A Quickstart Guide To Linux Ewu

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EFRAIN YOUNG

Vue CLI 3 Quick Start Guide ClydeBank Media LLC
Apply functional Reactive programming for simple and scalable state management with MobX Key Features The easiest way to learn MobX to enhance your client-side state-management Understand how the concepts and components fit together Work through different state management scenarios with MobX Book Description MobX is a simple and highly scalable state management library in JavaScript. Its abstractions can help you manage state in small to extremely large applications. However, if you are just starting out, it is essential to have a guide that can help you take the first steps. This book aims to be that guide that will equip you with the skills needed to use MobX and effectively handle the state management aspects of your application. You will first learn about observables, actions, and reactions: the core concepts of MobX. To see how MobX really shines and simplifies state management, you'll work through some real-world use cases. Building on these core concepts and use cases, you will learn about advanced MobX, its APIs, and libraries that extend MobX. By the end of this book, you will not only have a solid conceptual understanding of MobX, but also practical experience. You will gain the confidence to tackle many of the common state management problems in your own projects. What you will learn Explore the fundamental concepts of MobX, such as observables, actions, and reactions Use observables to track state and react to its changes with validations and visual feedback (via React Components) Create a MobX observable from different data types Define form data as an observable state and tackle sync and async form validations Use the special APIs to directly manipulate observables, tracking its changes, and discovering the reasons behind a change Tackle any state management issue you may have in your app by combining mobx-utils and mobx-state-tree Explore the internals of the MobX reactive system by diving into its inner workings Who this book is for This book is for web developers who want to implement easy and scalable state management for their apps. Knowledge of HTML, CSS, and JavaScript is assumed
Docker Quick Start Guide Fultus Corporation
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 effciently 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.
Quick Start Guide to Penetration Testing IBM Redbooks
Get started with NMAP, OpenVAS, and Metasploit in this short book and understand how NMAP, OpenVAS, and Metasploit can be integrated with each other for greater flexibility and efficiency. You will begin by working with NMAP and ZENMAP and learning the basic scanning and enumeration process. After getting to know the differences between TCP and UDP scans, you will learn to fine tune your scans and efficiently use NMAP scripts. This will be followed by an introduction to OpenVAS vulnerability management system. You will then learn to configure OpenVAS and scan for and report vulnerabilities. The next chapter takes you on a detailed tour of Metasploit and its basic commands and configuration. You will then invoke NMAP and OpenVAS scans from Metasploit. Lastly, you will take a look at scanning services with Metasploit and get to know more about Meterpreter, an advanced, dynamically extensible payload that is extended over the network at runtime. The final part of the book concludes by pentesting a system in a real-world scenario, where you will apply the skills you have learnt. What You Will Learn Carry out basic scanning with NMAPInvoke NMAP from Python Use vulnerability scanning and reporting with OpenVAS Master common commands in Metasploit Who This Book Is For Readers new to penetration testing who would like to get a quick start on it.
PHP for the Web Packt Publishing Ltd
Today, scientific computing and data analysis play an integral part in most scientific disciplines ranging from mathematics and biology to imaging processing and finance. With GNU Octave you have a highly flexible tool that can solve a vast number of such different problems as complex statistical analysis and dynamical system studies. The GNU Octave Beginner's Guide gives you an introduction that enables you to solve and analyze complicated numerical problems. The book is based on numerous concrete examples and at the end of each chapter you will find exercises to test your knowledge. It's easy to learn GNU Octave, with the GNU Octave Beginner's Guide to hand. Using real-world examples the GNU Octave Beginner's Guide will take you through the most important aspects of GNU Octave. This practical guide takes you from the basics where you are introduced to the interpreter to a more advanced level where you will learn how to build your own specialized and highly optimized GNU Octave toolbox package. The book starts by introducing you to work variables like vectors and matrices, demonstrating how to perform simple arithmetic operations on these objects before explaining how to use some of the simple functionality that comes with GNU Octave, including plotting. It then goes on to show you how to write new functionality into GNU Octave and how to make a toolbox package to solve your specific problem. Finally, it demonstrates how to optimize your code and link GNU Octave with C and C++ code enabling you to solve even the most computationally demanding tasks. After reading GNU Octave Beginner's Guide you will be able to use and tailor GNU Octave to solve most numerical problems and perform complicated data analysis with ease.
Python QuickStart Guide Packt Publishing Ltd
Starter kit for setting up the Linux operating system on a typical PC. The package includes SUSE Linux 10.1, and a variety of reference material including a print Quick start guide.
Linux Journal Sams Publishing
Perform efficient fast text representation and classification with Facebook's fastText library Key Features Introduction to Facebook's fastText library for NLP Perform efficient word representations, sentence classification, vector representation Build better, more scalable solutions for text representation and classification Book Description Facebook's fastText library handles text representation and classification, used for Natural Language Processing (NLP). Most organizations have to deal with enormous amounts of text data on a daily basis, and gaining efficient data insights requires powerful NLP tools such as fastText. This book is your ideal introduction to fastText. You will learn how to create fastText models from the command line, without the need for complicated code. You will explore the algorithms that fastText is built on and how to use them for word representation and text classification. Next, you will use fastText in conjunction with other popular libraries and frameworks such as Keras, TensorFlow, and PyTorch. Finally, you will deploy fastText models to mobile devices. By the end of this book, you will have all the required knowledge to use fastText in your own applications at work or in projects. What you will learn Create models using the default command line options in fastText Understand the algorithms used in fastText to create word vectors Combine command line text transformation capabilities and the fastText library to implement a training, validation, and prediction pipeline Explore word representation and sentence classification using fastText Use Gensim and spaCy to load the vectors, transform, lemmatize, and perform other NLP tasks efficiently Develop a fastText NLP classifier using popular frameworks, such as Keras, Tensorflow, and PyTorch Who this book is for This book is for data analysts, data scientists, and machine learning developers who want to perform efficient word representation and sentence classification using Facebook's fastText library. Basic knowledge of Python programming is required.
Introduction to Linux (Second Edition) Packt Publishing Ltd
Linux Kernel Module Programming Guide is for people who want to write kernel modules. It takes a hands-on approach starting with writing a small "hello, world" program, and quickly moves from there. Far from a boring text on programming, Linux Kernel Module Programming Guide has a lively style that entertains while it educates. An excellent guide for anyone wishing to get started on kernel module programming. *** Money raised from the sale of this book supports the development of free software and documentation.
Unix and Linux Packt Publishing
A concise walk-through of CentOS 7, starting from installation to securing it’s environment. Key FeaturesNo previous Linux environment experience needed for reading this bookGet comfortable with a popular and stable Red Hat Enterprise Linux distributionMost of the command line based concepts are explained with graphicsBook Description Linux kernel development has been the worlds largest collaborative project to date. With this practical guide, you will learn Linux through one of its most popular and stable distributions. This book will introduce you to essential Linux skills using CentOS 7. It describes how a Linux system is organized, and will introduce you to key command-line concepts you can practice on your own. It will guide you in performing basic system administration tasks and day-to-day operations in a Linux environment. You will learn core system administration skills for managing a system running CentOS 7 or a similar operating system, such as RHEL 7, Scientific Linux, and Oracle Linux. You will be able to perform installation, establish network connectivity and user and process management, modify file permissions, manage text files using the command line, and implement basic security administration after covering this book. By the end of this book, you will have a solid understanding of working with Linux using the command line. What you will learnUnderstand file system hierarchy and essential command-line skillsUse Vi editor, I/O redirections and how to work with common text manipulating toolsCreate, delete, modify user accounts and manage passwords and their aging policyManage file ownership, permissions, and ACLExecute process management and monitoring on the command lineValidate and manage network configuration using nmcliManage remote logins using SSH and file transfer using SCP and RsyncUnderstand system logging, how to control system services with systemd and systemctl, and manage firewalldWho this book is for Any individual who wants to learn how to use Linux as server or desktop in his environment. Whether you are a developer, budding system administrator, or tech lover with no previous Linux administration background, you will be able to start your journey in Linux using CentOS 7 with this book.
UNIX and Linux System Administration Handbook Packt Publishing Ltd
You've experienced the shiny, point-and-click surface of your Linux computer--now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell (or command line). Along the way you'll learn the timeless skills handed down by generations of experienced, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: • Create and delete files, directories, and symlinks • Administer your system, including networking, package installation, and process management • Use standard input and output, redirection, and pipelines • Edit files with Vi, the world's most popular text editor • Write shell scripts to automate common or boring tasks • Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust.

Practical Linux with Raspberry Pi OS Apress
Learn the new Blender 2.8 user interface and make 3D models Key FeaturesFind your way round the new user interface and tools of Blender 2.8Create materials, apply textures and render scenesUse the new cutting-edge real-time render EEVEE in your projectsBook Description Blender is open source 3D creation software. With a long history and an enthusiastic community of users, it is the ideal choice for almost any kind of work with 3D modeling or animation. However, for new users, its power and flexibillity can sometimes be daunting, and that’s when you need this book! The book starts by showing you round the all-new Blender 2.8 user interface. You'll look at the most commonly-used options and tools, such as navigating in 3D and selecting objects. You will then use and manipulate one of the most important windows of the interface, the 3D View. You'll learn how to use essential tools for working with 3D modeling. To give your models the feel of real-world objects, you'll learn how to create materials and set up surfaces. You'll see how to use Physically-Based Rendering (PBR), which allows you to craft realistic surfaces such as wood, stone, and metal. You will also work with Eevee, a new real-time render engine in Blender. You will see how to add motion to objects, making use of Blender's impressive 3D animation features. Finally, you'll learn how to create scenes and organize them for rendering, and later add titles and effects using built-in Blender tools. By the end of the book, you will be able to use Blender 2.8 new UI, Create 3D Models with textures, Animations, and Render them in real-time using Eevee. What you will learnManipulate and visualize your 3D objects in BlenderUse polygon modeling tools such as extrude, loop cut, and moreApply precision modeling tools like snapping and the 3D CursorRender a scene using the real-time engine EeveeCreate materials for Eevee and CyclesRender a scene with the Eevee real-time engineUse PBR textures to craft realistic surfaces such as wood with the Shader EditorAdd motion and animation using keyframesCreate animation loops using curves and modifiersWho this book is for This book is for anyone interested in taking their steps with Blender. If you're an experienced 3D artists or hobbyist, this book will help you with its features.
Learning Kali Linux Packt Publishing Ltd
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 quick 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.
Kotlin Quick Start Guide Packt Publishing Ltd
Best-selling guide to the inner workings of the Linux operating system with over 50,000 copies sold since its original release in 2014. Linux for the Superuser Unlike some operating systems, Linux doesn’t try to hide the important bits from you—it gives you full control of your computer. But to truly master Linux, you need to understand its internals, like how the system boots, how networking works, and what the kernel actually does. In this third edition of the bestselling How Linux Works, author Brian Ward peels back the layers of this well-loved operating system to make Linux internals accessible. This edition has been thoroughly updated and expanded with added coverage of Logical Volume Manager (LVM), virtualization, and containers. You'll learn: How Linux boots, from boot loaders to init (systemd) How the kernel manages devices, device drivers, and processes How networking, interfaces, firewalls, and servers work How development tools work and relate to shared libraries How to write effective shell scripts You’ll also explore the kernel and examine key system tasks inside user-space processes, including system calls, input and output, and filesystem maintenance. With its combination of background, theory, real-world examples, and thorough explanations, How Linux Works, 3rd Edition will teach you what you need to know to take control of your operating system. NEW TO THIS EDITION: Hands-on coverage of the LVM, journald logging system, and IPv6 Additional chapter on virtualization, featuring containers and cgroups Expanded discussion of systemd Covers systemd-based installations
Linux Cookbook HitSubscribe
A practical and engaging guide to help map out, plan and navigate through the journey to successful CD and DevOps adoption. Key FeaturesIdentify and overcome the issues that stifle the delivery of quality softwareLearn how Continuous Delivery and DevOps work together with other agile toolsReal-world examples, tricks and tips that will help the successful adoption of CD & DevOpsBook Description Over the past few years, Continuous Delivery (CD) and DevOps have been in the spotlight in tech media, at conferences, and in boardrooms alike. Many articles and books have been written covering the technical aspects of CD and DevOps, yet the vast majority of the industry doesn’t fully understand what they actually are and how, if adopted correctly they can help organizations drastically change the way they deliver value. This book will help you figure out how CD and DevOps can help you to optimize, streamline, and improve the way you work to consistently deliver quality software. In this edition, you’ll be introduced to modern tools, techniques, and examples to help you understand what the adoption of CD and DevOps entails. It provides clear and concise insights in to what CD and DevOps are all about, how to go about both preparing for and adopting them, and what quantifiable value they bring. You will be guided through the various stages of adoption, the impact they will have on your business and those working within it, how to overcome common problems, and what to do once CD and DevOps have become truly embedded. Included within this book are some real-world examples, tricks, and tips that will help ease the adoption process and allow you to fully utilize the power of CD and DevOps What you will learnExplore Continuous Delivery and DevOps in depthDiscover how CD and DevOps fits in with recent trends such as DataOps, SecOps, pipelines and CIUnderstand the root causes of the pain points within your existing product delivery processUnderstand the human elements of CD and DevOps and how intrinsic they are to your successAvoid common traps, pitfalls and hurdles as you implement CD and DevOpsMonitor and communicate the relative success of DevOps and CD adoptionExtend and reuse CD and DevOps approachesWho this book is for Whether you are a software developer, a system administrator, an agile coach, a product manager, a project manager, a CTO, a VP, a CEO or anyone else involved in software delivery, you will have a common problem which is delivering quality software. This book has been written for anyone and everyone who wants to understand how to regularly deliver quality software to their customers without said pain.

FastText Quick Start Guide Prentice Hall
Develop and build your Docker images and deploy your Docker containers securely. Key FeaturesLearn Docker installation on different types of OSGet started with developing Docker imagesUse Docker with your Jenkins CI/CD systemBook Description Docker is an open source software platform that helps you with creating, deploying, and running your applications using containers. This book is your ideal introduction to Docker and containerization. You will learn how to set up a Docker development environment on a Linux, Mac, or Windows workstation, and learn your way around all the commands to run and manage your Docker images and containers. You will explore the Dockerfile and learn how to build your own enterprise-grade Docker images. Then you will learn about Docker networks, Docker swarm, and Docker volumes, and how to use these features with Docker stacks in order to define, deploy, and maintain highly-scalable, fault-tolerant multi-container applications. Finally, you will learn how to leverage Docker with Jenkins to automate the building of Docker images and the deployment of Docker containers. By the end of this book, you will be well prepared when it comes to using Docker for your next project. What you will learnSet up your Docker workstation on various platformsUtilize a number of Docker commands with parametersCreate Docker images using DockerfilesLearn how to create and use Docker volumesDeploy multi-node Docker swarm infrastructureCreate and use Docker local and remote networksDeploy multi-container applications that are HA and FTUse Jenkins to build and deploy Docker imagesWho this book is for This guide is for anyone who needs to make a quick decision about using Docker for their next project. It is for developers who want to get started using Docker right away.
IBM Virtual Disk System Quickstart Guide Peachpit Press
In this updated edition, authors Deborah and Eric Ray use crystal-clear instructions and friendly prose to introduce you to all of today's Unix essentials. You'll find the information you need to get started with the operating system and learn the most common Unix commands and concepts so that Unix can do the hard work for you. After mastering the basics of Unix, you'll move on to how to use directories and files, work with a shell, and create and edit files. You'll then learn how to manipulate files, configure a Unix environment, and run-and even write-scripts. Throughout the book-from logging in to being root-the authors offer essential coverage of Unix.
GNU Octave Peachpit Press
Build Vue apps the right way using Vue CLI 3. Understand how the building blocks of Vue CLI 3 work including npm, webpack, babel, eslint, plugins, GUI, testing, and SCSS. Import third-party libraries and maintain your project. Key FeaturesLearn to work with Vue CLI 3 both on the command line and with a GUIManage VueJS apps, settings, Vue plugins, and third-party libraries Learn how to build Vue apps from scratch using webpack, babel, ES6, vue-router, Jest, Cypress, SCSS, and GitBook Description The sprawling landscape of various tools in JavaScript web development is becoming overwhelming. This book will show you how Vue CLI 3 can help you take back control of the tool chain. To that end, we'll begin by configuring webpack, utilizing HMR, and using single-file .vue components. We'll also use SCSS, ECMAScript, and TypeScript. We'll unit test with Jest and perform E2E testing with Cypress. This book will show you how to configure Vue CLI as your default way of building Vue projects. You'll discover the reasons behind using webpack, babel, eslint, and other modern JavaScript toolchain technologies. You'll learn about the inner workings of each through the lens of Vue CLI 3. We'll explore the extendibility of Vue CLI with the built-in settings, and various core and third-party plugins. Vue CLI helps you work with Vue components, routers, directives, and services in the Vue ecosystem. While learning these concepts, you'll examine the evolution of JavaScript. You'll learn about use of npm, IIFEs, modules in JavaScript, Common.js modules, task runners, npm scripts, module bundlers, and webpack. You'll get familiar with the reasons why Vue CLI 3 is set up the way it is. You'll also learn to perform linting with ESLint and Prettier. Towards the end, we'll introduce you to working with styles and SCSS. Finally, we'll show you how to deploy your very own Vue project on Github Pages. What you will learnWork with nvm, install Node.js and npm, use Vue CLI 3 with no configuration, via the command line and the graphical user interfaceBuild a Vue project from scratch using npm and webpack, and learn about hot module replacementWork with Babel settings, configurations, and presetsWork with Vue plugins, including testing plugins such as Jest and CypressWrite, run, and watch unit and E2E tests using TDD assertions in the red-green-refactor cycleWork with Vue router and use, nested, lazy-loading, and dynamic routesAdd SCSS to your projects and work with third-party Vue pluginsDeploy your Vue apps to Github PagesWho this book is for This book is for existing web developers and developers who are new to web development. You must be familiar with HTML, CSS, and JavaScript programming. Basic knowledge of the command line will be helpful but is not necessary.
CentOS Quick Start Guide "O'Reilly Media, Inc."
CD-ROM contains: Electronic version of text in HTML format
Linux Pocket Guide "O'Reilly Media, Inc."
The Bash Guide for Beginners (Second Edition) discusses concepts useful in the daily life of the serious Bash user. While a basic knowledge of shell usage is required, it starts with a discussion of shell building blocks and common practices. Then it presents the grep, awk and sed tools that will later be used to create more interesting examples. The second half of the course is about shell constructs such as loops, conditional tests, functions and traps, and a number of ways to make interactive scripts. All chapters come with examples and exercises that will help you become familiar with the theory.
Guide to UNIX Using Linux Packt Publishing Ltd
With the almost constant scaling of applications and environments, the need for good logging practices has likewise scaled exponentially. This book will help you understand the value of logging, the best practices for logs and introduce you to a number of tech stacks including languages and frameworks. It’s the ultimate resource for jumping into a new language or discovering new tricks in a familiar one. And you’ll learn the value that centralized logging brings on scale. All proceeds from this book will be donated by Scalyr to Girls Who Code
Unix and Linux Addison-Wesley Professional
With more than 600 security tools in its arsenal, the Kali Linux distribution can be overwhelming. Experienced and aspiring security professionals alike may find it challenging to select the most appropriate tool for conducting a given test. This practical book covers KaliÃ¢??s expansive security capabilities and helps you identify the tools you need to conduct a wide range of security tests and penetration tests. YouÃ¢??ll also explore the vulnerabilities that make those tests necessary. Author Ric Messier takes you through the foundations of Kali Linux and explains methods for conducting tests on networks, web applications, wireless security, password vulnerability, and more. YouÃ¢??ll discover different techniques for extending Kali tools and creating your own toolset. Learn tools for stress testing network stacks and applications Perform network reconnaissance to determine whatÃ¢??s available to attackers Execute penetration tests using automated exploit tools such as Metasploit Use cracking tools to see if passwords meet complexity requirements Test wireless capabilities by injecting frames and cracking passwords Assess web application vulnerabilities with automated or proxy-based tools Create advanced attack techniques by extending Kali tools or developing your own Use Kali Linux to generate reports once testing is complete