

## Api Documentation Word Template

The complete handbook for PC support professionals developing and implementing business applications using Microsoft Office and Visual Basic. With a special focus on using DDE and OLE to create integrated applications for a wide variety of business uses, this book provides unique insight into the process of designing, maintaining, and supporting applications built using Microsoft Office Professional. Suites bureautiques libres, gratuites et multi-plates-formes, OpenOffice.org et LibreOffice comportent plusieurs langages de script dont OOoBasic. Elles sont également munies d'une API permettant de manipuler ses objets. Automatisables et extensibles, elles s'intègrent parfaitement au système d'information de l'entreprise. Le livre de référence sur la programmation OpenOffice.org et LibreOffice Écrit par deux contributeurs majeurs de la communauté francophone, ce livre est une référence incontournable sur le puissant langage de macros OOoBASIC et sur l'API d'OpenOffice.org et de LibreOffice. Il explique comment utiliser l'interface utilisateur liée aux macros et aux scripts afin d'automatiser des tâches répétitives, mais aussi comment tirer parti du langage de OOoBasic pour manipuler des documents, créer des boîtes de dialogue et des formulaires, exploiter des bases de données externes ou intégrées, intercepter des événements. Chaque point de l'API est décrit grâce à de nombreux exemples de macros et de routines réutilisables. À qui s'adresse cet ouvrage ? Aux utilisateurs d'OpenOffice.org et LibreOffice souhaitant automatiser et étendre leur suite bureautique ; À ceux qui migrent vers OpenOffice.org ou LibreOffice et souhaitent recréer des macros existantes ; Aux développeurs d'applications d'entreprise et services informatiques ayant à intégrer la suite OpenOffice.org et LibreOffice ; Aux étudiants et à tous ceux qui souhaitent s'initier à l'API d'OpenOffice.org et LibreOffice et au langage de macros OOoBASIC. Préface de l'AFUL Zip téléchargeable à récupérer sur le site des éditions Eyrolles : <http://www.editions-eyrolles.com/Livre/9782212132472/programmation-openoffice-org-et-libreoffice>

The Markdown markup language is one of the most popular plain-text formatting languages available. Now you can learn the Markdown syntax with the book that's been called "the best Markdown reference." Designed for both novices and experts, The Markdown Guide is a comprehensive reference manual that has everything you need to get started and master the Markdown syntax.

Just like vinyl LPs, static sites are making a comeback, evidenced by the wide array of static-site generators now available. This practical book shows you hands-on how to build these simple sites for blogs and other use cases, and how to make them more powerful. In the process, you'll work with some of today's more mature and popular static-site generators. Authors Raymond Camden and Brian Rinaldi explain the advantages of using static-site generators for building fast and secure sites. Web and frontend designers and developers will also explore methods for adding dynamic elements and for migrating an existing CMS to a static site. Build a basic four-page static site with the Harp generator Create a simple blog with Jekyll Develop a documentation site with Hugo by generating site files and creating the layout Add dynamic elements, such as forms, comments, and search Integrate a CMS with tools such as CloudCannon and Netlify CMS Use one of several options to deploy your static files Learn methods for moving an existing CMS to a static site

IBM® Content Navigator provides a unified user interface for your Enterprise Content Management (ECM) solutions. It also provides a robust development platform so you can build customized user interface and applications to deliver value and an intelligent, business-centric experience. This IBM Redbooks® publication guides you through the Content Navigator platform, its architecture, and the available programming interfaces. It describes how you can configure and customize the user interface with the administration tools provided, and how you can customize and extend Content Navigator using available development options with sample code. Specifically, the book shows how to set up a development environment, and develop plug-ins that add an action, service, and feature to the user interface.

Customization topics include implementing request and response filters, external data services (EDS), creating custom step processors, and using Content Navigator widgets in other applications. This book also covers mobile development, viewer customization, component deployment, and debugging and troubleshooting. This book is intended for IT architects, application designers and developers working with IBM Content Navigator and IBM ECM products. It offers a high-level description of how to extend and customize IBM Content Navigator and also more technical details of how to do implementations with sample code.

This book constitutes the proceedings of the 13th International Conference on Web Information Systems Engineering, WISE 2012, held in Paphos, Cyprus, in November 2012. The 44 full papers, 13 short papers, 9 demonstrations papers and 9 "challenge" papers were carefully reviewed and selected from 194 submissions. The papers cover various topics in the field of Web Information Systems Engineering. Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software system's architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more documentation layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and SysML

While the REST design philosophy has captured the imagination of web and enterprise developers alike, using this approach to develop real web services is no picnic. This cookbook includes more than 100 recipes to help you take advantage of REST, HTTP, and the infrastructure of the Web. You'll learn ways to design RESTful web services for client and server applications that meet performance, scalability, reliability, and security goals, no matter what programming language and development framework you use. Each recipe includes one or two problem statements, with easy-to-follow, step-by-step instructions for solving them, as well as examples using HTTP requests and responses, and XML, JSON, and Atom snippets. You'll also get implementation guidelines, and a discussion of the pros, cons, and trade-offs that come with each solution. Learn how to design resources to meet various application scenarios Successfully design representations and URIs Implement the hypertext constraint using links and link headers Understand when and how to use Atom and AtomPub Know what and what not to do to support caching Learn how to implement concurrency control Deal with advanced use cases involving copying, merging, transactions, batch processing, and partial updates Secure web services and support OAuth

Learn to speak the Java language like the pros Are you new to programming and have decided that Java is your language of choice? Are you a wanna-be programmer looking to learn the hottest lingo around? Look no further! Beginning Programming with Java For Dummies, 5th Edition is the easy-to-follow guide you'll want to keep in your back pocket as you work your way toward Java mastery! In plain English, it quickly and easily shows you what goes into creating a program, how to put the pieces together, ways to deal with standard programming challenges, and so much more. Whether you're just tooling around or embarking on a career, this is the ideal resource you'll turn to again and again as you perfect your understanding of the nuances of this popular programming language. Packed with tons of step-by-step instruction, this is the only guide you need to start programming with Java like a pro. Updated for Java 9, learn the language with samples and the Java toolkit Familiarize yourself with decisions, conditions, statements, and information overload Differentiate between loops and arrays, objects and classes, methods, and variables Find links to additional resources Once you discover the joys of Java programming, you might just find you're hooked. Sound like fun? Here's the place to start.

Summary Groovy in Action, Second Edition is a thoroughly revised, comprehensive guide to Groovy programming. It introduces Java developers to the dynamic features that Groovy provides, and shows how to apply Groovy to a range of tasks including building new apps, integration with existing code, and DSL development. Covers Groovy 2.4. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In the last ten years, Groovy has become an integral part of a Java developer's toolbox. Its comfortable, common-sense design, seamless integration with Java, and rich ecosystem that includes the Grails web framework, the Gradle build system, and Spock testing platform have created a large Groovy community About the Book Groovy in Action, Second Edition is the undisputed definitive reference on the Groovy language. Written by core members of the Groovy language team, this book presents Groovy like no other can—from the inside out. With relevant examples, careful explanations of Groovy's key concepts and features, and insightful coverage of how to use Groovy in-production tasks, including building new applications, integration with existing code, and DSL development, this is the only book you'll need. Updated for Groovy 2.4. Some experience with Java or another programming language is helpful. No Groovy experience is assumed. What's Inside Comprehensive coverage of Groovy 2.4 including language features, libraries, and AST transformations Dynamic, static, and extensible typing Concurrency: actors, data parallelism, and dataflow Applying Groovy: Java integration, XML, SQL, testing, and domain-specific language support Hundreds of reusable examples About the Authors Authors Dierk König, Paul King, Guillaume Laforge, Hamlet D'Arcy, Cédric Champeau, Erik Pragt, and Jon Skeet are intimately involved in the creation and ongoing development of the Groovy language and its ecosystem. Table of Contents PART 1 THE GROOVY LANGUAGE Your way to Groovy Overture: Groovy basics Simple Groovy datatypes Collective Groovy datatypes Working with closures Groovy control structures Object orientation, Groovy style Dynamic programming with Groovy Compile-time metaprogramming and AST transformations Groovy as a static language PART 2 AROUND THE GROOVY LIBRARY Working with builders Working with the GDK Database programming with Groovy Working with XML and JSON Interacting with Web Services Integrating Groovy PART 3 APPLIED GROOVY Unit testing with Groovy Concurrent Groovy with GPars Domain-specific languages The Groovy ecosystem

API Design for C++ provides a comprehensive discussion of Application Programming Interface (API) development, from initial design through implementation, testing, documentation, release, versioning, maintenance, and deprecation. It is the only book that teaches the strategies of C++ API development, including interface design, versioning, scripting, and plug-in extensibility. Drawing from the author's experience on large scale, collaborative software projects, the text offers practical techniques of API design that produce robust code for the long term. It presents patterns and practices that provide real value to individual developers as well as organizations. API Design for C++ explores often overlooked issues, both technical and non-technical, contributing to successful design decisions that product high quality, robust, and long-lived APIs. It focuses on various API styles and patterns that will allow you to produce elegant and durable libraries. A discussion on testing strategies concentrates on automated API testing techniques rather than attempting to include end-user application testing techniques such as GUI testing, system testing, or manual testing. Each concept is illustrated with extensive C++ code examples, and fully functional examples and working source code for experimentation are available online. This book will be helpful to new programmers who understand the fundamentals of C++ and who want to advance their design skills, as well as to senior engineers and software architects seeking to gain new expertise to complement their existing talents. Three specific groups of readers are targeted: practicing software engineers and architects, technical managers, and students and educators. The only book that teaches the strategies of C++ API development, including design, versioning, documentation, testing, scripting, and extensibility. Extensive code examples illustrate each concept, with fully functional examples and working source code for experimentation available online. Covers various API styles and patterns with a focus on practical and efficient designs for large-scale long-term projects.

Written by foremost experts in the field, Engineering Modeling Languages provides end-to-end coverage of the engineering of modeling languages to turn domain knowledge into tools. The book provides a definition of different kinds of modeling languages, their instrumentation with tools such as editors, interpreters and generators, the integration of multiple modeling languages to achieve a system view, and the validation of both models and tools. Industrial case studies, across a range of application domains, are included to attest to the benefits offered by the different techniques. The book also includes a variety of simple worked examples that introduce the techniques to the novice user. The book is structured in two main parts. The first part is organized around a flow that introduces readers to Model Driven Engineering (MDE) concepts and technologies in a pragmatic manner. It starts with definitions of modeling and MDE, and then moves into a deeper discussion of how to express the knowledge of particular domains using

modeling languages to ease the development of systems in the domains. The second part of the book presents examples of applications of the model-driven approach to different types of software systems. In addition to illustrating the unification power of models in different software domains, this part demonstrates applicability from different starting points (language, business knowledge, standard, etc.) and focuses on different software engineering activities such as Requirement Engineering, Analysis, Design, Implementation, and V&V. Each chapter concludes with a small set of exercises to help the reader reflect on what was learned or to dig further into the examples. Many examples of models and code snippets are presented throughout the book, and a supplemental website features all of the models and programs (and their associated tooling) discussed in the book.

Prepare for Microsoft Exam 70-774—and help demonstrate your real-world mastery of performing key data science activities with Azure Machine Learning services. Designed for experienced IT professionals ready to advance their status, Exam Ref focuses on the critical thinking and decision-making acumen needed for success at the MCSA level. Focus on the expertise measured by these objectives: Prepare data for analysis in Azure Machine Learning and export from Azure Machine Learning Develop machine learning models Operationalize and manage Azure Machine Learning Services Use other services for machine learning This Microsoft Exam Ref: Organizes its coverage by exam objectives Features strategic, what-if scenarios to challenge you Assumes you are familiar with Azure data services, machine learning concepts, and common data science processes About the Exam Exam 70-774 focuses on skills and knowledge needed to prepare data for analysis with Azure Machine Learning; find key variables describing your data's behavior; develop models and identify optimal algorithms; train, validate, deploy, manage, and consume Azure Machine Learning Models; and leverage related services and APIs. About Microsoft Certification Passing this exam as well as Exam 70-773: Analyzing Big Data with Microsoft R earns your MCSA: Machine Learning certification, demonstrating your expertise in operationalizing Microsoft Azure machine learning and Big Data with R Server and SQL R Services. See full details at: [microsoft.com/learning](https://microsoft.com/learning) Step through each of the core concepts of the jQuery library, building an overall picture of its capabilities. Once you have thoroughly covered the basics, the book returns to each concept to cover more advanced examples and techniques. This book is for web designers who want to create interactive elements for their designs, and for developers who want to create the best user interface for their web applications. Basic JavaScript programming and knowledge of HTML and CSS is required. No knowledge of jQuery is assumed, nor is experience with any other JavaScript libraries.

This is a one-semester, introductory programming textbook in Java that uses game applications as a central pedagogical tool to improve student engagement, learning outcomes, and retention. Game programming is incorporated into the text in a way that does not compromise the amount of material traditionally covered in a basic programming course and permits instructors who are not familiar with game programming and computer graphics concepts to realize the verified pedagogical advantages of game applications. The companion disc includes a game environment that is easily integrated into projects created with the popular Java Development Environments, including Eclipse, NetBeans, and JCreator in a student-friendly way and also includes a set of executable student games to pique their interest by giving them a glimpse into their future capabilities. The material presented in the book is in full compliance with the 2013 ACM/IEEE computer science curriculum guidelines. It has been used to teach programming to students whose majors are within and outside of the computing fields. Ancillaries include a comprehensive instructor's resource disc with programming solutions, slides, quizzes, projects, and more. FEATURES: \* Uses an objects-early approach to learning Java \* Follows the 2013 ACM/IEEE computer science curriculum guidelines \* Integrates game applications as a central pedagogical tool to improve student engagement, learning outcomes, and retention \* Includes a companion disc with projects created with the popular Java Development Environments; also includes a set of executable student games, source code, and figures \* Uses working programs to illustrate concepts under discussion \* Complete instructor's resource package available upon adoption

This is a Java textbook for beginning programmers that uses game programming as a central pedagogical tool to improve student engagement, learning outcomes, and retention. Game programming is incorporated into the text in a way that does not compromise the amount of material traditionally covered in a basic or advanced programming course and permits instructors who are not familiar with game programming and computer graphics concept to realize their advantages. The material presented in the book is in full compliance with the 2013 ACM/IEEE computer science curriculum guidelines and provides an in-depth discussion of graphical user interfaces (GUIs). It has been used to teach programming to student whose majors are both within and outside of the computing fields. The companion DVD includes a game environment that is easily integrated into projects created with the popular Java Development Environments (Eclipse, NetBeans, and JCreator) and includes a set of executable student games to pique students' interest by giving them a glimpse into their future capabilities. The material in this book can be covered within one or two courses such as a basic programming course followed by an advanced programming course. Features: Uses an objects-early approach to learning Java. Follows the 2013 ACM/IEEE computer science curriculum guidelines Integrates game programming as central pedagogical tool to improve student engagement, learning outcomes, and retention Includes a companion DVD with projects created with the popular Java Development Environments; also includes a set of executable games, source code, and figures Uses working programs to illustrate concepts under discussion Complete instructor's resource package available upon adoption

Maximize the impact and precision of your message! Now in its fourth edition, the Microsoft Manual of Style provides essential guidance to content creators, journalists, technical writers, editors, and everyone else who writes about computer technology. Direct from the Editorial Style Board at Microsoft—you get a comprehensive glossary of both general technology terms and those specific to Microsoft; clear, concise usage and style guidelines with helpful examples and alternatives; guidance on grammar, tone, and voice; and best practices for writing content for the web, optimizing for accessibility, and communicating to a worldwide audience. Fully updated and optimized for ease of use, the Microsoft Manual of Style is designed to help you communicate clearly, consistently, and accurately about technical topics—across a range of audiences and media.

Key concepts and best practices for new software engineers — stuff critical to your workplace success that you weren't taught in school. For new software engineers, knowing how to program is only half the battle. You'll quickly find that many of the skills and processes key to your success are not taught in any school or bootcamp. The Missing README fills in that gap—a distillation of workplace lessons, best practices, and engineering fundamentals that the authors have taught rookie developers at top companies for more than a decade. Early chapters explain what to expect when you begin your career at a company. The book's middle section expands your technical education, teaching you how to work with existing codebases, address and prevent technical debt, write production-grade software, manage dependencies, test effectively, do code reviews, safely deploy software, design evolvable architectures, and handle incidents when you're on-call. Additional chapters cover planning and interpersonal skills

such as Agile planning, working effectively with your manager, and growing to senior levels and beyond. You'll learn:

- How to use the legacy code change algorithm, and leave code cleaner than you found it
- How to write operable code with logging, metrics, configuration, and defensive programming
- How to write deterministic tests, submit code reviews, and give feedback on other people's code
- The technical design process, including experiments, problem definition, documentation, and collaboration
- What to do when you are on-call, and how to navigate production incidents
- Architectural techniques that make code change easier
- Agile development practices like sprint planning, stand-ups, and retrospectives

This is the book your tech lead wishes every new engineer would read before they start. By the end, you'll know what it takes to transition into the workplace—from CS classes or bootcamps to professional software engineering.

If you're familiar with JIRA for issue tracking, bug tracking, and other uses, you know it can sometimes be tricky to set up and manage. In this concise book, software toolsmith Matt Doar clarifies some of the more confusing aspects by answering difficult and frequently asked questions about JIRA administration. Practical JIRA Administration shows you how JIRA is intended to be used, making it an ideal supplement to the extensive documentation already available. The book's chapters are loosely connected, so you can go straight to the information that best serves your needs. Understand the difference between JIRA groups and JIRA project roles Discover what JIRA schemes do, and learn how to maintain them Use a consistent configuration approach to help you use JIRA as a platform Create a workflow from scratch Add, modify, and deactivate users Prepare for a JIRA upgrade, and troubleshoot if necessary Get remote access to JIRA via email, SQL, REST, and other methods

Explains how to do programming in Microsoft Offices with Visual Basic, applying it to documents, spreadsheets, and presentations

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

For nearly five years, one book has served as the definitive reference to Java for all serious developers: The Java Language Specification, by James Gosling, Bill Joy, and Guy Steele. Now, these world-renowned Java authorities (along with new co-author Gilad Bracha) have delivered a monumental update. This completely revised Second Edition covers the Java 2 Platform Standard Edition Version 1.3 with unprecedented depth and precision, offering the invaluable insights of Java's creators to every developer. There is no better source for learning everything about the Syntax and Semantics of the Java programming language. Developers will turn to this book again and again.

Explores the use of scripting languages in the development of graphical user interfaces and other application domains, covering Perl V, Tcl, World Basic, Java Script, Visual Basic, and VB Script.

This book constitutes the proceedings of the 20th International Conference on Web Engineering, ICWE 2020, which was planned to take place in Helsinki, Finland, during June 9-12, 2020. Due to the corona pandemic the conference changed to a virtual format. The total of 24 full and 10 short contributions presented in this volume were carefully reviewed and selected from 78 submissions. The book also contains 4 PhD and 7 demo papers. The papers were organized in topical sections named: User interface technologies; performance of Web technologies; machine learning; testing of Web applications; emotion detection; location-aware applications; sentiment analysis; open data; liquid Web applications; Web-based learning; PhD symposium; demos and posters.

The seven-volume set LNCS 12137, 12138, 12139, 12140, 12141, 12142, and 12143 constitutes the proceedings of the 20th International Conference on Computational Science, ICCS 2020, held in Amsterdam, The Netherlands, in June 2020.\* The total of 101 papers and 248 workshop papers presented in this book set were carefully reviewed and selected from 719 submissions (230 submissions to the main track and 489 submissions to the workshops). The papers were organized in topical sections named: Part I: ICCS Main Track Part II: ICCS Main Track Part III: Advances in High-Performance Computational Earth Sciences: Applications and Frameworks; Agent-Based Simulations, Adaptive Algorithms and Solvers; Applications of Computational Methods in Artificial Intelligence and Machine Learning; Biomedical and Bioinformatics Challenges for Computer Science Part IV: Classifier Learning from Difficult Data; Complex Social Systems through the Lens of Computational Science; Computational Health; Computational Methods for Emerging Problems in (Dis-)Information Analysis Part V: Computational Optimization, Modelling and Simulation; Computational Science in IoT and Smart Systems; Computer Graphics, Image Processing and Artificial Intelligence Part VI: Data Driven Computational Sciences; Machine Learning and Data Assimilation for Dynamical Systems; Meshfree Methods in Computational Sciences; Multiscale Modelling and Simulation; Quantum Computing Workshop Part VII: Simulations of Flow and Transport: Modeling, Algorithms and Computation; Smart Systems: Bringing Together Computer Vision, Sensor Networks and Machine Learning; Software Engineering for Computational Science; Solving Problems with Uncertainties; Teaching Computational Science; UNcErtainty QUantification for ComputationAI modeLs \*The conference was canceled due to the COVID-19 pandemic.

In Team Topologies DevOps consultants Matthew Skelton and Manuel Pais share secrets of successful team patterns and interactions to help readers choose and evolve the right team patterns for their organization, making sure to keep the software healthy and optimize value streams. Team Topologies will help readers discover:

- Team patterns used by successful organizations.
- Common team patterns to avoid with modern software systems.
- When and why to use different team patterns
- How to evolve teams effectively.
- How to split software and align to teams.

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

You can choose several data access frameworks when building Java enterprise applications that work with relational databases. But what about big data? This hands-on introduction shows you how Spring Data makes it relatively easy to build applications across a wide range of new data access technologies such as NoSQL and Hadoop.

Through several sample projects, you'll learn how Spring Data provides a consistent programming model that retains NoSQL-specific features and capabilities, and helps you

develop Hadoop applications across a wide range of use-cases such as data analysis, event stream processing, and workflow. You'll also discover the features Spring Data adds to Spring's existing JPA and JDBC support for writing RDBMS-based data access layers. Learn about Spring's template helper classes to simplify the use of database-specific functionality Explore Spring Data's repository abstraction and advanced query functionality Use Spring Data with Redis (key/value store), HBase (column-family), MongoDB (document database), and Neo4j (graph database) Discover the GemFire distributed data grid solution Export Spring Data JPA-managed entities to the Web as RESTful web services Simplify the development of HBase applications, using a lightweight object-mapping framework Build example big-data pipelines with Spring Batch and Spring Integration

Direct from the most respected authorities on Excel, this book will be the definitive guide to developing applications with Microsoft Excel.

The popularity of REST in recent years has led to tremendous growth in almost-RESTful APIs that don't include many of the architecture's benefits. With this practical guide, you'll learn what it takes to design usable REST APIs that evolve over time. By focusing on solutions that cross a variety of domains, this book shows you how to create powerful and secure applications, using the tools designed for the world's most successful distributed computing system: the World Wide Web. You'll explore the concepts behind REST, learn different strategies for creating hypermedia-based APIs, and then put everything together with a step-by-step guide to designing a RESTful Web API. Examine API design strategies, including the collection pattern and pure hypermedia Understand how hypermedia ties representations together into a coherent API Discover how XMDP and ALPS profile formats can help you meet the Web API "semantic challenge" Learn close to two-dozen standardized hypermedia data formats Apply best practices for using HTTP in API implementations Create Web APIs with the JSON-LD standard and other the Linked Data approaches Understand the CoAP protocol for using REST in embedded systems

Web APIs are everywhere, giving developers an efficient way to interact with applications, services, and data. Well-designed APIs are a joy to use; poorly-designed APIs are cumbersome, confusing, and frustrating. The Design of Web APIs is a practical, example packed guide to crafting extraordinary web APIs. Author Arnaud Lauret demonstrates fantastic design principles and techniques you can apply to both public and private web APIs. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Provides usage information and examples for Output Delivery System (ODS) capabilities. The document describes a wide range of formatting options and shows how to gain greater flexibility in generating, storing, and reproducing SAS procedure and DATA step output. Provides usage information and examples for Output Delivery System (ODS) capabilities. The document describes a wide range of formatting options and shows how to gain greater flexibility in generating, storing, and reproducing SAS procedure and DATA step output.

Looking for a way to invigorate your technical writing team and grow that expertise to include developers, designers, and writers of all backgrounds? When you treat docs like code, you multiply everyone's efforts and streamline processes through collaboration, automation, and innovation. Second edition now available with updates and more information about version control for documents and continuous publishing.

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