

# Download Visual Studio Code

Thank you entirely much for downloading **Download Visual Studio Code**. Maybe you have knowledge that, people have look numerous times for their favorite books afterward this Download Visual Studio Code, but end going on in harmful downloads.

Rather than enjoying a good PDF in imitation of a cup of coffee in the afternoon, on the other hand they juggled considering some harmful virus inside their computer. **Download Visual Studio Code** is easy to use in our digital library an online admission to it is set as public so you can download it instantly. Our digital library saves in complex countries, allowing you to get the most less latency epoch to download any of our books subsequently this one. Merely said, the Download Visual Studio Code is universally compatible once any devices to read.

*Download Visual Studio Code*

2020-12-11

## KAILEY CRUZ

*Beginning C++ Game Programming* John Wiley & Sons  
Expert guidance on using Visual Studio Code for editing and debugging your web development projects Visual Studio Code, a free, open source, cross-compatible source code editor, is one of the most popular choices for web developers. It is fast, lightweight, customizable, and contains built-in support for JavaScript, Typescript, and Node.js extensions for other languages, including C++, Python, and PHP. Features such as debugging capability, embedded Git control, syntax highlighting, code snippets, and IntelliSense intelligent code completion support—several of which set it apart from the competition—help make Visual Studio Code an impressive, out-of-the-box solution. *Visual Studio Code: End-to-End Editing and Debugging Tools for Web Developers* helps readers to become familiar with and productive in Visual Studio Code. This up-to-date guide covers all of the essential components of the software, including the editing features of the workspace, advanced functionality such as code refactoring and key binding, and integration with Grunt, Gulp, NPM, and other external tools. New users, experienced developers, and those considering moving from another developer tool will benefit from this book's detailed, yet easy-to-follow information on Visual Studio Code. This book: Teaches readers how to use Visual Studio Code to do full-stack development Explains the steps to install Visual Studio Code on Windows, Mac and Linux platforms Provides a foundation for non-users considering moving to Visual Studio Code Helps current users expand their knowledge of the tool and its available extensions Describes how to open a .NET Core project and get end-to-end execution and debugging functionality *Visual Studio Code: End-to-End Editing and Debugging Tools for Web Developers* is an invaluable guide for both professional and hobbyist web developers seeking immediately-useful information on Visual Studio Code.

*Visual Studio 2019 Tricks and Techniques* Packt Publishing Ltd  
*Mastering Visual Studio Code* empowers the readers to get the most out of VS Code, an extremely popular and powerful code editor. Microsoft's Visual Studio Code (VS Code) is a free and open-source code and text editor. Despite its modest size, VS Code includes numerous significant features that have made it one of the most popular code editors in recent years. VS Code is compatible with various programming languages, including Java, C++, Python, CSS, Go, and Docker files. VS Code also lets you add and create new extensions, such as code linkers, debuggers, and support for cloud and web development. Compared to other text editors, the VS Code user interface allows for a lot of interactivity. Some of the major advantages of Visual Studio Code are: • Cross-stack development using an open technology platform • Huge repository of plug-ins produced by the community and professionals • Debug tools for generic usage • Cross-platform support, including Linux, Mac, and Windows A

good and powerful code editor is a vital part of any developer's toolkit. VS Code has all the features any developer might need. As such, learning Visual Studio Code and understanding its various offerings and features is a good idea. With *Mastering Visual Studio Code*, using VS Code will become a breeze, regardless of the language that you are coding in, thereby boosting your productivity. The *Mastering Computer Science* series is edited by Sufyan bin Uzayr, a writer and educator with more than a decade of experience in the computing field.

*Mastering Visual Studio 2017* John Wiley & Sons

Learn how to implement gRPC on the .NET platform step by step and cover how to use gRPC on .NET, including fundamentals, use cases, and best practices Key Features Explore all aspects of gRPC implementation on .NET, from the most basic features to advanced ones Discover best practices for using gRPC to make sure that your applications are as efficient and as scalable as possible Identify when gRPC is the best tool for the job and when it isn't Book Description Explore gRPC's capabilities for faster communication between your microservices using the HTTP/2 protocol in this practical guide that shows you how to implement gRPC on the .NET platform. gRPC is one of the most efficient protocols for communication between microservices that is also relatively easy to implement. However, its official documentation is often fragmented and .NET developers might find it difficult to recognize the best way to map between C# data types and fields in gRPC messages. This book will address these concerns and much more. Starting with the fundamentals of gRPC, you'll discover how to use it inside .NET apps. You'll explore best practices for performance and focus on scaling a gRPC app. Once you're familiar with the inner workings of the different call types that gRPC supports, you'll advance to learning how to secure your gRPC endpoints by applying authentication and authorization. With detailed explanations, this gRPC .NET book will show you how the Protobuf protocol allows you to send messages efficiently by including only the necessary data. You'll never get confused again while translating between C# data types and the ones available in Protobuf. By the end of the book, you'll have gained practical gRPC knowledge and be able to use it in .NET apps to enable direct communication between microservices. What you will learn Get to grips with the fundamentals of gRPC and Protobuf Debug gRPC components inside a .NET application to locate and fix errors Understand gRPC best practices, such as performance enhancement Effectively translate between gRPC and native C# code by applying well-known types Secure gRPC communication inside a .NET application Discover how to monitor gRPC on .NET by applying logging and metrics Who this book is for This book is for NET developers who are working with microservices and are looking for efficient solutions to facilitate communication between services using gRPC. Anyone who is familiar with microservices architecture and has knowledge of the fundamentals of .NET Core, but not necessarily of gRPC, will also find this book useful.

*Lua Quick Start Guide* Packt Publishing Ltd

Learn C++ from scratch and get started building your very own games About This Book This book offers a fun way to learn modern C++ programming while building exciting 2D games This beginner-friendly guide offers a fast-paced but engaging approach to game development Dive headfirst into building a wide variety of desktop games that gradually increase in complexity It is packed with many suggestions to expand your finished games that will make you think critically, technically, and creatively Who This Book Is For This book is perfect for you if any of the following describes you: You have no C++ programming knowledge whatsoever or need a beginner level refresher course, if you want to learn to build games or just use games as an engaging way to learn C++, if you have aspirations to publish a game one day, perhaps on Steam, or if you just want to have loads of fun and impress friends with your creations. What You Will Learn Get to know C++ from scratch while simultaneously learning game building Learn the basics of C++, such as variables, loops, and functions to animate game objects, respond to collisions, keep score, play sound effects, and build your first playable game. Use more advanced C++ topics such as classes, inheritance, and references to spawn and control thousands of enemies, shoot with a rapid fire machine gun, and realize random scrolling game-worlds Stretch your C++ knowledge beyond the beginner level and use concepts such as pointers, references, and the Standard Template Library to add features like split-screen coop, immersive directional sound, and custom levels loaded from level-design files Get ready to go and build your own unique games! In Detail This book is all about offering you a fun introduction to the world of game programming, C++, and the OpenGL-powered SFML using three fun, fully-playable games. These games are an addictive frantic two-button tapper, a multi-level zombie survival shooter, and a split-screen multiplayer puzzle-platformer. We will start with the very basics of programming, such as variables, loops, and conditions and you will become more skillful with each game as you move through the key C++ topics, such as OOP (Object-Orientated Programming), C++ pointers, and an introduction to the Standard Template Library. While building these games, you will also learn exciting game programming concepts like particle effects, directional sound (spatialization), OpenGL programmable Shaders, spawning thousands of objects, and more. Style and approach This book offers a fun, example-driven approach to learning game development and C++. In addition to explaining game development techniques in an engaging style, the games are built in a way that introduces the key C++ topics in a practical and not theory-based way, with multiple runnable/playable stages in each chapter.

*Parallel Programming with C# and .NET Core* Packt Publishing Ltd

The easiest way to learn Lua programming Key Features The easiest way to learn Lua coding Use the Lua standard libraries and debug Lua code Embed Lua as a scripting language using the Lua C API Book Description Lua is a small, powerful and extendable scripting/programming language that can be used for learning to program, and writing games and applications, or as an embedded scripting language. There are many popular commercial projects that allow you to modify or extend them through Lua scripting, and this book will get you ready for that. This book is the easiest way to learn Lua. It introduces you to the basics of Lua and helps you to understand the problems it solves. You will work with the basic language features, the libraries Lua provides, and powerful topics such as object-oriented programming. Every aspect of programming in Lua, variables, data types, functions, tables, arrays and objects, is covered in sufficient detail for you to get started. You will also find out about Lua's module system and how to interface with the operating

system. After reading this book, you will be ready to use Lua as a programming language to write code that can interface with the operating system, automate tasks, make playable games, and much more. This book is a solid starting point for those who want to learn Lua in order to move onto other technologies such as Love2D or Roblox. A quick start guide is a focused, shorter title that provides a faster paced introduction to a technology. It is designed for people who don't need all the details at this point in their learning curve. This presentation has been streamlined to concentrate on the things you really need to know. What you will learn Understand the basics of programming the Lua language Understand how to use tables, the data structure that makes Lua so powerful Understand object-oriented programming in Lua using metatables Understand standard LUA libraries for math, file io, and more Manipulate string data using Lua Understand how to debug Lua applications quickly and efficiently Understand how to embed Lua into applications with the Lua C API Who this book is for This book is for developers who want to get up and running with Lua. This book is ideal for programmers who want to learn to embed Lua in their own applications, as well as for beginner programmers who have never coded before.

*Go Programming Language For Dummies* Media Sains Indonesia Ready, set, program with Go! Now is the perfect time to learn the Go Programming Language. It's one of the most in-demand languages among tech recruiters and developers love its simplicity and power. Go Programming Language For Dummies is an easy way to add this top job skill to your toolkit. Written for novice and experienced coders alike, this book traverses basic syntax, writing functions, organizing data, building packages, and interfacing with APIs. Go—or GoLang, as it's also known—has proven to be a strong choice for developers creating applications for the cloud-based world we live in. This book will put you on the path to using the language that's created some of today's leading web applications, so you can steer your career where you want to Go! Learn how Go works and start writing programs and modules Install and implement the most powerful third-party Go packages Use Go in conjunction with web services and MySQL databases Keep your codebase organized and use Go to structure data With this book, you can join the growing numbers of developers using Go to create 21st century solutions. Step inside to take start writing code that puts data in users' hands.

*Julia Programming Projects* Packt Publishing Ltd

Use Visual Studio Code to write and debug code quickly and efficiently on any platform, for any device, using any programming language, and on the operating system of your choice. Visual Studio Code is an open source and cross-platform development tool that focuses on code editing across a variety of development scenarios, including web, mobile, and cloud development. Visual Studio Code Distilled teaches you how to be immediately productive with Visual Studio Code, from the basics to some of the more complex topics. You will learn how to work on individual code files, complete projects, and come away with an understanding of advanced code-editing features that will help you focus on productivity, and source code collaboration with Git. What You'll Learn Comprehend Visual Studio Code in a way that is not just theory or a list of features, but an approach driven by developer tasks and needs Understand integrated support for team collaboration with Git for executing and debugging code, and the many ways you can extend and customize VS Code Debug code on multiple platforms though real-world guidance, such as working under corporate networks Expand your coding intelligence from web to mobile to the cloud, and even artificial intelligence Acquire valuable tips, tricks, and suggestions from hard-earned, real-world experience to be more productive Who This Book Is For All developers (including JavaScript, Java,

NodeJS), not just those with a Microsoft background, who will benefit from learning and using VS code as a cross-platform and cross-language tool.

Fundamentals of Computer Programming with C# CRC Press  
Build cross-platform solutions with .NET Core 2.0 through real-life scenarios Key Features Bridges the gap between learning and doing and improves your software development skills Covers the best practices of .NET development to improve your productivity Example-based approach to get you started quickly with software programming Book Description With the rise in the number of tools and technologies available today, developers and architects are always exploring ways to create better and smarter solutions. Before, the differences between target platforms was a major roadblock, but that's not the case now. .NET Core 2.0 By Example will take you on an exciting journey to building better software. This book provides fresh and relevant content to .NET Core 2.0 in a succinct format that's enjoyable to read. It also delivers concepts, along with the implications, design decisions, and potential pitfalls you might face when targeting Linux and Windows systems, in a logical and simple way. With the .NET framework at its center, the book comprises of five varied projects: a multiplayer Tic-tac-toe game; a real-time chat application, Let'sChat; a chatbot; a microservice-based buying-selling application; and a movie booking application. You will start each chapter with a high-level overview of the content, followed by the above example applications described in detail. By the end of each chapter, you will not only be proficient with the concepts, but you'll also have created a tangible component in the application. By the end of the book, you will have built five solid projects using all the tools and support provided by the .NET Core 2.0 framework. What you will learn Build cross-platform applications with ASP.NET Core 2.0 and its tools Integrate, host, and deploy web apps with the cloud (Microsoft Azure) Leverage the ncurses native library to extend console capabilities in .NET Core on Linux and interop with native code .NET Core on Linux and learn how to interop with existing native code Reuse existing .NET Framework and Mono assemblies from .NET Core 2.0 applications Develop real-time web applications using ASP.NET Core Learn the differences between SOA and microservices and get started with microservice development using ASP.NET Core 2.0 Walk through functional programming with F# and .NET Core from scratch Who this book is for If you are a developer or architect and want to learn how to build cross-platform solutions using Microsoft .NET Core, this book is for you. It is assumed that you have some knowledge of the .NET Framework, OOP, and C# (or a similar programming language).

Tutorial Visual Studio Code BPB Publications

Mastering React Native helps the reader master the React Native framework for faster and more robust mobile app development. React Native is an open-source JavaScript framework that allows you to create applications for many platforms, including iOS, Android, and the web, all with the same code base. It is built on the React framework, and it provides all of React's power to mobile app development. React Native was a natural continuation of React. It is a mobile framework that includes JavaScript to create near-native apps. JSX, a hybrid of JavaScript and XML-like markup, is used to make React Native applications. The React Native "bridge" then calls the native rendering APIs in Objective-C (for iOS) or Java (for Android) behind the scenes (for Android). As a result, your app will appear and feel like any other mobile app, as it will be rendered using genuine mobile UI components instead of web views. React Native also offers JavaScript interfaces for platform APIs, allowing your React Native apps to use features such as user location and the phone camera. If your app is UI focused, React Native is an excellent choice

because it comes with an extensive UI library. Becoming a React Native developer gives you access to exciting, cutting-edge projects which frequently incorporate innovative technology like Augmented Reality. Job opportunities for React Native devs are aplenty, and it is undoubtedly a skill worthy of consideration owing to its popularity with startups and corporates alike. With Mastering React Native, learning React Native becomes easy and will help readers undoubtedly advance their careers. The Mastering Computer Science series is edited by Sufyan bin Uzayr, a writer and educator with more than a decade of experience in the computing field.

Optimizing Visual Studio Code for Python Development Faber Publishing

Harness the full power of the Visual Studio IDE to take your coding skills to the next level by learning about IDE productivity practices and exclusive techniques Key Features Increase your productivity by leveraging Visual Studio 2019's improvements and features Explore powerful editing, code intelligence, and source code control features to increase productivity Delve into VS's powerful, untapped features such as custom project templates and extensions Book Description Visual Studio 2019 (VS 2019) and Visual Studio Code (VS Code) are powerful professional development tools that help you to develop applications for any platform with ease. Whether you want to create web, mobile, or desktop applications, Microsoft Visual Studio is your one-stop solution. This book demonstrates some of the most sophisticated capabilities of the tooling and shows you how to use the integrated development environment (IDE) more efficiently to be more productive. You'll begin by gradually building on concepts, starting with the basics. The introductory chapters cover shortcuts, snippets, and numerous optimization tricks, along with debugging techniques, source control integration, and other important IDE features that will help you make your time more productive. With that groundwork in place, more advanced concepts such as the inner workings of project and item templates are covered. You will also learn how to write quality, secure code more efficiently as well as discover how certain Visual Studio features work 'under the hood'. By the end of this Visual Studio book, you'll have learned how to write more secure code faster than ever using your knowledge of the extensions and processes that make developing successful solutions more enjoyable and repeatable. What you will learn Understand the similarities and differences between VS 2019 and VS Code Get to grips with numerous keyboard shortcuts to improve efficiency Discover IDE tips and tricks that make it easier to write code Experiment with code snippets that make it easier to write repeating code patterns Find out how to customize project and item templates with the help of hands-on exercises Use Visual Studio extensions for ease and improved productivity Delve into Visual Studio's behind the scene operations Who this book is for This book is for C# and .NET developers who want to become more efficient and take advantage of features they may not be aware of in the IDE. Those looking to increase their productivity and write quality code more quickly by fully utilizing the power of the Visual Studio IDE will also find this book useful.

Mastering Visual Studio .NET John Wiley & Sons

Learn the extensibility model of Visual Studio to enhance the Visual Studio integrated development environment (IDE). This book will cover every aspect, starting from developing an extension to publishing it and making it available to the end user. The book begins with an introduction to the basic concepts of Visual Studio including data structures and design patterns and moves forward with the fundamentals of the VS extensibility model. Here you will learn how to work on Roslyn - the .NET compiler platform - and load extensions in VS. Next, you will go

through the extensibility model and see how various extensions, such as menus, commands, and tool windows, can be plugged into VS. Moving forward, you'll cover developing VS extensions and configuring them, along with demonstrations on customizing extension by developing option pages. Further, you will learn to create custom code snippets and use a debugger visualizer. Next, you will go through creation of project and item templates including deployment of VS extensions using continuous integration (CI). Finally, you will learn tips and tricks for Visual Studio and its extensibility and integration with Azure DevOps. After reading Visual Studio Extensibility Development you will be able to develop, deploy, and customize extensions in Visual Studio IDE. What You Will Learn Discover the Visual Studio extensibility and automation model Code Visual Studio extensions from scratchCustomize extensions by developing a tools option page for themCreate project templates, item templates, and code snippets. Work with code generation using T4 templatesCode analysis and refactoring using Roslyn analyzersCreate and deploy a private extension gallery and upload the extensions Upload a VS extension using CISHip your extension to Visual Studio MarketplaceWho This Book Is For Developers in Visual Studio IDE covering C#, Visual Basic (VB), JavaScript, and CSS.

[Hands-On Internet of Things with MQTT](#) John Wiley & Sons Design, create and manage robust Power BI solutions to gain meaningful business insights Key Features Master all the dashboarding and reporting features of Microsoft Power BI Combine data from multiple sources, create stunning visualizations and publish your reports across multiple platforms A comprehensive guide with real-world use cases and examples demonstrating how you can get the best out of Microsoft Power BI Book Description This book is intended for business intelligence professionals responsible for the design and development of Power BI content as well as managers, architects and administrators who oversee Power BI projects and deployments. The chapters flow from the planning of a Power BI project through the development and distribution of content to the administration of Power BI for an organization. BI developers will learn how to create sustainable and impactful Power BI datasets, reports, and dashboards. This includes connecting to data sources, shaping and enhancing source data, and developing an analytical data model. Additionally, top report and dashboard design practices are described using features such as Bookmarks and the Power KPI visual. BI managers will learn how Power BI's tools work together such as with the On-premises data gateway and how content can be staged and securely distributed via Apps. Additionally, both the Power BI Report Server and Power BI Premium are reviewed. By the end of this book, you will be confident in creating effective charts, tables, reports or dashboards for any kind of data using the tools and techniques in Microsoft PowerBI. What you will learn Build efficient data retrieval and transformation processes with the Power Query M Language Design scalable, user-friendly DirectQuery and Import Data Models Develop visually rich, immersive, and interactive reports and dashboards Maintain version control and stage deployments across development, test, and production environments Manage and monitor the Power BI Service and the On-premises data gateway Develop a fully on-premise solution with the Power BI Report Server Scale up a Power BI solution via Power BI Premium capacity and migration to Azure Analysis Services or SQL Server Analysis Services Who this book is for Business Intelligence professionals and existing Power BI users looking to master Power BI for all their data visualization and dashboarding needs will find this book to be useful. While understanding of the basic BI concepts is required, some

exposure to Microsoft Power BI will be helpful.

**Professional C# 7 and .NET Core 2.0** Packt Publishing Ltd Build on your existing programming skills and upskill to professional-level C# programming. Summary In Code Like A Pro in C# you will learn: Unit testing and test-driven development Refactor a legacy .NET codebase Principles of clean code Essential backend architecture skills Query and manipulate databases with LINQ and Entity Framework Core Critical business applications worldwide are written in the versatile C# language and the powerful .NET platform, running on desktops, cloud systems, and Windows or Linux servers. Code Like a Pro in C# makes it easy to turn your existing abilities in C# or another OO language (such as Java) into practical C# mastery. There's no "Hello World" or Computer Science 101 basics—you'll learn by refactoring an out-of-date legacy codebase, using new techniques, tools, and best practices to bring it up to modern C# standards. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology You know the basics, now get ready for the next step! Pro-quality C# code is efficient, clean, and fast. Whether you're building user-facing business applications or writing data-intensive backend services, the experience-based, practical techniques in this book will take your C# skills to a new level. About the book Code Like a Pro in C# teaches you to how write clean C# code that's suitable for enterprise applications. In this book, you'll refactor a legacy codebase by applying modern C# techniques. You'll explore tools like Entity Framework Core, design techniques like dependency injection, and key practices like testing and clean coding. It's a perfect path to upgrade your existing C# skills or shift from another OO language into C# and the .NET ecosystem. What's inside Unit testing and test-driven development Refactor a legacy .NET codebase Principles of clean code Query and manipulate databases with LINQ and Entity Framework Core About the reader For developers experienced with object-oriented programming. No C# experience required. About the author Jort Rodenburg is a software engineer who has taught numerous courses on getting up to speed with C# and .NET. Table of Contents PART 1 USING C# AND .NET 1 Introducing C# and .NET 2 .NET and how it compiles PART 2 THE EXISTING CODEBASE 3 How bad is this code? 4 Manage your unmanaged resources! PART 3 THE DATABASE ACCESS LAYER 5 Setting up a project and database with Entity Framework Core PART 4 THE REPOSITORY LAYER 6 Test-driven development and dependency injection 7 Comparing objects 8 Stubbing, generics, and coupling 9 Extension methods, streams, and abstract classes PART 5 THE SERVICE LAYER 10 Reflection and mocks 11 Runtime type checking revisited and error handling 12 Using IEnumerable and yield return PART 6 THE CONTROLLER LAYER 13 Middleware, HTTP routing, and HTTP responses 14 JSON serialization/deserialization and custom model binding

**Design Patterns** RB Whitaker

Become proficient and efficient with Visual Studio Code and learn how to integrate all your external tools! Visual Studio Code for Python Programmers helps Python developers become not just familiar, but productive in Visual Studio Code. To start, you'll find the steps for installing Visual Studio Code on Windows, Mac and Linux platforms, along with an introduction to the editing features of the workspace. Coverage of more advanced functionality includes managing source code, debugging, unit testing, and Jupyter Notebook support. The book finishes with a walk-through of real-world projects which utilize Visual Studio Code features introduced in the book. For developers, the choice of an editor is a very personal one. You have idiosyncratic needs and wants that are unique to you as a developer. This book will help you learn how to customize Visual Studio Code to meet your needs and

Python development workflow. Introduces you to the features of the Visual Studio Code workspace and how those features can be customized Demonstrates how Visual Studio Code allows you to choose your structure according to your needs Covers editing code in Python, including syntax highlighting, code completion, object definition, refactoring, and code navigation Describes Git integration and how to perform common Git functions (commits, checkouts, branches, and merges) from within Visual Studio Code Highlights debugging features for Python developers A final section on Real World Applications will step you through several examples (and features integration with Django, Flask, Jupyter Notebook, Docker, and Azure), so you can hit the ground running with Visual Studio Code.

**Building Better PowerShell Code** Pearson Deutschland GmbH  
**Microservices in .NET, Second Edition** teaches you to build and deploy microservices using ASP.NET and Azure services.  
 Summary In **Microservices in .NET, Second Edition** you will learn how to: Build scalable microservices that are reliable in production Optimize microservices for continuous delivery Design event-based collaboration between microservices Deploy microservices to Kubernetes Set up Kubernetes in Azure  
**Microservices in .NET, Second Edition** is a comprehensive guide to building microservice applications using the .NET stack. After a crystal-clear introduction to the microservices architectural style, it teaches you practical microservices development skills using ASP.NET. This second edition of the bestselling original has been revised with up-to-date tools for the .NET ecosystem, and more new coverage of scoping microservices and deploying to Kubernetes. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Microservice architectures connect independent components that must work together as a system. Integrating new technologies like Docker and Kubernetes with Microsoft's familiar ASP.NET framework and Azure cloud platform enables .NET developers to create and manage microservices efficiently. About the book **Microservices in .NET, Second Edition** teaches you to build and deploy microservices using ASP.NET and Azure services. It lays out microservice architecture simply, and then guides you through several real-world projects, such as building an ecommerce shopping cart. In this fully revised edition, you'll learn about scoping microservices, deploying to Kubernetes, and operations concerns like monitoring, logging, and security. What's inside Optimize microservices for continuous delivery Design event-based collaboration between microservices Deploy microservices to Kubernetes Set up Kubernetes in Azure About the reader For C# developers. No experience with microservices required. About the author Christian Horsdal is an independent consultant with more than 20 years of experience building projects from large-scale microservice systems to tiny embedded systems. Table of Contents PART 1 GETTING STARTED WITH MICROSERVICES 1 Microservices at a glance 2 A basic shopping cart microservice 3 Deploying a microservice to Kubernetes PART 2 BUILDING MICROSERVICES 4 Identifying and scoping microservices 5 Microservice collaboration 6 Data ownership and data storage 7 Designing for robustness 8 Writing tests for microservices PART 3 HANDLING CROSS-CUTTING CONCERNS: BUILDING A REUSABLE MICROSERVICE PLATFORM 9 Cross-cutting concerns: Monitoring and logging 10 Securing microservice-to-microservice communication 11 Building a reusable microservice platform PART 4 BUILDING APPLICATIONS 12 Creating applications over microservices

**Windows Server 2022 & Powershell All-in-One For Dummies** John Wiley & Sons

A guide to mastering Visual Studio 2017 About This Book Focus on coding with the new, improved, and powerful tools of VS 2017

Master improved debugging and unit testing support capabilities Accelerate cloud development with the built-in Azure tools Who This Book Is For .NET Developers who would like to master the new features of VS 2017, and would like to delve into newer areas such as cloud computing, would benefit from this book. Basic knowledge of previous versions of Visual Studio is assumed. What You Will Learn Learn what's new in the Visual Studio 2017 IDE, C# 7.0, and how it will help developers to improve their productivity Learn the workloads and components of the new installation wizard and how to use the online and offline installer Build stunning Windows apps using Windows Presentation Foundation (WPF) and Universal Windows Platform (UWP) tools Get familiar with .NET Core and learn how to build apps targeting this new framework Explore everything about NuGet packages Debug and test your applications using Visual Studio 2017 Accelerate cloud development with Microsoft Azure Integrate Visual Studio with most popular source control repositories, such as TFS and GitHub In Detail Visual Studio 2017 is the all-new IDE released by Microsoft for developers, targeting Microsoft and other platforms to build stunning Windows and web apps. Learning how to effectively use this technology can enhance your productivity while simplifying your most common tasks, allowing you more time to focus on your project. With this book, you will learn not only what VS2017 offers, but also what it takes to put it to work for your projects. Visual Studio 2017 is packed with improvements that increase productivity, and this book will get you started with the new features introduced in Visual Studio 2017 IDE and C# 7.0. Next, you will learn to use XAML tools to build classic WPF apps, and UWP tools to build apps targeting Windows 10. Later, you will learn about .NET Core and then explore NuGet, the package manager for the Microsoft development platform. Then, you will familiarize yourself with the debugging and live unit testing techniques that comes with the IDE. Finally, you'll adapt Microsoft's implementation of cloud computing with Azure, and the Visual Studio integration with Source Control repositories. Style and approach This comprehensive guide covers the advanced features of Visual Studio 2017, and communicates them through a practical approach to explore the underlying concepts of how, when, and why to use it.

*The C# Player's Guide (eBook)* John Wiley & Sons

All the essentials for administering Windows Server 2022 in one book Looking for a little help installing, configuring, securing, or running a network running Windows Server 2022? **Windows Server 2022 & PowerShell All-in-One For Dummies** delivers a thorough guide to network administration in a single, convenient book. Whether you need to start from scratch and install a new server or want to jump right into a more advanced topic like managing security or working in Windows PowerShell you'll find what you need right here. In this 8-books-in-1 compilation, you'll: Learn what you need to install and set up a brand-new Windows server installation Configure your Windows Server and customize its settings based on your needs and preferences Discover how to install, configure, and work with Containers The perfect book for server and system admins looking for a quick reference on Windows Server operation, this book is also a great resource for networking newcomers learning their way around the server software they'll encounter daily.

**Visual Studio Code for Python Programmers** Apress

Learn to write better PowerShell code via short, example-driven tips. This book covers tips to make your PowerShell scripts faster and easier to read all while following proven best practices. Written by a six-time Microsoft MVP and one of the first Microsoft PowerShell MVPs with over a decade of PowerShell experience, **Building Better PowerShell Code** gives you easily digestible tips

you can begin using immediately. The book starts with an overview of some of the most important tips the author can muster which segues into a deeper dive with dozens of examples throughout the book. It takes you through tips such as using community modules, writing better comments, thinking of PowerShell functions as building blocks, and more. You will also see how to use parameters the right way and how to create simple logging code to easily record script activity. You will learn not only how to write better code, but also how to implement some mindset tricks, such as being explicit and specific with code and how to write code that reads well. You'll get into error handling and also how to make your scripts more secure. Finally, you'll examine the concept of building PowerShell tools and how to build scripts for speed. Other tips and best practices include: Building Pester tests Improving performance through parallel processing Writing cross-platform scripts Using filtering properly After reading this book and applying these tips, you will have an expert coding mindset and be able to build PowerShell code that's efficient, readable, and compliant with many best practices. What You Will Learn Implement error handling Create a logging function Use regular expressions to search strings Implement parallel processing Who This Book Is For PowerShell script developers.

[Getting Started with Visual Studio 2019](#) Sams Publishing

Tutorial Visual Studio CodeMedia Sains Indonesia

[Visual Studio Extensibility Development](#) "O'Reilly Media, Inc."

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions,

extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733