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Design Patterns for Cloud Native Applications: Amazon Instraid 2015-07-17 With the immense cost savings and scalability the cloud provides, the rationale for building cloud native applications is no longer in question. The real issue is how. With this practical guide, developers will learn about the most commonly used design patterns for building cloud native applications using APIs, data, events, and streams in both greenfield and brownfield development. You’ll learn how to incrementally build cloud native applications on top of existing applications, understand how microservices architecture can be modernized, and gain valuable insights into blue-green deployment, automated testing, and Kafka. Each pattern uses a real-world scenario to guide you through the process of building cloud-native applications.

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Design Patterns for Ruby (Adobe Reader) - Russ Olsen 2007-12-10 Praise for Design Patterns in Ruby “Design Patterns in Ruby documents smart ways to resolve many problems that Ruby developers commonly encounter. Russ Olsen has done a great job of presenting these patterns in a clear, concise and comprehensible manner that have special relevance for Ruby. He clearly explains each idea, making a wealth of experience available to Ruby developers for their own daily work.” - Steve Ellis, Senior Manager, Technical Content Operations, Sun Microsystems “This book is a really detailed exploration of the core design patterns. It goes in depth with a lot of typical Ruby examples. Very well written and an easy read.” - Martin Gamble, CEO, The OO Group “This book is the definitive guide to understanding and implementing design patterns in Ruby and it is extraordinarily well written. It would be an absolute must-have book for any software engineer interested in design patterns.” - Peter Cooper “This book renewed my interest in understanding patterns after a decade of good intentions. Russ picked the most useful patterns and introduced them in a straightforward and logical manner, going beyond the GoF patterns. This book has improved my use of Ruby, and essentially the design patterns. It is just plain fun to read!” - Ken Puglisi, J2EE Architect, IBM “Mike Stakehope’s first book, Design Patterns in Java, was a great introduction to design patterns for Java programmers. Core Security Patterns covers all of the following, and more: • What works and what doesn’t: J2EE application frameworks, the ambition of Rails-based “Convention Over Configuration” pattern, designed to help integrate entire applications and frameworks. Engaging, practical, and accessible, Design Patterns in Ruby will help you build better software while making your Ruby programming experience more rewarding.

SOA Design Patterns - Thomas Eri 2008-12-31 In a world of services, SOA is at the heart of transparency. More than three years in development and subjected to numerous industry reviews, one of the most prominent threat modeling experts in the world. Now, he is sharing his considerable expertise into this unique book. With pages of specific actionable advice, he details how to build better security into the design of systems, software, or services from the outset. You’ll explore various threat modeling approaches, and focused on threat modeling and application security. Systems security managers, you’ll find tools and a framework for operationalizing your threat modeling process. By the end of this book, security professionals, you’ll learn to discern changing threats and choose the best tools for your needs, and the practical implications of security patterns. If you want to know how to manage, monitor, and maintain a messaging system once it is in use, get this book.

Ease Learning Design Patterns (PDF) - Russ Olsen 2019-04-25 Exploits the object-oriented software design patterns, the authors include examples covering the latest SOA trends, such as BPEL and BPM. The 85 patterns in this book provide the most practical, proven and deen design techniques to the most common and criticial problems to addressing each pattern to the real-world problems it solves. The 85 patterns in this book provide the most practical, proven and deen design techniques to the most common and criticial problems to addressing each pattern to the real-world problems it solves.

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clarifies the key concepts of security patterns, defines their semantics and syntax, demonstrates how they can be used, and then compares his model with other now recognized as a fundamental requirement. This book presents a systematic security improvement approach based on the pattern paradigm. The author first introduces the core concepts and recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book. The second section is a pattern-based approach to building enterprise applications. The book is divided into five parts: introduction, basic patterns, advanced patterns, application design, and case studies. The book is aimed at developers who want to learn how to use patterns to improve the design and implementation of enterprise applications. It is also a valuable resource for architects who want to understand the principles and techniques of pattern-based design. The book provides a comprehensive overview of the key patterns and their applications, and includes a wealth of examples and case studies to help readers understand how the patterns can be implemented in real-world applications. Starting with an overview of design patterns and best practices in application design, you’ll learn about some of the most fundamental concepts in software engineering. This book is for beginners to intermediate-level programmers who want to enhance their skills in designing and developing large-scale applications.

Security and Microservice Architecture on AWS: Gaurav Bajaj 2021-08-08 Security is usually an afterthought when organizations design microservices for cloud systems. Today, companies that are exposed to potential security threats, but their responses are often more reactive than proactive. This leads to unnecessarily complicated systems that are hard to maintain and even harder to manage and scale. Author Gaurav Bajaj shows how to build highly secure systems on AWS without increasing overhead. Ideal for cloud solution architects and software developers with AWS experience, this practical book starts with a high-level architecture and design discussion, then explains how to implement your solution in the cloud while ensuring that the development and operational experience isn’t compromised. The book covers best practices and patterns that are not well documented, but are widely accepted, such as how to use AWS Identity and Access Management (IAM) to secure microservices, how to use AWS CloudFormation to manage cloud resources, and how to use AWS S3 to store and manage data. The book also covers the latest developments in the field, such as AWS Lambda, AWS Fargate, and AWS Elastic Container Service (ECS), as well as various regulations in finance, medicine, and legal services. The book is written by experienced AWS architects and consultants and is a valuable resource for organizations that are looking to improve their security posture and reduce risk.

Android Design Patterns and Best Practices: Tyler Moll 2016-12-20 Create reliable, robust, and efficient Android apps with industry-standard design patterns. This book will help you understand the essential design patterns and how to apply them in your Android app development. This book is for Android developers who want to build high-quality apps and ensure they are easy to maintain and update. The book covers a wide range of topics, from UI design and navigation to data management and testing. The book is focused on providing practical advice and real-world examples, so you can apply what you learn in your own projects. Whether you are a beginner or an experienced Android developer, this book will help you improve your skills and create better apps.

Domain-driven Design: Eric Evans 2004 Describes ways to incorporate domain-driven design into your development process. This book provides a framework for building software that is aligned with the business domain, rather than the technical requirements. The book is for developers who want to improve the alignment between the business and technical goals of their projects. The book provides practical guidance on how to design software that is both customer- and business-oriented. The book is a valuable resource for any developer who wants to create software that is aligned with the business domain.
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Designing Data-Intensive Applications—Martin Koppelmann 2017-03-04 Data is at the center of many challenges in system design today. Difficult issues need to be figured out efficiently, effectively, and economically. "Big data" redesigns existing software systems, including the economics of databases, NOSQL databases, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? Koppelmann shows how to make good decisions about the systems that support your business processes. The book will help you and your team design scalable and sustainable data systems.

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Enterprise Design Patterns—Wolfgang Goell 2020-10-29 You are working very hard, but does it really make a difference? Are you: ● An Enterprise Architect finding your great ideas have a very limited impact on business decisions? ● A Service or UX designer tired of creating concepts that are never implemented the way you envisioned them? ● A Business Analyst wanting to work on the big picture instead of point solutions? Then this book is for you. The patterns in this book capture the wisdom of practitioners from many different fields and provide practical guidance on: ● How to deal with common obstacles in the enterprise design practice; ● Producing creations that people love to co-create; ● Building the relationships you need for collaborative design; ● Applying experience-based, pragmatic design practices. This book lays the foundation for the practice of designing enterprises to improve their Identity, Experience and Architecture.

Design Patterns for Embedded Systems in C—Bruce Powel Douglass 2010-11-03 A recent survey stated that 52% of embedded projects are late by 4-5 months. This book can help get those projects in on-time with design patterns. The author carefully takes into account the special concerns found in designing and developing embedded applications specifically concurrency, communication, speed, and memory usage. Patterns are given in UML (Unified Modeling Language) with examples including ANSI C for direct and practical application to C code. A basic C knowledge is a prerequisite for the book while UML notation and terminology is included. General C programming books do not include discussion of the constraints found within embedded system design. The practical examples give the reader an understanding of the use of UML and OO (Object Oriented) designs in a resource-limited environment. Also included are two chapters on static machines. The beauty of this book is that it can help you today. Design Patterns within these pages are immediately applicable to your project Addresses embedded system design concerns such as concurrency, communication, and memory usage Examples contain ANSI C for ease of use with C programming code

Java EE 8 Design Patterns and Best Practices—Ibrah Recha 2018-08-10 Get the deep insights you need to master efficient architectural design considerations and solve common design problems in your enterprise applications. Key Features The benefits and applicability of using different design patterns in JAVA EE Learn best practices to solve common design and architectural challenges Choose the right patterns to improve the efficiency of your programs Book Description Patterns are essential design tools for Java developers. Java EE Design Patterns and Best Practices helps developers attain better code quality and progress to higher levels of architectural creativity by examining the purpose of each available pattern and demonstrating its implementation with various code examples. This book will take you through a number of patterns and their Java EE specific implementations. In the beginning, you will learn the foundation ire, importance of, and design patterns in Java EE, and then will move on to implement various patterns on the presentation layer, business layer, and integration layer. Further, you will explore the patterns involved in Aspect-Oriented Programming (AOP) and create a closer look at reactive patterns. Moving on, you will be introduced to modern architectural patterns involved in composing microservices and cloud-native applications. You will get acquainted with security patterns and operational patterns involved in scaling and monitoring, along with some patterns involved in deployment. By the end of the book, you will be able to efficiently address common problems faced when developing applications and will be comfortable working on scalable and maintainable projects of any size. What you will learn Implement presentation layers, such as the front controller pattern Understand the business tier and implement the business delegate pattern Master the implementation of AOP Get involved with asynchronous EJB methods and REST services Involve key patterns in the adoption of microservices architecture Maximize performance and scalability for enterprise-level applications Who this book is for Java developers who are comfortable with programming in Java and now want to learn how to implement design patterns to create robust, reusable and easily maintainable apps.

API Design Patterns—Joshua Howes 2021-07-17 API Design Patterns lays out a set of design principles for building internal and public-facing APIs. Summary A collection of best practices and design guidelines for web and internal 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 your specific needs. Hands-on examples and relevant use-cases illustrate patterns for API fundamentals, advanced functionalities, and even 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 to use. 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 design principles for building internal and public-facing APIs. Google API expert Joshua Howes 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 Joshua Howes 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 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 Reusable jobs PART 4 COLLECTIVE OPERATIONS 17 Copy and move 18 Batch operations 19 Criteria-based deletion 20 Anonymous arrays 21 Pagination 22 Filtering 23 Importing and exporting PART 5 SAFETY AND SECURITY 24 Verifying and compatibility 25 Soft deletion 26 Request deduplication 27 Request validation 28 Resource revisions 29 Request retrial 30 Request authentication

Open Reference Architecture for Security and Privacy—Maikel Martijn 2016-11-29 Due to the continuously stream of security breaches two security architects in the Netherlands started a project to harvest good practices for better and faster creating architecture and privacy solution designs. This project resulted in a reference architecture that is aimed to help all security architects and designers worldwide. All kinds of topics that help creating a security or privacy solution architecture are outlined, such as security and privacy principles, common attack vectors, threat models while in-depth guidelines are also given to evaluate the use of Open Source security and privacy application in various use cases.