own specific ways of articulating structures, designs, concepts, and decisions. What they need

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is a template that enables simple and efficient software architecture documentation. arc42 by Example shows how it's done through several real-world examples. Each

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example in the book,
whether it is a chess
engine, a huge CRM system,
or a cool web system,
starts with a brief
description of the problem
domain and the quality

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requirements. Then, you'll discover the system context with all the external interfaces. You'll dive into an overview of the solution strategy to implement the

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building blocks and runtime scenarios. The later chapters also explain various cross-cutting concerns and how they affect other aspects of a program. What you

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will learn Utilize arc42 to document a system's physical infrastructure Learn how to identify a system's scope and boundaries Break a system down into building blocks

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and illustrate the
relationships between them
Discover how to describe
the runtime behavior of a
system Know how to
document design decisions
and their reasons Explore

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the risks and technical
debt of your system Who
this book is for This book
is for software developers
and solutions architects
who are looking for an
easy, open-source tool to

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document their systems. It is a useful reference for those who are already using arc42. If you are new to arc42, this book is a great learning resource. For those of you who want

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to write better technical
documentation will benefit
from the general concepts
covered in this book.

**SUPERB EXECUTION RELIES
UPON RIGOROUS PROJECT
DOCUMENTATION** A project

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will only be built as well as it is documented. This publication focuses on the key documentation needs of the landscape architectural design and construction documentation

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process. That includes both "design documentation" and "construction documentation" as well as all that which occurs in the transition from one

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phase to the other.

Documentation requirements include those components necessary to explore and define design intent, logic, physical proposals, and ultimately, the

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specific components
included within
construction and bid
documents. Discover how
proper documentation
facilitates every stage of
the design process from

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pre-planning to
construction, and leads to
a highly resolved built
outcome. Understand the
principles behind these
documentation practices.
Implement best practices

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specific to each
documentation phase and
drawing, from title block
and cover sheet design to
soil plans and plant
protection. Organize
keynoting systems, cross-

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referencing and
interdisciplinary
coordination amongst
multiple consultants and
vendors. Study sample
project documents from a
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streetscapes, urban spaces
and over-structure
construction. This guide
shares the methods behind
the success, to facilitate
exceptional built outcomes
through principled

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documentation practices.
Continuous Architecture
provides a broad
architectural perspective
for continuous delivery,
and describes a new
architectural approach

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that supports and enables it. As the pace of innovation and software releases increases, IT departments are tasked to deliver value quickly and inexpensively to their

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business partners. With a focus on getting software into end-users hands faster, the ultimate goal of daily software updates is in sight to allow teams to ensure that they can

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release every change to the system simply and efficiently. This book presents an architectural approach to support modern application delivery methods and provide a

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broader architectural
perspective, taking
architectural concerns
into account when
deploying agile or
continuous delivery
approaches. The authors

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explain how to solve the challenges of implementing continuous delivery at the project and enterprise level, and the impact on IT processes including application testing,

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software deployment and
software architecture.
Covering the application
of enterprise and software
architecture concepts to
the Agile and Continuous
Delivery models Explains

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how to create an
architecture that can
evolve with applications
Incorporates techniques
including refactoring,
architectural analysis,
testing, and feedback-

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driven development

Provides insight into
incorporating modern
software development when
structuring teams and
organizations

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**Transforming Legacy IT
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attributes from the
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performance testing tools in

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Python Deploy code in remote environments or on the Cloud using Python Secure architecture applications in Python In Detail This book starts off by explaining how Python fits into an application architecture. As

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you move along, you will understand the architecturally significant demands and how to determine them. Later, you'll get a complete understanding of the different architectural quality requirements that

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help an architect to build a product that satisfies business needs, such as maintainability/reusability, testability, scalability, performance, usability, and security. You will use various techniques such as

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incorporating DevOps,
Continuous Integration, and
more to make your
application robust. You will
understand when and when not
to use object orientation in
your applications. You will
be able to think of the

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future and design applications that can scale proportionally to the growing business. The focus is on building the business logic based on the business process documentation and which frameworks are to be

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and out of Python so that you can make those critical design decisions that not just live up to but also surpass the expectations of your clients. Style and approach Filled with examples and use cases, this

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guide takes a no-nonsense approach to help you with everything it takes to become a successful software architect.

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languages This book combines the emerging discipline of systems architecting with model-based approaches using SysML. The early chapters of the book provide the fundamentals of systems architecting; discussing

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what systems architecting entails and how it benefits systems engineering. Model-based systems engineering is then defined, and its capabilities to develop complex systems on time and in a feasible quality are

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discussed. The remainder of the book covers important topics such as: architecture descriptions; architecture patterns; perspectives, viewpoints, views and their relation to system architecture; the roles of a

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system architect, their team, and stakeholders; systems architecting processes; agile approaches to systems architecting; variant modeling techniques; architecture frameworks; and architecture assessment. The

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book's organization allows experts to read the chapters out of sequence. Novices can read the chapters sequentially to gain a systematic introduction to system architecting. Model-Based System Architecture:

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Systems, Zachman Frameworks, TOGAF®, and more Includes a consistent example system, the "Virtual Museum Tour" system, that allows the authors to demonstrate the systems architecting concepts covered in the book

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Model-Based System
Architecture is a
comprehensive reference for
system architects and
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technology companies. This
book will also serve as a
reference to students and

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researchers interested in functional architectures. Tim Weilkiens is the CEO at the German consultancy oose Innovative Informatik and co-author of the SysML specification. He has introduced model-based

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systems engineering to a variety of industry sectors. He is author of several books about modeling and the MBSE methodology SYSMOD. Jesko G. Lamm is a Senior Systems Engineer at Bernafon, a Swiss

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manufacturer for hearing instruments. With Tim Weilkiens, Jesko G. Lamm founded the Functional Architectures working group of the German chapter of INCOSE. Stephan Roth is a coach, consultant, and

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trainer for systems and software engineering at the German consultancy oose Innovative Informatik. He is a state-certified technical assistant for computer science from Physikalisch-Technische Lehranstalt (PTL)

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Wedel and a certified systems engineer (GfSE)®-Level C. Markus Walker works at Schindler Elevator in the research and development division as elevator system architect. He is an INCOSE Certified Systems

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Engineering Professional
(CSEP) and is engaged in the
committee of the Swiss
chapter of INCOSE.

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expertise to include

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developers, designers, and
writers of all backgrounds?
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code, you multiply
everyone's efforts and
streamline processes through
collaboration, automation,
and innovation. Second

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The Big Ideas Behind

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Software architecture is the underlying piece that helps us

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debt and support every business requirement. Choosing the right architecture model to support your business requirements is one of the key decisions you need to take when a new product is being created from scratch or is being refactored to

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support new business demands. This book gives you insights into the most common architectural models and guides you when and where they can be used. During this journey, you'll see cutting-edge technologies surrounding the Spring products,

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and understand how to use agile techniques such as DevOps and continuous delivery to take your software to production effectively. By the end of this book, you'll not only know the ins and outs of Spring, but also be able to make

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critical design decisions that surpass your clients' expectations. What you will learn Understand the key principles of software architecture Uncover the most common architectural models available Analyze scenarios where

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design patterns such as hexagonal/clean architecture, event-driven architecture, and the strategic patterns prescribed by domain-driven design (DDD). But translating those patterns into Python isn't always

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straightforward. With this hands-on guide, Harry Percival and Bob Gregory from MADE.com introduce proven architectural design patterns to help Python developers manage application complexity—and get the most value out of their test suites.

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Each pattern is illustrated with concrete examples in beautiful, idiomatic Python, avoiding some of the verbosity of Java and C# syntax. Patterns include: Dependency inversion and its links to ports and adapters (hexagonal/clean

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architecture) Domain-driven design's distinction between entities, value objects, and aggregates Repository and Unit of Work patterns for persistent storage Events, commands, and the message bus Command-query responsibility

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architecture and reactive
microservices

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refined it even more, giving us the unconventional presentation of designs and ideas in the form of diagrams. This method of presentation is easy to understand when dealing with the client and can be communicated internationally,

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construction. What looks simple is in fact a complex matter. This title in the series Construction and Design Manual is in its second edition and assembles 384 pages of diagrams by avant-garde architects and designers who specialise in public

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actions, while also providing a detailed, hands-on guide to performing assessment events for information security professionals in US federal agencies. This handbook uses the DOD Knowledge Service and the NIST Families assessment

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guides as the basis for needs assessment, requirements and evaluation efforts. Provides direction on how to use SP800-53A, SP800-115, DOD Knowledge Service, and the NIST Families assessment guides to implement

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