

# **Getting Started With React**

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#### **Getting Started With React:**

Getting Started with React Doel Sengupta, Manu Singhal, Danillo Corvalan, 2016-04-29 A light but powerful way to build dynamic real time applications using ReactJS About This Book Learn how to develop powerful JavaScript applications using ReactJS Integrate a React based app with an external API Facebook login while using React components with the Facebook developer app Implement the Reactive paradigm to build stateless and asynchronous apps with React Who This Book Is For This book is for any front end web or mobile app developer who wants to learn ReactJS Knowledge of basic JavaScript will give you a good head start with the book What You Will Learn Understand the ReactJS basics through an overview Install and create your first React component Refactor the ReactJS component using JSX Integrate your React application with the Facebook login and Graph API then fetch data from your liked pages in Facebook and display them in a browser Handle UI elements events with React respond to users input and create stateful components Use some core lifecycle events for integration and find out about ES6 syntaxes in the React world Understand the FLUX architecture and create an application using FLUX with React Make a component more reusable with mixins and validation helpers and structure your components properly Explore techniques to test your ReactJS code Deploy your code using webpack and Gulp In Detail ReactJS popularly known as the V view of the MVC architecture was developed by the Facebook and Instagram developers It follows a unidirectional data flow virtual DOM and DOM difference that are generously leveraged in order to increase the performance of the UI Getting Started with React will help you implement the Reactive paradigm to build stateless and asynchronous apps with React We will begin with an overview of React S and its evolution over the years followed by building a simple React component We will then build the same react component with JSX syntax to demystify its usage You will see how to configure the Facebook Graph API get your likes list and render it using React Following this we will break the UI into components and you ll learn how to establish communication between them and respond to users input events in order to have the UI reflect their state You ll also get to grips with the ES6 syntaxes Moving ahead we will delve into the FLUX and its architecture which is used to build client side web applications and complements React s composable view components by utilizing a unidirectional data flow Towards the end you ll find out how to make your components reusable and test and deploy them into a production environment Finally we ll briefly touch on other topics such as React on the server side Redux and some advanced concepts Style and approach The book follows a step by step practical tutorial approach with examples that explain the key concepts of ReactJS Each topic is sequentially explained and contextually placed to give sufficient details of ReactJS

**Getting Started with React VR** John Gwinner,2017-11-30 Create amazing 360 and virtual reality content that runs directly in your browsers with JavaScript and React VR 2 0 About This Book A practical guide to developing virtual reality experiences targeting web and mobile browsers Create customized 3D graphics for your virtual reality experiences with Three js Explore the ReactVR library to create objects that seem real and see how they move in the Virtual world Import free

models into VR and include those in your code Who This Book Is For This book is for web developers who want to use their existing skill set of HTML CSS and JavaScript to create virtual reality experiences What You Will Learn Use Blender 2 79 to make virtual reality objects for Web VR Import free models into VR and how to include those in your code Build a Virtual Museum with interactive art pieces Create your first VR App and customizing it Build animations by procedurally changing an object's position using timers and Animated APIs Incorporate React Native code and JavaScript code in your VR world In Detail This book takes you on a journey to create intuitive and interactive Virtual Reality experiences by creating your first VR application using React VR 2 0 0 It starts by getting you up to speed with Virtual Reality VR and React VR components It teaches you what Virtual Reality VR really is why it works how to describe 3D objects the installation of Node js version 9 2 0 and WebVR browser You will learn 3D polygon modeling texturing animating virtual objects and adding sound to your VR world You will also discover ways to extend React VR with new features and native Three js You will learn how to include existing high performance web code into your VR app This book will also take you through upgrading and publishing your app By the end of this book you ll have a deep knowledge of Virtual Reality and a full fledged working VR app to add to your profile Style and approach A step by step practical guide to help readers build their first VR application with React Native Ethan Holmes, Tom Bray, 2015-12-18 Learn to build modern native iOS and Android applications using JavaScript and the incredible power of React About This Book Learn to design and build a fully featured application using the newest cutting edge framework from Facebook Leverage your JavaScript skills to become a native app developer Develop custom UI components implement smooth navigation and access native features such as geolocation and local storage Who This Book Is For This book is for web developers who want to learn to build fast good looking native mobile applications using the skills they already have If you already have some JavaScript knowledge or are using React on the web then you will be able to guickly get up and running with React Native for iOS and Android What You Will Learn Set up the React Native environment on both devices and emulators Gain an in depth understanding of how React Native works behind the scenes Write your own custom native UI components Learn the ins and outs of screen navigation Master the art of layout and styles Work with device exclusive data such as geolocation Develop native modules in Objective C and Java that interact with JavaScript Test and deploy your application for a production ready environment In Detail React Native is a game changing approach to hybrid mobile development Web developers can leverage their existing skills to write mobile applications in JavaScript that are truly native without using cross compilation or web views These applications have all of the advantages of those written in Objective C or Java combined with the rapid development cycle that JavaScript developers are accustomed to Web developers who want to develop native mobile applications face a high barrier to entry because they are forced to learn platform specific languages and frameworks Numerous hybrid technologies have tried to simplify this process but have failed to achieve the performance and appearance that users expect This book will show you all the advantages of true native

development that React Native has without the steep learning curve leveraging the knowledge you already have We do this by getting you up and running quickly with a sample application Next well introduce you to the fundamentals of creating components and explain how React Native works under the hood Once you have established a solid foundation you will dive headfirst into developing a real world application from start to finish Along the way we will demonstrate how to create multiple screens and navigate between them use layout and style native UI components and access native APIs such as local storage and geolocation Finally we tackle the advanced topic of Native modules which demonstrates that there are truly no limits to what you can do with React Native Style and approach This book provides a simple and easy way to build mobile applications in JavaScript Each topic takes you through the life cycle of creating a fully functional native app with detailed explanations of the entire process Getting Started with Web Components Prateek Jadhwani, 2019-08-09 Explore modern Web Component design and integrate them with a variety of web frameworks to build encapsulated reusable UI components for your web apps Key FeaturesLearn Web Components with more than 50 web component examples for both beginners and advanced usersCreate responsive and highly customizable web pages using HTML CSS and JavaScriptExtend the potential of Web Components by integrating them with standard web frameworksBook Description Web Components are a set of APIs that help you build reusable UI modules that can operate in any modern browser using just Vanilla JavaScript The power of Web Components lies in their ability to build frontend web applications with or without web frameworks With this practical guide you will understand how Web Components can help you build reusable UI components for your modern web apps The book starts by explaining the fundamentals of Web Components design and strategies for using them in your existing frontend web projects You will also learn how to use JavaScript libraries such as Polymer js and Stencil js for building practical components As you progress you will build a single page application using only Web Components to fully realize their potential This practical guide demonstrates how to work with Shadow DOM and custom elements to build the standard components of a web application Toward the end of the book you will learn how to integrate Web Components with standard web frameworks to help you manage large scale web applications By the end of this book you will have learned about the capabilities of Web Components in building custom elements and have the necessary skills for building a reusable UI for your web applications What you will learnUnderstand Web Component design specifications and life cycleCreate single page applications using Web ComponentsEnable reusability and customization for your UI componentsImplement Web Components in your web apps using Polymer and Stencil librariesBuild powerful frontend components from scratch and deploy them on the webDesign patterns and best practices to integrate Web Components into your existing web applicationWho this book is for This book is for developers who have heard about web components but don t really know where to start This book is also for intermediate and advanced developers who know what web components are but are still afraid to use them in production This book is also for frontend engineers who are simply looking into web components in

order to increase their knowledge and skills Create React App 2 Ouick Start Guide Brandon Richey, 2019-02-27 Integrate your React applications with React to build efficient web services Key FeaturesLearn React by building applications with Create React AppCreate interactive UIs exploring the latest feature of CRA 2 0Build Progressive Web Applications for a more seamless webBook Description If you re a power user and you aren t happy always reusing default configurations from previous applications with each new application then all you need is Create React App CRA a tool in the React ecosystem designed to help you create boilerplate code for building a web frontend This book will help you use CRA to write React programs without significant configuration related difficulties With this guick start guide you will integrate your applications with React to build efficient professional web services You will learn to design UIs with the features of CRA and template your React applications By the end of the book you will be sufficiently skilled to be able to build faster and effective React apps using CRA What you will learnBecome familiar with React by building applications with Create React AppMake your frontend development hassle freeCreate interactive UIs exploring the latest features of CRA 2Build modern React projects with SASS and progressive web applicationsDevelop proxy backend servers and simulate interaction with a full backendKeep your application fully tested and maintain confidence in your projectWho this book is for The book is intended for the web developers who want to jump into building great frontend with React using easy templating solutions **Example - Building Modern Web Applications with React** Vipul A M, Prathamesh Sonpatki, 2016-04-21 Get up and running with ReactJS by developing five cutting edge and responsive projects About This Book Create pragmatic real world applications while learning React and its modern developer tools Build sustainable user interfaces by transforming data into components of UI Learn how to generate reusable ReactIS components effectively Who This Book Is For If you are a web developer and wish to learn React IS from scratch then this book is tailor made for you Good understanding of Javascript HTML and CSS is expected What You Will Learn Create reuse and compose React components using JSX Share data between various React components and techniques for data flow within a React app Handle user interactions with the help of event handlers and dynamic components Set up and use various next generation ES2015 ES6 features with React Understand the performance and immutability features of React using React add ons Learn the techniques of Animation in React Use data stores to store model related data and information Create a flux based React application by using Reflux library In Detail React[S is an open source JavaScript library that brings the power of reactive programming to web applications and sites It aims to address the challenges encountered in developing single page applications and is intended to help developers build large easily scalable and changing web apps Starting with a project on Open Library API you will be introduced to React and JSX before moving on to learning about the life cycle of a React component In the second project building a multi step wizard form you will learn about composite dynamic components and perform DOM actions You will also learn about building a fast search engine by exploring server side rendering in the third project on a search engine application Next you will build a

simple frontpage for an e commerce app in the fourth project by using data models and React add ons In the final project you will develop a complete social media tracker by using the flux way of defining React apps and know about the best practices and use cases with the help of ES6 and redux By the end of this book you will not only have a good understanding of React[S but will also have built your very own responsive frontend applications from scratch Style and approach An easy to follow program to learn React S with the help of real world projects Each topic is explained within the context of a project and provides plenty of tips and tricks for using ReactJS React Fundamentals: A Beginner's Guide to JavaScript, TypeScript, HTML, and CSS Johan Yesid Corrales López, 2024-10-14 This book is a practical guide to learning React designed for beginners who want to build modern web applications It covers foundational topics including HTML CSS and JavaScript and gradually introduces the reader to the core concepts of React You ll learn about components [SX props and state as well as essential TypeScript integration for type safety **Learning React** Alex Banks, Eve Porcello, 2017-04-27 If you want to learn how to build efficient user interfaces with React this is your book Authors Alex Banks and Eve Porcello show you how to create UIs with this small JavaScript library that can deftly display data changes on large scale data driven websites without page reloads Along the way you ll learn how to work with functional programming and the latest ECMAScript features Developed by Facebook and used by companies including Netflix Walmart and The New York Times for large parts of their web interfaces React is guickly growing in use By learning how to build React components with this hands on guide you ll fully understand how useful React can be in your organization Learn key functional programming concepts with JavaScript Peek under the hood to understand how React runs in the browser Create application presentation layers by mounting and composing React components Use component trees to manage data and reduce the time you spend debugging applications Explore React's component lifecycle and use it to load data and improve UI performance Use a routing solution for browser history bookmarks and other features of single page applications Learn how to structure React applications with servers in **Getting Started with Coding** Camille McCue, 2015-10-28 A cool coding book just for kids When your kid is ready mind to add coding to their creativity toolbox but you re not ready to ship them off to coding camp Getting Started with Coding is here to help them get started with the basics of coding It walks young readers through fun projects that were tested in the classroom Each project has an end goal to instill confidence and a sense of achievement in young coders Steering clear of jargon and confusing terminology Getting Started with Coding is written in a language your child can understand Plus the full color design is heavy on eye catching graphics and the format is focused on the steps to completing a project making it approachable for any youngster with an interest in exploring the wonderful world of coding So why send your kid to a camp when they can become a coding champ right in the comfort of your living room Introduces the basics of coding to create a drawing tool Teaches how to create graphics and apply code to make them do things Shows how to make things that respond to motion and collision commands Introduces score keeping and timing into coding If your child is a burgeoning techy with a

desire to learn coding Getting Started with Coding is the perfect place to start **Getting StartED Building Websites** Alexander Dawson, 2011-01-28 Website design and development can be a minefield for beginners Where do you start What languages should you learn What techniques should you use to produce your site What should you put on your site How do you make it look appealing How do you update it This book takes into account the most frequently asked website design and development questions and gives you straightforward answers No experience required in this step by step guide to website design and development Presents the important techniques you need to learn in easy to follow examples Takes the confusion out of languages technologies and all the important elements of the development process Full Stack GraphOL Applications William Lyon, 2022-09-27 Build hyper fast and hyper efficient web applications with GraphQL This practical comprehensive guide introduces the powerful GRANDStack for developing full stack web applications based in graph data structures In Full Stack GraphQL Applications you will learn how to Build backend functionalities for GraphQL applications Model a GraphQL API with GraphQL type definitions Utilize Neo4j as a backend database Handle authentication and authorization with GraphQL Implement pagination and rate limiting in a GraphQL API Develop a GraphQL service with Apollo Server Install Neo4j Database on different platforms Create a basic frontend application using React and Apollo Client Deploy a full stack GraphQL application to the cloud The GraphQL query language radically reduces over fetching or under fetching of data by constructing precise graph based data requests In Full Stack GraphQL Applications you ll learn how to build graph aware web applications that take full advantage of GraphQL s amazing efficiency Neo4j s William Lyon teaches you everything you need to know to design deploy and maintain a GraphQL API from scratch He reveals how you can build your web apps with GraphOL React Apollo and Neo4j Database aka the GRANDstack to get maximum performance out of GraphQL About the technology The GraphQL API guery language radically streamlines data exchanges with backend servers by representing application data as easy to understand graphs You can amplify GraphQL s benefits by using graph aware tools and data stores like React Apollo and Neo4j throughout your application A full stack graph approach provides a consistent data model end to end reducing friction in data fetching and increasing developer productivity About the book Full Stack GraphQL Applications teaches you to build graph aware web applications using GraphQL React Apollo and the Neo4j database collectively called the GRANDstack Practical hands on examples quickly develop your understanding of how the GRANDstack fits together As you go you ll create and deploy to the cloud a full featured web application that includes search authentication and more Soon you ll be ready to deploy end to end applications that take full advantage of GraphQL s outstanding performance What's inside Building a GraphQL backend using Neo4j Authentication and authorization with GraphQL Pagination and GraphQL abstract types A basic frontend application using React and Apollo Client Deploying to the cloud with Netlify AWS Lambda Auth0 and Neo4j Aura About the reader For full stack web developers No experience with GraphQL or graph databases required About the author William Lyon is a Staff Developer Advocate at Neo4j and blogger at

lyonwj com Table of Contents PART 1 GETTING STARTED WITH FULL STACK GRAPHQL 1 What is full stack GraphQL 2 Graph thinking with GraphQL 3 Graphs in the database 4 The Neo4j GraphQL Library PART 2 BUILDING THE FRONTEND 5 Building user interfaces with React 6 Client side GraphQL with React and Apollo Client PART 3 FULL STACK CONSIDERATIONS 7 Adding authorization and authentication 8 Deploying our full stack GraphQL application 9 Advanced GraphQL considerations Getting started with Vue Native Andrés Cruz, Vue Native is a framework to create native mobile applications for Android and IOS using JavaScript specifically Vue with this technology we can create good quality mobile applications Another fundamental point is that Vue Native uses the React Native code for each of the components that we have to create our applications therefore Vue Native communicates directly with the React Native core to be able to display through components images texts buttons lists and much more The fundamental window that this platform has is that we can use the Vue and React Naive plugins to create our applications Unfortunately this technology was obsolete at the time of writing this book therefore the book does not have all the chapters that were initially thought and it remains as a reference to start with this framework However even if it is obsolete or deprecated it helps us to know everything that this tool offers us we can use it to encourage us to develop in similar frameworks such as React Native Galio among others As a recommendation use Visual Studio Code as editor since it is an excellent editor with many customization options extensions intuitive light and that you can develop in a lot of platforms technologies frameworks and programming languages so overall Visual Studio Code will be a great companion for you but if you prefer other editors like Sublime Text PHPStorm or similar you can use it without any problem Chapters This book has a total of 8 chapters it is recommended that you read in the order in which they are arranged and as we explain the components of the framework go directly to the practice replicate test and modify the codes that we show in this book Chapter 1 It explains what is the necessary software and its installation to develop in Vue Native Chapter 2 We ll talk about Vue Native technology create a project and do some very basic testing Chapter 3 We will give a detailed explanation of each of the most used components in Vue Native Chapter 4 We will use a plugin to enable navigation between screens and see its practical use Chapter 5 We will see the different ways to work with the styles in a project in Vue Native Chapter 6 We will create a listing app consuming a Rest API on the Internet Chapter 7 We will see the use of animations in Vue Native in a basic way along with tweens Chapter 8 We will create a CRUD type application with forms lists several pages validations confirmation messages and redirections Who is this book for This book is for anyone who wants to get started with mobile development and knows the basics of Vue For those who want to know the framework and who know Vue who want to know current frameworks similar to this one but do not have the necessary knowledge to venture into these because they do not know the bases that support them For those people who want to learn something new learn about a framework that has very little documentation who want to improve a skill in web development who want to grow as a developer and who want to continue climbing their path with others frameworks superior to this As

long as you meet at least some of the above considerations this book is for you Getting Started Toel Kotin, 2004-06-01 Getting Started provides answers to questions that confront all beginning therapists such as How do I start What do I say What if the client challenges me What if the client is silent How do I deal with fees What about confidentiality How should I end the sessions It also answers those fundamental general concerns like how does psychotherapy work How can I be helpful to my patients Many books claim to be simply written and easy for an inexperienced therapist to understand This one really is It is user friendly and written with a minimum of jargon Dr Joel Kotin gives numerous examples of common situations and problems that therapists regularly encounter and hen tells the reader how to approach them Dr Kotin's tone is reassuring and supportive throughout Getting Started with FPGAs Russell Merrick, 2023-11-21 Skip the complexity and learn to program FPGAs the easy way through this hands on beginner friendly introduction to digital circuit design with Verilog and VHDL Whether you have been toying with field programmable gate arrays FPGAs for years or are completely new to these reprogrammable devices this book will teach you to think like an FPGA engineer and develop reliable designs with confidence Through detailed code examples patient explanations and hands on projects Getting Started with FPGAs will actually get you started Russell Merrick creator of the popular blog Nandland com will guide you through the basics of digital logic look up tables and flip flops as well as high level concepts like state machines You ll explore the fundamentals of the FPGA build process including simulation synthesis and place and route You ll learn about key FPGA primitives such as DSP blocks and PLLs and examine how FPGAs handle math operations and I O Code examples are provided in both Verilog and VHDL making the book a valuable resource no matter your language of choice You ll discover how to Implement common design building blocks like multiplexers LFSRs and FIFOs Cross between clock domains without triggering metastable conditions or timing errors Avoid common pitfalls when performing math Transmit and receive data at lightning speeds using SerDes Write testbench code to verify your designs are working With this accessible hands on guide you ll be creating your own functional FPGA projects in no time Getting started with FPGAs has never been easier **Getting Started in Hedge** Funds Daniel A. Strachman, 2010-12-07 The book on hedge fund basics completely updated to reflect today s post crisis industry The hedge fund industry has been reeling in the wake of recent Ponzi schemes and insider trading scandals as well as the loss of billions of dollars in assets under management due to fund closures Getting Started in Hedge Funds Third Edition focuses on the current state of the industry how hedge funds did or did not survive the subprime and subsequent credit crisis and what the future holds for investors Getting Started in Hedge Funds Third Edition also provides readers with a brief overview of the industry's history and describes the inner workings of these complex investment vehicles including how to start a hedge fund and what new regulations means for managers and investors Profiles 10 highly successful hedge fund managers Addresses the Madoff scandal as well as other lesser known Ponzi schemes and analyzes the ripple effect felt throughout the industry as a result of these and other scandals Despite the performance of some of these funds in the last

few years hedge funds are here to stay In this Third Edition Getting Started in Hedge Funds Strachman provides an updated **Getting Started with the MSP430** how to guide for investors interested in hedge funds in this era of new normal Launchpad Adrian Fernandez, Dung Dang, 2013-04-19 This book explores the world of microcontroller development through friendly lessons and progressively challenging projects which will have you blink LEDs make music with buzzers interact with different sensors like accelerometers and temperature sensors This book is focused on the MSP EXP430G2 LaunchPad Evaluation Kit which is a complete microcontroller development platform that includes everything you need to start creating microcontroller based projects Many of the 25 projects will also leverage external components such as the highly integrated Educational BoosterPack which is a modular extension to the LaunchPad and includes many components such as an RGB LED character LCD potentiometer This book provides helpful guides that break down hardware circuits through visual diagrams and includes fully commented code examples Concepts are broken down and explained in an easy to follow language and analogies to help you understand the principles behind each project system. The projects will encourage you to use and even combine the fundamental concepts to develop your ideas in creating new microcontroller solutions Coverage includes Digital Input Output buttons LEDs turning anything into a button Analog Input Output sensors temperature accelerometer potentiometer etc Programming fundamentals conditional branches loops flow logic number systems Pulse Width Modulation PWM square wave buzzer analog signal simulation Serial Communication UART SPI I2C Code development using Energia a free open source code editor and compiler Debugging through serial communication with a computer Interfacing with external components such as LEDs buzzers potentiometers sensors more With the help of this book you will be challenged to think about developing your own unique microcontroller based application and you will be equipped to start solving various problems adding intelligence to existing products or even developing your own innovative creations with a LaunchPad development kit Includes over 25 projects which focuses on a learn by doing approach Contains easy to follow diagrams and code examples Covers Programming fundamentals such as conditional branches and loops flow logic number systems Introduction to React Cory Gackenheimer, 2015-09-11 Introduction to React teaches you React the JavaScript framework created by developers at Facebook to solve the problem of building complex user interfaces in a consistent and maintainable way React js shrugs away common front end conventions in an effort to make things more efficient use Introduction to React to learn about this framework and more today Get to know the React API and it s specific JavaScript extension JSX which makes authoring React components easier and maintainable You will also learn how to test your React applications and about the tools you can use while building Once you understand these core concepts you can build applications with React This will help you cement the ideas and fundamentals of React and prepare you to utilize React in your own use case What You ll Learn How to use React to maintain complex user interfaces in an efficient way How to integrate existing user interfaces and move forward with React How to manage application architecture using Flux How to

easily utilize JSX React s JavaScript extension Building Serverless Web Applications Diego Zanon, 2017-07-28 Build scalable efficient and highly available web apps using AWS About This Book Get an in depth understanding of the serverless model Build a complete serverless web application end to end Learn how to use the Serverless Framework to improve your productivity Who This Book Is For If you re looking to learn more about scalable and cost efficient architectures this book is for you Basic knowledge of Node is skills or familiarity with cloud services is required For other topics we cover the basics What You Will Learn Get a grasp of the pros and cons of going serverless and its use cases Discover how you can use the building blocks of AWS to your advantage Set up the environment and create a basic app with the Serverless Framework Host static files on S3 and CloudFront with HTTPS support Build a sample application with a frontend using React as an SPA Develop the Node is backend to handle requests and connect to a SimpleDB database Secure your applications with authentication and authorization Implement the publish subscribe pattern to handle notifications in a serverless application Create tests define the workflow for deployment and monitor your app In Detail This book will equip you with the knowledge needed to build your own serverless apps by showing you how to set up different services while making your application scalable highly available and efficient We begin by giving you an idea of what it means to go serverless exploring the pros and cons of the serverless model and its use cases Next you will be introduced to the AWS services that will be used throughout the book how to estimate costs and how to set up and use the Serverless Framework From here you will start to build an entire serverless project of an online store beginning with a React SPA frontend hosted on AWS followed by a serverless backend with API Gateway and Lambda functions You will also learn to access data from a SimpleDB database secure the application with authentication and authorization and implement serverless notifications for browsers using AWS IoT This book will describe how to monitor the performance efficiency and errors of your apps and conclude by teaching you how to test and deploy your applications Style and approach This book takes a step by step approach on how to use the Serverless Framework and AWS services to build Serverless Applications It will give you a hands on feeling allowing you to practice while reading It provides a brief introduction of concepts while keeping the focus on the practical skills required to develop applications Cloud Native Programming with Golang Mina Andrawos, Martin Helmich, 2017-12-28 Discover practical techniques to build cloud native apps that are scalable reliable and always available Key Features Build well designed and secure microservices Enrich your microservices with continous integration and monitoring Containerize your application with Docker Deploy your application to AWS Learn how to utilize the powerful AWS services from within your application Book Description Awarded as one of the best books of all time by BookAuthority Cloud Native Programming with Golang will take you on a journey into the world of microservices and cloud computing with the help of Go Cloud computing and microservices are two very important concepts in modern software architecture They represent key skills that ambitious software engineers need to acquire in order to design and build software applications capable of performing and scaling Go

is a modern cross platform programming language that is very powerful yet simple it is an excellent choice for microservices and cloud applications Go is gaining more and more popularity and becoming a very attractive skill This book starts by covering the software architectural patterns of cloud applications as well as practical concepts regarding how to scale distribute and deploy those applications You will also learn how to build a JavaScript based front end for your application using TypeScript and React From there we dive into commercial cloud offerings by covering AWS Finally we conclude our book by providing some overviews of other concepts and technologies that you can explore to move from where the book leaves off What you will learn Understand modern software applications architectures Build secure microservices that can effectively communicate with other services Get to know about event driven architectures by diving into message queues such as Kafka Rabbitmg and AWS SQS Understand key modern database technologies such as MongoDB and Amazon s DynamoDB Leverage the power of containers Explore Amazon cloud services fundamentals Know how to utilize the power of the Go language to access key services in the Amazon cloud such as S3 SQS DynamoDB and more Build front end applications using ReactJS with Go Implement CD for modern applications Who this book is for This book is for developers who want to begin building secure resilient robust and scalable Go applications that are cloud native Some knowledge of the Go programming language should be sufficient To build the front end application you will also need some knowledge of JavaScript programming Getting Started with the Internet of Things Cuno Pfister, 2011-05-24 This hands on introductory guide will guickly show how to program embedded devices using the NET Micro Framework and the Netduino Plus board and then connect these devices to the Internet using Pachube a cloud platform for sharing real time sensor data

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# **Getting Started With React Introduction**

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