

# The Rust Programming Language 1nbsped

**Ken Youens-Clark**

**Beginning Rust Programming** Ric Messier,2021-03-09 Quickly learn the ropes with the Rust programming language using this practical, step-by-step guide In Beginning Rust Programming, accomplished programmer and author Ric Messier delivers a highly practical, real-world guide to coding with Rust. Avoiding dry, theoretical content and “Hello, world”-type tutorials of questionable utility, the book dives immediately into functional Rust programming that takes advantage of the language’s blazing speed and memory efficiency. Designed from the ground up to give you a running start to using the multiparadigm system programming language, this book will teach you to: Solve real-world computer science problems of practical importance Use Rust’s rich type system and ownership model to guarantee memory-safety and thread-safety Integrate Rust with other programming languages and use it for embedded devices Perfect for programmers with some experience in other languages, like C or C++, Beginning Rust Programming is also a great pick for students new to programming and seeking a user-friendly and robust language with which to start their coding career.

Hands-on Rust Herbert Wolverson,2021-06-30 Rust is an exciting new programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters - and what better way to learn than by making games. Each chapter in this book presents hands-on, practical projects ranging from Hello, World to building a full dungeon crawler game. With this book, you'll learn game development skills applicable to other engines, including Unity and Unreal. Rust is an exciting programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters. With Rust, you have a shiny new playground where your game ideas can flourish. Each chapter in this book presents hands-on, practical projects that take you on a journey from Hello, World to building a full dungeon crawler game. Start by setting up Rust and getting comfortable with your development environment. Learn the language basics with practical examples as you make your own version of Flappy Bird. Discover what it takes to randomly generate dungeons and populate them with monsters as you build a complete dungeon crawl game. Run game systems concurrently for high-performance and fast game-play, while retaining the ability to debug your program. Unleash your creativity with magical items, tougher monsters, and intricate dungeon design. Add layered graphics and polish your game with style. What You Need: A computer running Windows 10, Linux, or Mac OS X.A text editor, such as Visual Studio Code.A video card and drivers capable of running OpenGL 3.2.

Command-Line Rust Ken Youens-Clark,2022-01-13 Updated in 2024: A new version has been released that simplifies the programs used in the book, based on changes in the Rust language and crates since original publication. The code has been updated to reflect version 4 of the clap crate. For several consecutive years, Rust has been voted most loved programming language in Stack Overflow's annual developer survey. This open source systems programming language is now used for everything from game engines and operating systems to browser components and virtual reality simulation engines. But Rust is also an incredibly complex language with a notoriously difficult learning curve. Rather than focusing on the language as a whole, this guide teaches Rust using a single small, complete, focused program in each chapter. Author Ken Youens-Clark shows you how to start, write, and test each of these programs to create a finished product. You'll learn how to handle errors in Rust, read and write files, and use regular expressions, Rust types, structs, and more. Discover how to: Use Rust's standard libraries and data types such as numbers, strings, vectors, structs, Options, and Results to create command-line programs Write and test Rust programs and functions Read and write files, including stdin, stdout, and stderr Document and validate command-line arguments Write programs that fail gracefully Parse raw and delimited text manually, using regular expressions and Rust crates Use and control randomness

Programming Crystal Ivo Balbaert,Simon St. Laurent,2019-01-30 Crystal is for Ruby programmers who want more performance, or for developers who enjoy working in a high-level scripting environment. Crystal combines native execution speed and concurrency with Ruby-like syntax, so you will feel right at home. This book, the first available on Crystal, shows you how to write applications that have the beauty and elegance of a modern language, combined with the power of types and modern concurrency tooling. Now you can write beautiful code that runs faster, scales better, and is a breeze to deploy. Crystal is elegant to read and easy to program like Ruby, allowing full object-oriented development. Its compiler is powerful enough to nearly always infer the type of your variables. So you get the benefits of a statically typed language: more robust code, safety and execution speed, while still reaching high productivity in development. Null pointer exceptions as in JavaScript, Java or C#, are a thing of the past: Crystal annihilates them, just like Rust. Explore the building blocks and design of the language, and how you can use the Crystal tool-chain to build and manage powerful applications. Harness the power of the macro system, as well as how to work with fibers and channels, making concurrency as easy as possible. Learn how to use the Kemal web framework and access databases, and how to tap the potential of existing Crystal libraries. Find the spot that Crystal fills in today's software world with real-world examples. With Crystal, you can combine the best of both worlds: the high-level coding of dynamic languages, and the safety and blazing performance of a natively compiled language. What You Need: To develop in Crystal, you only need Crystal v 0.26 the latest version, a common text editor and a browser.

Learn to Code by Solving Problems Daniel Zingaro,2021-06-29 Learn to Code by Solving Problems is a practical introduction to programming using Python. It uses coding-competition challenges to teach you the mechanics of coding and

how to think like a savvy programmer. Computers are capable of solving almost any problem when given the right instructions. That's where programming comes in. This beginner's book will have you writing Python programs right away. You'll solve interesting problems drawn from real coding competitions and build your programming skills as you go. Every chapter presents problems from coding challenge websites, where online judges test your solutions and provide targeted feedback. As you practice using core Python features, functions, and techniques, you'll develop a clear understanding of data structures, algorithms, and other programming basics. Bonus exercises invite you to explore new concepts on your own, and multiple-choice questions encourage you to think about how each piece of code works. You'll learn how to: Run Python code, work with strings, and use variables Write programs that make decisions Make code more efficient with while and for loops Use Python sets, lists, and dictionaries to organize, sort, and search data Design programs using functions and top-down design Create complete-search algorithms and use Big O notation to design more efficient code By the end of the book, you'll not only be proficient in Python, but you'll also understand how to think through problems and tackle them with code. Programming languages come and go, but this book gives you the lasting foundation you need to start thinking like a programmer.

Good Code, Bad Code Tom Long,2021-09-07 For coders early in their careers who are familiar with an object-oriented language, such as Java or C#--Back cover.

Applied Natural Language Processing in the Enterprise Ankur A. Patel,Ajay Uppili Arasanipalai,2021-05-12 NLP has exploded in popularity over the last few years. But while Google, Facebook, OpenAI, and others continue to release larger language models, many teams still struggle with building NLP applications that live up to the hype. This hands-on guide helps you get up to speed on the latest and most promising trends in NLP. With a basic understanding of machine learning and some Python experience, you'll learn how to build, train, and deploy models for real-world applications in your organization. Authors Ankur Patel and Ajay Uppili Arasanipalai guide you through the process using code and examples that highlight the best practices in modern NLP. Use state-of-the-art NLP models such as BERT and GPT-3 to solve NLP tasks such as named entity recognition, text classification, semantic search, and reading comprehension Train NLP models with performance comparable or superior to that of out-of-the-box systems Learn about Transformer architecture and modern tricks like transfer learning that have taken the NLP world by storm Become familiar with the tools of the trade, including spaCy, Hugging Face, and fast.ai Build core parts of the NLP pipeline--including tokenizers, embeddings, and language models--from scratch using Python and PyTorch Take your models out of Jupyter notebooks and learn how to deploy, monitor, and maintain them in production

Robust Python Patrick Viafore,2021-07-12 Does it seem like your Python projects are getting bigger and bigger? Are you feeling the pain as your codebase expands and gets tougher to debug and maintain? Python is an easy language to learn and

use, but that also means systems can quickly grow beyond comprehension. Thankfully, Python has features to help developers overcome maintainability woes. In this practical book, author Patrick Viafore shows you how to use Python's type system to the max. You'll look at user-defined types, such as classes and enums, and Python's type hinting system. You'll also learn how to make Python extensible and how to use a comprehensive testing strategy as a safety net. With these tips and techniques, you'll write clearer and more maintainable code. Learn why types are essential in modern development ecosystems Understand how type choices such as classes, dictionaries, and enums reflect specific intents Make Python extensible for the future without adding bloat Use popular Python tools to increase the safety and robustness of your codebase Evaluate current code to detect common maintainability gotchas Build a safety net around your codebase with linters and tests

The Programmer's Guide to Apache Thrift Randy Abernethy, 2018-04-30 Any distributed application includes individual components, often written in different languages and hosted in multiple locations, which must communicate quickly and efficiently. Apache Thrift is a communication framework that enables cross-language remote procedure calls and serialization. It supports embedded, mobile, web, and server environments, and a host of languages ranging from JavaScript to C++. It's perfect for back end services and embedded systems where size, scalability, and performance are mission critical. Programmer's Guide to Apache Thrift provides comprehensive coverage of the Apache Thrift framework along with a developer's-eye view of modern distributed application architecture. Packed with complete code examples and pragmatic discussion, it lays the best practices for multi-language distributed application development. Readers will get a guided tour through transports, protocols, IDL, and servers as they explore complete example programs in C++, Java, and Python. They'll also learn how to work with platforms, ranging from enterprise servers to mobile clients. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

97 Things Every Java Programmer Should Know Kevlin Henney, Trisha Gee, 2020-05-15 If you want to push your Java skills to the next level, this book provides expert advice from Java leaders and practitioners. You'll be encouraged to look at problems in new ways, take broader responsibility for your work, stretch yourself by learning new techniques, and become as good at the entire craft of development as you possibly can. Edited by Kevlin Henney and Trisha Gee, *97 Things Every Java Programmer Should Know* reflects lifetimes of experience writing Java software and living with the process of software development. Great programmers share their collected wisdom to help you rethink Java practices, whether working with legacy code or incorporating changes since Java 8. A few of the 97 things you should know: Behavior Is Easy, State Is Hard—Edson Yanaga “Learn Java Idioms and Cache in Your Brain”—Jeanne Boyarsky “Java Programming from a JVM Performance Perspective”—Monica Beckwith Garbage Collection Is Your Friend—Holly K Cummins “Java's Unspeakable Types”—Ben Evans The Rebirth of Java—Sander Mak “Do You Know What Time It Is?”—Christin Gorman

**Hardcore Programming for Mechanical Engineers** Angel Sola Orbaiceta,2021-06-22 Hardcore Programming for Mechanical Engineers is for intermediate programmers who want to write good applications that solve tough engineering problems - from scratch. This book will teach you how to solve engineering problems with Python. The “hardcore” approach means that you will learn to get the correct results by coding everything from scratch. Forget relying on third-party software - there are no shortcuts on the path to proficiency. Instead, using familiar concepts from linear algebra, geometry and physics, you’ll write your own libraries, draw your own primitives, and build your own applications. Author Angel Sola covers core programming techniques mechanical engineers need to know, with a focus on high-quality code and automated unit testing for error-free implementations. After basic primers on Python and using the command line, you’ll quickly develop a geometry toolbox, filling it with lines and shapes for diagramming problems. As your understanding grows chapter-by-chapter, you’ll create vector graphics and animations for dynamic simulations; you’ll code algorithms that can do complex numerical computations; and you’ll put all of this knowledge together to build a complete structural analysis application that solves a 2D truss problem - similar to the software projects conducted by real-world mechanical engineers. You'll learn: • How to use geometric primitives, like points and polygons, and implement matrices • Best practices for clean code, including unit testing, encapsulation, and expressive names • Processes for drawing images to the screen and creating animations inside Tkinter’s Canvas widget • How to write programs that read from a file, parse the data, and produce vector images • Numerical methods for solving large systems of linear equations, like the Cholesky decomposition algorithm

*Container Security* Liz Rice,2020-04-06 To facilitate scalability and resilience, many organizations now run applications in cloud native environments using containers and orchestration. But how do you know if the deployment is secure? This practical book examines key underlying technologies to help developers, operators, and security professionals assess security risks and determine appropriate solutions. Author Liz Rice, Chief Open Source Officer at Isovalent, looks at how the building blocks commonly used in container-based systems are constructed in Linux. You'll understand what's happening when you deploy containers and learn how to assess potential security risks that could affect your deployments. If you run container applications with kubectl or docker and use Linux command-line tools such as ps and grep, you're ready to get started. Explore attack vectors that affect container deployments Dive into the Linux constructs that underpin containers Examine measures for hardening containers Understand how misconfigurations can compromise container isolation Learn best practices for building container images Identify container images that have known software vulnerabilities Leverage secure connections between containers Use security tooling to prevent attacks on your deployment

**Advanced Algorithms and Data Structures** Marcello La Rocca,2021-08-10 Advanced Algorithms and Data Structures introduces a collection of algorithms for complex programming challenges in data analysis, machine learning, and graph computing. Summary As a software engineer, you’ll encounter countless programming challenges that initially seem

confusing, difficult, or even impossible. Don't despair! Many of these "new" problems already have well-established solutions. Advanced Algorithms and Data Structures teaches you powerful approaches to a wide range of tricky coding challenges that you can adapt and apply to your own applications. Providing a balanced blend of classic, advanced, and new algorithms, this practical guide upgrades your programming toolbox with new perspectives and hands-on techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Can you improve the speed and efficiency of your applications without investing in new hardware? Well, yes, you can: Innovations in algorithms and data structures have led to huge advances in application performance. Pick up this book to discover a collection of advanced algorithms that will make you a more effective developer. About the book Advanced Algorithms and Data Structures introduces a collection of algorithms for complex programming challenges in data analysis, machine learning, and graph computing. You'll discover cutting-edge approaches to a variety of tricky scenarios. You'll even learn to design your own data structures for projects that require a custom solution. What's inside Build on basic data structures you already know Profile your algorithms to speed up application Store and query strings efficiently Distribute clustering algorithms with MapReduce Solve logistics problems using graphs and optimization algorithms About the reader For intermediate programmers. About the author Marcello La Rocca is a research scientist and a full-stack engineer. His focus is on optimization algorithms, genetic algorithms, machine learning, and quantum computing. Table of Contents 1 Introducing data structures PART 1 IMPROVING OVER BASIC DATA STRUCTURES 2 Improving priority queues: d-way heaps 3 Treaps: Using randomization to balance binary search trees 4 Bloom filters: Reducing the memory for tracking content 5 Disjoint sets: Sub-linear time processing 6 Trie, radix trie: Efficient string search 7 Use case: LRU cache PART 2 MULTIDEMENSIONAL QUERIES 8 Nearest neighbors search 9 K-d trees: Multidimensional data indexing 10 Similarity Search Trees: Approximate nearest neighbors search for image retrieval 11 Applications of nearest neighbor search 12 Clustering 13 Parallel clustering: MapReduce and canopy clustering PART 3 PLANAR GRAPHS AND MINIMUM CROSSING NUMBER 14 An introduction to graphs: Finding paths of minimum distance 15 Graph embeddings and planarity: Drawing graphs with minimal edge intersections 16 Gradient descent: Optimization problems (not just) on graphs 17 Simulated annealing: Optimization beyond local minima 18 Genetic algorithms: Biologically inspired, fast-converging optimization

Hands-On Smart Contract Development with Solidity and Ethereum Kevin Solorio,Randall Kanna,David H.

Hoover,2019-11-25 Ready to dive into smart contract development for the blockchain? With this practical guide, experienced engineers and beginners alike will quickly learn the entire process for building smart contracts for Ethereum--the open source blockchain-based distributed computing platform. You'llget up to speed with the fundamentals and quickly move into builder mode. Kevin Solorio, Randall Kanna, and Dave Hoover show you how to create and test your own smart contract, create a frontend for users to interact with, and more. It's the perfect resource for people who want to break into the smart

contract field but don't know where to start. In four parts, this book helps you: Explore smart contract fundamentals, including the Ethereum protocol, Solidity programming language, and the Ethereum Virtual Machine Dive into smart contract development using Solidity and gain experience with Truffle framework tools for deploying and testing your contracts Use Web3 to connect your smart contracts to an applicationso users can easily interact with the blockchain Examine smart contract security along with free online resources for smart contract security auditing

**Prometheus: Up & Running** Brian Brazil,2018-07-09 Get up to speed with Prometheus, the metrics-based monitoring system used by tens of thousands of organizations in production. This practical guide provides application developers, sysadmins, and DevOps practitioners with a hands-on introduction to the most important aspects of Prometheus, including dashboarding and alerting, direct code instrumentation, and metric collection from third-party systems with exporters. This open source system has gained popularity over the past few years for good reason. With its simple yet powerful data model and query language, Prometheus does one thing, and it does it well. Author and Prometheus developer Brian Brazil guides you through Prometheus setup, the Node exporter, and the Alertmanager, then demonstrates how to use them for application and infrastructure monitoring. Know where and how much to apply instrumentation to your application code Identify metrics with labels using unique key-value pairs Get an introduction to Grafana, a popular tool for building dashboards Learn how to use the Node Exporter to monitor your infrastructure Use service discovery to provide different views of your machines and services Use Prometheus with Kubernetes and examine exporters you can use with containers Convert data from other monitoring systems into the Prometheus format

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**Blueprints for Text Analytics Using Python** Jens Albrecht,Sidharth Ramachandran,Christian Winkler,2020-12-04 Turning text into valuable information is essential for businesses looking to gain a competitive advantage. With recent improvements in natural language processing (NLP), users now have many options for solving complex challenges. But it's not always clear which NLP tools or libraries would work for a business's needs, or which techniques you should use and in

what order. This practical book provides data scientists and developers with blueprints for best practice solutions to common tasks in text analytics and natural language processing. Authors Jens Albrecht, Sidharth Ramachandran, and Christian Winkler provide real-world case studies and detailed code examples in Python to help you get started quickly. Extract data from APIs and web pages Prepare textual data for statistical analysis and machine learning Use machine learning for classification, topic modeling, and summarization Explain AI models and classification results Explore and visualize semantic similarities with word embeddings Identify customer sentiment in product reviews Create a knowledge graph based on named entities and their relations

**Beginning PBR Texturing** Abhishek Kumar,2020-05-20 Delve into the concepts of physically based rendering (PBR) using Allegorithmic's Substance Painter. This book covers the integration of PBR textures with various 3D modeling and rendering packages as well as with the Unreal Engine 4 game engine. Beginning PBR Texturing covers all aspects of the software and guides you in implementing its incredible possibilities, including using materials, masks, and baking. Integration with both internal and popular external rendering engines is covered. This book teaches you the skills you need to use the texturing tool that is recognized by studios worldwide. You will know tips and tricks to implement the pipeline and speed up your workflow. What You Will Learn Know the fundamentals of PBR-based texturing from the ground up Create production-ready textured models from scratch Integrate PBR textures with standard 3D modeling and rendering applications Create portfolio-ready renders using offline renderers Who This Book Is For Beginners in the fields of 3D animation, computer graphics, and game technology

**Hands-On Smart Contract Development with Hyperledger Fabric V2** Matt Zand,Xun (Brian) Wu,Mark Anthony Morris,2021-09-09 Blockchain technology continues to disrupt a wide variety of organizations, from small businesses to the Fortune 500. Today hundreds of blockchain networks are in production, including many built with Hyperledger Fabric. This practical guide shows developers how the latest version of this blockchain infrastructure provides an ideal foundation for developing enterprise blockchain applications or solutions. Authors Matt Zand, Xun Wu, and Mark Anthony Morris demonstrate how the versatile design of Hyperledger Fabric 2.0 satisfies a broad range of industry use cases. Developers with or without previous Hyperledger experience will discover why no other distributed ledger technology framework enjoys such wide adoption by cloud service providers such as Amazon, Alibaba, IBM, Google, and Oracle. Walk through the architecture and components of Hyperledger Fabric 2.0 Migrate your current Hyperledger Fabric projects to version 2.0 Develop blockchain applications on the Hyperledger platform with Node.js Deploy and integrate Hyperledger on Amazon Managed Blockchain, IBM Cloud, and Oracle Cloud Develop blockchain applications with Hyperledger Aries, Avalon, Besu, and Grid Build end-to-end blockchain supply chain applications with Hyperledger

**Learn Docker in a Month of Lunches** Elton Stoneman,2020-08-04 Summary Go from zero to production readiness with



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