

Release It Design And Deploy Production Ready Software

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Release It!: Design and Deploy Production-Ready Software ...

Release It!: Design and Deploy Production-Ready Software (Books) to download this book, on the last page Author : Michael T. Nygard Pages : 356 pages Publisher : Pragmatic Bookshelf Language : eng ISBN-10 : 1680502395 ISBN-13 : 9781680502398 Best Nonfiction,

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Release It!: Design and Deploy Production-Ready Software ...

?: Michael T. Nygard ????: Pragmatic Bookshelf ????: Design and Deploy Production-Ready Software (Pragmatic Programmers) ????: 2007-03-30 ???: 300 ???: USD 34.95 ???: Paperback ISBN: 9780978739218

Release It! (???)

Release It!: Design and Deploy Production-Ready Software: Author: Michael T. Nygard: Edition: 2: Publisher: Pragmatic Bookshelf, 2018: ISBN: 1680504525, 9781680504521: Length: 378 pages: Subjects

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Editions for Release It!: Design and Deploy Production-Ready Software: 0978739213 (Paperback published in 2007), 1680502395 (Paperback published in 2017)...

Editions of Release It!: Design and Deploy Production ...

Ben Nadel reviews Release It! Design and Deploy Production-Ready Software by Michael T. Nygard. This book took two-and-half-years to read (due to its panic-attack inducing nature); but, it is a great book and definitely a worthwhile read for any web application engineer.

Release It! Design And Deploy Production-Ready Software By ...

Release It!: Design and Deploy Production-Ready Software 378. by Michael T. Nygard. Paperback (2nd ed.) \$ 47.95. Paperback. \$47.95. NOOK Book. \$30.99. View All Available Formats & Editions. Ship This Item — Qualifies for Free Shipping Buy Online, Pick up in Store

Release It!: Design and Deploy Production-Ready Software ...

While both aspects of Design and Deployment are most often handled in separate books you seem to concentrate on glueing them together in one book. Personally I have some weakness in the Deployment part or better said in the release stuff. However I think creating a good Design is much tougher to achieve than a process of release management. Simply because to my opinion Design is an art while the release management is a (also tough) one-time discipline.

Release It!: How much Design and Deploy (Agile and ...

Bloomberg delivers business and markets news, data, analysis, and video to the world, featuring stories from Businessweek and Bloomberg News on everything pertaining to technology

A single dramatic software failure can cost a company millions of dollars - but can be avoided with simple changes to design and architecture. This new edition of the best-selling industry standard shows you how to create systems that run longer, with fewer failures, and recover better when bad things happen. New coverage includes DevOps, microservices, and cloud-native architecture. Stability antipatterns have grown to include systemic problems in large-scale systems. This is a must-have pragmatic guide to engineering for production systems. If you're a software developer, and you don't want to get alerts every night for the rest of your life, help is here. With a combination of case studies about huge losses - lost revenue, lost reputation, lost time, lost opportunity - and practical, down-to-earth advice that was all gained through painful experience, this book helps you avoid the pitfalls that cost companies millions of dollars in downtime and reputation. Eighty percent of project life-cycle cost is in production, yet few books address this topic. This updated edition deals with the production of today's systems -

larger, more complex, and heavily virtualized - and includes information on chaos engineering, the discipline of applying randomness and deliberate stress to reveal systematic problems. Build systems that survive the real world, avoid downtime, implement zero-downtime upgrades and continuous delivery, and make cloud-native applications resilient. Examine ways to architect, design, and build software - particularly distributed systems - that stands up to the typhoon winds of a flash mob, a Slashdotting, or a link on Reddit. Take a hard look at software that failed the test and find ways to make sure your software survives. To skip the pain and get the experience...get this book.

A single dramatic software failure can cost a company millions of dollars - but can be avoided with simple changes to design and architecture. This new edition of the best-selling industry standard shows you how to create systems that run longer, with fewer failures, and recover better when bad things happen. New coverage includes DevOps, microservices, and cloud-native architecture. Stability antipatterns have grown to include systemic problems in large-scale systems. This is a must-have pragmatic guide to engineering for production systems. If you're a software developer, and you don't want to get alerts every night for the rest of your life, help is here. With a combination of case studies about huge losses - lost revenue, lost reputation, lost time, lost opportunity - and practical, down-to-earth advice that was all gained through painful experience, this book helps you avoid the pitfalls that cost companies millions of dollars in downtime and reputation. Eighty percent of project life-cycle cost is in production, yet few books address this topic. This updated edition deals with the production of today's systems - larger, more complex, and heavily virtualized - and includes information on chaos engineering, the discipline of applying randomness and deliberate stress to reveal systematic problems. Build systems that survive the real world, avoid downtime, implement zero-downtime upgrades and continuous delivery, and make cloud-native applications resilient. Examine ways to architect, design, and build software - particularly distributed systems - that stands up to the typhoon winds of a flash mob, a Slashdotting, or a link on Reddit. Take a hard look at software that failed the test and find ways to make sure your software survives. To skip the pain and get the experience...get this book.

Provides information on ways to effectively design and release an application.

Deploy serverless and scalable cloud-native applications with Jakarta EE KEY FEATURES ? Example-driven approach crafted specially for developers and architects. ? Covers all core areas for cloud-native development. ? Step-by-step implementation of core concepts, including application scalability and security, serverless, and containerization. DESCRIPTION The book helps readers to get a basic understanding of features provided by the cloud and core concepts of cloud native development. A hands-on approach makes sure that after reading the book, one can straight away implement the concepts in their daily design and development activities. The book starts with the basics of cloud computing and moves on to understanding the core concepts to create a production-ready cloud-native application. The book helps readers to develop a code that is testable and maintainable to support Agile cloud native development. This book also talks about the security and scalability aspects of applications which are the backbone of any large-scale application. The book covers advanced cloud-native application development approaches using containers and serverless approaches. The book will help readers to get ready for a cloud-native development journey. Whether one is creating a small application or a large-scale application, core concepts explained in this book remain relevant and will work as a guiding light for developers and architects. WHAT YOU WILL LEARN ? Explains the core features that are part of cloud computing. ? Build applications that are fast to market due to testability and maintainability. ? Build applications that are secured against vulnerabilities. ? Build applications that are easy to scale. WHO THIS BOOK IS FOR The book is meant for software developers, architects, and technical readers who want to learn about Cloud-based application development. Basic knowledge of the Java programming language or Jakarta EE platform is expected to understand code examples used in the book. TABLE OF CONTENTS 1. Introduction to Cloud Computing 2. Design for Cloud 3. Major Players in Cloud Computing 4. Sample Application Using Jakarta EE 5. Testing Cloud-Native Applications 6. Continuous Integration and Continuous Delivery 7. Securing Cloud-Based Applications 8. Scalability 9. Monitoring, Alerting, and Reporting 10. Containers 11. Serverless Computing 12. Best Practices for Developing Cloud-Native Applications

Managing data continues to grow as a necessity for modern organizations. There are seemingly infinite opportunities for organic growth, reduction of costs, and creation of new products and services. It has become apparent that none of these opportunities can happen smoothly without data governance. The cost of exponential data growth and privacy / security concerns are becoming burdensome. Organizations will encounter unexpected consequences in new sources of risk. The solution to these challenges is also data governance; ensuring balance between risk and opportunity. Data Governance, Second Edition, is for any executive, manager or data professional who needs to understand or implement a data governance program. It is required to ensure consistent, accurate and reliable data across their organization. This book offers an overview of why data governance is needed, how to design, initiate, and execute a program and how to keep the program sustainable. This valuable resource provides comprehensive guidance to beginning professionals, managers or analysts looking to improve their processes, and advanced students in Data Management and related courses. With the provided framework and case studies all professionals in the data governance field will gain key insights into launching successful and money-saving data governance program. Incorporates industry changes, lessons learned and new approaches Explores various ways in which data analysts and managers can ensure consistent, accurate and reliable data across their organizations Includes new case studies which detail real-world situations Explores all of the capabilities an organization must adopt to become data driven Provides guidance on various approaches to data governance, to determine whether an organization should be low profile, central controlled, agile, or traditional Provides guidance on using technology and separating vendor hype from sincere delivery of necessary capabilities Offers readers insights into how their organizations can improve the value of their data, through data quality, data strategy and data literacy Provides up to 75% brand-new content compared to the first edition

APIs are transforming the business world at an increasing pace. Gain the essential skills needed to quickly design, build, and deploy quality web APIs that are robust, reliable, and resilient. Go from initial design through prototyping and implementation to deployment of mission-critical APIs for your organization. Test, secure, and deploy your API with confidence and avoid the "release into production" panic. Tackle just about any API challenge with more than a dozen open-source utilities and common programming patterns you can apply right away. Good API design means starting with the API-First principle - understanding who is using the API and what they want to do with it - and applying basic design skills to match customers' needs while solving business-critical problems. Use the Sketch-Design-Build method to create reliable and scalable web APIs quickly and easily without a lot of risk to the day-to-day business operations. Create clear sequence diagrams, accurate specifications, and machine-readable API descriptions all reviewed, tested, and ready to turn into fully-functional NodeJS code. Create reliable test collections with Postman and implement proper identity and access control security with AuthO-without added cost or risk to the company. Deploy all of this to Heroku using a continuous delivery approach that pushes secure, well-tested code to your public servers ready for use by both internal and external developers. From design to code to test to deployment, unlock hidden business value and release stable and scalable web APIs that meet customer needs and solve important business problems in a consistent and reliable manner.

Get the knowledge you need to deploy a top-quality Exchange service The latest release of Microsoft's messaging system allows for easier access to e-mail, voicemail, and calendars from a variety of devices and any location while also giving users more control and freeing up administrators to perform more critical tasks. This innovative new field guide starts with key concepts of Microsoft Exchange Server 2013 and then moves through the

recommended practices and processes that are necessary to deploy a top-quality Exchange service. Focuses on the Exchange ecosystem rather than just the features and functions of the Exchange product Focuses on scenarios facing real customers and explains how problems can be solved and requirements met Zooms in on both on-premises deployments as well as Exchange Online cloud deployments with Office 365 Helps you thoroughly master the new version with step-by-step instruction on how to install, configure, and manage this multifaceted collaboration system Whether you're upgrading from Exchange Server 2010 or earlier, installing for the first time, or migrating from another system, this step-by-step guide provides the hands-on instruction, practical application, and real-world advice you need.

Ship It! is a collection of tips that show the tools and techniques a successful project team has to use, and how to use them well. You'll get quick, easy-to-follow advice on modern practices: which to use, and when they should be applied. This book avoids current fashion trends and marketing hype; instead, readers find page after page of solid advice, all tried and tested in the real world. Aimed at beginning to intermediate programmers, Ship It! will show you: Which tools help, and which don't How to keep a project moving Approaches to scheduling that work How to build developers as well as product What's normal on a project, and what's not How to manage managers, end-users and sponsors Danger signs and how to fix them Few of the ideas presented here are controversial or extreme; most experienced programmers will agree that this stuff works. Yet 50 to 70 percent of all project teams in the U.S. aren't able to use even these simple, well-accepted practices effectively. This book will help you get started. Ship It! begins by introducing the common technical infrastructure that every project needs to get the job done. Readers can choose from a variety of recommended technologies according to their skills and budgets. The next sections outline the necessary steps to get software out the door reliably, using well-accepted, easy-to-adopt, best-of-breed practices that really work. Finally, and most importantly, Ship It! presents common problems that teams face, then offers real-world advice on how to solve them.

For any software developer who has spent days in "integration hell," cobbling together myriad software components, Continuous Integration: Improving Software Quality and Reducing Risk illustrates how to transform integration from a necessary evil into an everyday part of the development process. The key, as the authors show, is to integrate regularly and often using continuous integration (CI) practices and techniques. The authors first examine the concept of CI and its practices from the ground up and then move on to explore other effective processes performed by CI systems, such as database integration, testing, inspection, deployment, and feedback. Through more than forty CI-related practices using application examples in different languages, readers learn that CI leads to more rapid software development, produces deployable software at every step in the development lifecycle, and reduces the time between defect introduction and detection, saving time and lowering costs. With successful implementation of CI, developers reduce risks and repetitive manual processes, and teams receive better project visibility. The book covers How to make integration a "non-event" on your software development projects How to reduce the amount of repetitive processes you perform when building your software Practices and techniques for using CI effectively with your teams Reducing the risks of late defect discovery, low-quality software, lack of visibility, and lack of deployable software Assessments of different CI servers and related tools on the market The book's companion Web site, www.integratebutton.com, provides updates and code examples.

Don't engineer by coincidence—design it like you mean it! Filled with practical techniques, Design It! is the perfect introduction to software architecture for programmers who are ready to grow their design skills. Lead your team as a software architect, ask the right stakeholders the right questions, explore design options, and help your team implement a system that promotes the right -ilities. Share your design decisions, facilitate collaborative design workshops that are fast, effective, and fun—and develop more awesome software! With dozens of design methods, examples, and practical know-how, Design It! shows you how to become a software architect. Walk through the core concepts every architect must know, discover how to apply them, and learn a variety of skills that will make you a better programmer, leader, and designer. Uncover the big ideas behind software architecture and gain confidence working on projects big and small. Plan, design, implement, and evaluate software architectures and collaborate with your team, stakeholders, and other architects. Identify the right stakeholders and understand their needs, dig for architecturally significant requirements, write amazing quality attribute scenarios, and make confident decisions. Choose technologies based on their architectural impact, facilitate architecture-centric design workshops, and evaluate architectures using lightweight, effective methods. Write lean architecture descriptions people love to read. Run an architecture design studio, implement the architecture you've designed, and grow your team's architectural knowledge. Good design requires good communication. Talk about your software architecture with stakeholders using whiteboards, documents, and code, and apply architecture-focused design methods in your day-to-day practice. Hands-on exercises, real-world scenarios, and practical team-based decision-making tools will get everyone on board and give you the experience you need to become a confident software architect.

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