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Designing for Scalability with Erlang/OTP - Francesco Cesarini
2016-05-16

If you need to build a scalable, fault tolerant system with requirements for high availability, discover why the Erlang/OTP platform stands out for the breadth, depth, and consistency of its features. This hands-on guide demonstrates how to use the Erlang programming language and its OTP framework of reusable libraries, tools, and design principles to develop complex commercial-grade systems that simply cannot fail. In the first part of the book, you'll learn how to design and implement process behaviors and supervision trees with Erlang/OTP, and bundle them into standalone nodes. The second part addresses reliability, scalability, and high availability in your overall system design. If you're familiar with Erlang, this book will help you understand the design choices and trade-offs necessary to keep your system running. Explore OTP's building blocks: the Erlang language, tools and libraries collection, and its abstract principles and design rules Dive into the fundamentals of

OTP reusable frameworks: the Erlang process structures OTP uses for behaviors Understand how OTP behaviors support client-server structures, finite state machine patterns, event handling, and runtime/code integration Write your own behaviors and special processes Use OTP's tools, techniques, and architectures to handle deployment, monitoring, and operations **Architecting High Performing, Scalable and Available Enterprise Web Applications** - Shailesh Kumar Shivakumar 2014-11-11 Architecting High Performing, Scalable and Available Enterprise Web Applications provides in-depth insights into techniques for achieving desired scalability, availability and performance quality goals for enterprise web applications. The book provides an integrated 360-degree view of achieving and maintaining these attributes through practical, proven patterns, novel models, best practices, performance strategies, and continuous improvement methodologies and case studies. The author shares his years of experience in application security, enterprise

application testing, caching techniques, production operations and maintenance, and efficient project management techniques.

Understanding Distributed Systems - Roberto Vitillo 2021

Learning to build distributed systems is hard, especially if they are large scale. It's not that there is a lack of information out there. You can find academic papers, engineering blogs, and even books on the subject. The problem is that the available information is spread out all over the place, and if you were to put it on a spectrum from theory to practice, you would find a lot of material at the two ends, but not much in the middle. That is why I decided to write a book to teach the fundamentals of distributed systems so that you don't have to spend countless hours scratching your head to understand how everything fits together. This is the guide I wished existed when I first started out, and it's based on my experience building large distributed systems that scale to millions of requests per second and billions of devices. If you develop the back-end of web or mobile applications (or would like to!), this book is for you. When building distributed systems, you need to be familiar with the network stack, data consistency models, scalability and reliability patterns, and much more. Although you can build applications without knowing any of that, you will end up spending hours debugging and re-designing their architecture, learning lessons that you could have acquired in a much faster and less painful way.

Web Scalability for Startup Engineers - Artur Ejsmont 2015-07-03

This invaluable roadmap for startup engineers reveals how to successfully handle web application scalability challenges to meet increasing product and traffic demands. Web Scalability

for Startup Engineers shows engineers working at startups and small companies how to plan and implement a comprehensive scalability strategy. It presents broad and holistic view of infrastructure and architecture of a scalable web application.

Successful startups often face the challenge of scalability, and the core concepts driving a scalable architecture are language and platform agnostic. The book covers scalability of HTTP-based systems (websites, REST APIs, SaaS, and mobile application backends), starting with a high-level perspective before taking a deep dive into common challenges and issues. This approach builds a holistic view of the problem, helping you see the big picture, and then introduces different technologies and best practices for solving the problem at hand. The book is enriched with the author's real-world experience and expert advice, saving you precious time and effort by learning from others' mistakes and successes. Language-agnostic approach addresses universally challenging concepts in Web development/scalability—does not require knowledge of a particular language Fills the gap for engineers in startups and smaller companies who have limited means for getting to the next level in terms of accomplishing scalability Strategies presented help to decrease time to market and increase the efficiency of web applications

Practical Go - Amit Saha 2021-09-11
YOUR PRACTICAL, HANDS-ON GUIDE TO WRITING APPLICATIONS USING GO Google announced the Go programming language to the public in 2009, with the version 1.0 release announced in 2012. Since its announcement to the community, and the compatibility promise of the 1.0 release, the Go language has been used to write scalable and high-impact software

programs ranging from command-line applications and critical infrastructure tools to large-scale distributed systems. It's speed, simplicity, and reliability make it a perfect choice for developers working in various domains. In *Practical Go - Building Scalable Network + Non-Network Applications*, you will learn to use the Go programming language to build robust, production-ready software applications. You will learn just enough to building command line tools and applications communicating over HTTP and gRPC. This practical guide will cover: Writing command line applications Writing a HTTP services and clients Writing RPC services and clients using gRPC Writing middleware for network clients and servers Storing data in cloud object stores and SQL databases Testing your applications using idiomatic techniques Adding observability to your applications Managing configuration data from your applications You will learn to implement best practices using hands-on examples written with modern practices in mind. With its focus on using the standard library packages as far as possible, *Practical Go* will give you a solid foundation for developing large applications using Go leveraging the best of the language's ecosystem.

Designing Data-Intensive Applications

- Martin Kleppmann 2017-03-16

Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this

practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

Building Scalable PHP Web Applications Using the Cloud

- Jonathan Bartlett 2019-11-27

Eliminate the guesswork involved in writing and deploying a cloud application. This step-by-step guide uses PHP to minimize the complexity of the code and setup, but the tools and techniques can be applied on any platform using any language. Everything that you need to jumpstart your application on the cloud is right here. Clear diagrams, step-by-step configuration information, and complete code listings tell you everything you need to get off the ground and start developing your cloud application today. This book introduces several cloud architectures and technologies that will help you accelerate your application in the cloud. Chapters cover load-balanced clusters, database replication, caching configuration, content delivery

networks, infinite-scale file storage, and cloud system administration. Cloud computing has dramatically changed the landscape of web hosting. Instead of spending weeks negotiating contracts for servers, new servers can be deployed with the push of a button, and your application can be resized almost instantly to meet today's needs. No matter what size of web application you are developing, you can benefit from modern cloud servers, and this is the guide to tell you how. What You'll Learn Use the cloud and its various platforms with Docker management tools Build a simple PHP-based scalable web application Create a basic cloud cluster Work with Amazon and Google Cloud Platform in your PHP web application development Who This Book Is For Developers who have some prior programming experience, including PHP, and who are new to building applications

Building Scalable and High-performance Java Web Applications Using J2EE Technology - Greg Barish 2002

Scaling Java enterprise applications beyond just programming techniques-- this is the next level. This volume covers all the technologies Java developers need to build scalable, high-performance Web applications. The book also covers servlet-based session management, EJB application logic, database design and integration, and more.

Web Development with Go - Shiju Varghese 2015-12-30

Take a deep dive into web development using the Go programming language to build web apps and RESTful services to create reliable and efficient software. Web Development with Go provides Go language fundamentals and then moves on to advanced web development concepts and successful deployment of Go web apps to the cloud. Web Development with Go will

teach you how to develop scalable real-world web apps, RESTful services, and backend systems with Go. The book starts off by covering Go programming language fundamentals as a prerequisite for web development. After a thorough understanding of the basics, the book delves into web development using the built-in package, net/http. With each chapter you'll be introduced to new concepts for gradually building a real-world web system. The book further shows you how to integrate Go with other technologies. For example, it provides an overview of using MongoDB as a means of persistent storage, and provides an end-to-end REST API sample as well. The book then moves on to demonstrate how to deploy web apps to the cloud using the Google Cloud platform. Web Development with Go provides:

Fundamentals for building real-world web apps in Go Thorough coverage of prerequisites and practical code examples Demo web apps for attaining a deeper understanding of web development A reference REST API app which can be used to build scalable real-world backend services in Go A thorough demonstration of deploying web apps to the Cloud using the Google Cloud platform Go is a high-performance language while providing greater level of developer productivity, therefore Web Development with Go equips you with the necessary skills and knowledge required for effectively building robust and efficient web apps by leveraging the features of Go.

Building Mobile Apps at Scale - Gergely Orosz 2021-04-06

While there is a lot of appreciation for backend and distributed systems challenges, there tends to be less empathy for why mobile development is hard when done at scale. This book collects challenges engineers face when building iOS and Android apps at

scale, and common ways to tackle these. By scale, we mean having numbers of users in the millions and being built by large engineering teams. For mobile engineers, this book is a blueprint for modern app engineering approaches. For non-mobile engineers and managers, it is a resource with which to build empathy and appreciation for the complexity of world-class mobile engineering. The book covers iOS and Android mobile app challenges on these dimensions: Challenges due to the unique nature of mobile applications compared to the web, and to the backend. App complexity challenges. How do you deal with increasingly complicated navigation patterns? What about non-deterministic event combinations? How do you localize across several languages, and how do you scale your automated and manual tests? Challenges due to large engineering teams. The larger the mobile team, the more challenging it becomes to ensure a consistent architecture. If your company builds multiple apps, how do you balance not rewriting everything from scratch while moving at a fast pace, over waiting on "centralized" teams? Cross-platform approaches. The tooling to build mobile apps keeps changing. New languages, frameworks, and approaches that all promise to address the pain points of mobile engineering keep appearing. But which approach should you choose? Flutter, React Native, Cordova? Native apps? Reuse business logic written in Kotlin, C#, C++ or other languages? What engineering approaches do "world-class" mobile engineering teams choose in non-functional aspects like code quality, compliance, privacy, compliance, or with experimentation, performance, or app size?

Scale at Speed - Felix Velarde
2021-06-10

Scale at Speed shows you how to double your company's revenue in two years. It is a must-read for anyone who wants to safely and rapidly accelerate the growth of their business. It's a proven framework built on solid research and deep experience to deliver fast growth. Discover how to bypass many of the mistakes that can delay or fatally undermine success, and how to make being a founder and a leader fun again. Growing a business is easy once you've done it several times and learned from your inevitable mistakes. You will learn how to identify and motivate A-players without tedious trial and error. You can get an exceptional price when you sell. Whether you have ten staff or a thousand, Scale at Speed will make your business feel like a rocket on rails once again. Scale at Speed provides tools that cut straight to the most effective way of doing things as your company grows. Practical advice is given on how to:

- Transform your company so it's scalable
- Build enthusiastic support for your vision
- Identify the most critical improvements
- Hire and motivate superstars
- Become a market leader while reducing marketing costs
- Double or triple your revenue

And much more. Written in a clear, honest and engaging style by an industry-leading serial entrepreneur and chairman, Scale at Speed delivers a practical formula for rapid, surefooted growth.

Cloud Architecture Patterns - Bill Wilder 2012

Do you need to learn about cloud computing architecture with Microsoft's Azure quickly? Read this book! It gives you just enough info on the big picture and is filled with key terminology so that you can join the discussion on cloud architecture.

Hello, Startup - Yevgeniy Brikman
2015-10-21

This book is the "Hello, World" tutorial for building products, technologies, and teams in a startup environment. It's based on the experiences of the author, Yevgeniy (Jim) Brikman, as well as interviews with programmers from some of the most successful startups of the last decade, including Google, Facebook, LinkedIn, Twitter, GitHub, Stripe, Instagram, AdMob, Pinterest, and many others. Hello, Startup is a practical, how-to guide that consists of three parts: Products, Technologies, and Teams. Although at its core, this is a book for programmers, by programmers, only Part II (Technologies) is significantly technical, while the rest should be accessible to technical and non-technical audiences alike. If you're at all interested in startups—whether you're a programmer at the beginning of your career, a seasoned developer bored with large company politics, or a manager looking to motivate your engineers—this book is for you.

The Art of Scalability - Martin L. Abbott 2015-05-23

The Comprehensive, Proven Approach to IT Scalability—Updated with New Strategies, Technologies, and Case Studies In The Art of Scalability, Second Edition, leading scalability consultants Martin L. Abbott and Michael T. Fisher cover everything you need to know to smoothly scale products and services for any requirement. This extensively revised edition reflects new technologies, strategies, and lessons, as well as new case studies from the authors' pioneering consulting practice, AKF Partners. Writing for technical and nontechnical decision-makers, Abbott and Fisher cover everything that impacts scalability, including architecture, process, people, organization, and technology. Their insights and recommendations reflect

more than thirty years of experience at companies ranging from eBay to Visa, and Salesforce.com to Apple. You'll find updated strategies for structuring organizations to maximize agility and scalability, as well as new insights into the cloud (IaaS/PaaS) transition, NoSQL, DevOps, business metrics, and more. Using this guide's tools and advice, you can systematically clear away obstacles to scalability—and achieve unprecedented IT and business performance. Coverage includes • Why scalability problems start with organizations and people, not technology, and what to do about it • Actionable lessons from real successes and failures • Staffing, structuring, and leading the agile, scalable organization • Scaling processes for hyper-growth environments • Architecting scalability: proprietary models for clarifying needs and making choices—including 15 key success principles • Emerging technologies and challenges: data cost, datacenter planning, cloud evolution, and customer-aligned monitoring • Measuring availability, capacity, load, and performance

Designing Web APIs - Brenda Jin 2018-08-29

Using a web API to provide services to application developers is one of the more satisfying endeavors that software engineers undertake. But building a popular API with a thriving developer ecosystem is also one of the most challenging. With this practical guide, developers, architects, and tech leads will learn how to navigate complex decisions for designing, scaling, marketing, and evolving interoperable APIs. Authors Brenda Jin, Saurabh Sahni, and Amir Shevat explain API design theory and provide hands-on exercises for building your web API and managing its operation in production. You'll

also learn how to build and maintain a following of app developers. This book includes expert advice, worksheets, checklists, and case studies from companies including Slack, Stripe, Facebook, Microsoft, Cloudinary, Oracle, and GitHub. Get an overview of request-response and event-driven API design paradigms Learn best practices for designing an API that meets the needs of your users Use a template to create an API design process Scale your web API to support a growing number of API calls and use cases Regularly adapt the API to reflect changes to your product or business Provide developer resources that include API documentation, samples, and tools

Architecting for Scale - Lee Atchison
2020-02-28

Every day, companies struggle to scale critical applications. As traffic volume and data demands increase, these applications become more complicated and brittle, exposing risks and compromising availability. With the popularity of software as a service, scaling has never been more important. Updated with an expanded focus on modern architecture paradigms such as microservices and cloud computing, this practical guide provides techniques for building systems that can handle huge quantities of traffic, data, and demand—without affecting the quality your customers expect. Architects, managers, and directors in engineering and operations organizations will learn how to build applications at scale that run more smoothly and reliably to meet the needs of customers. Learn how scaling affects the availability of your services, why that matters, and how to improve it Dive into a modern service-based application architecture that ensures high availability and reduces the effects of service failures Explore the

Single Team Owned Service Architecture paradigm (STOSA)—a model for scaling your development organization in tandem with your application Understand, measure, and mitigate risk in your systems Use the cloud to build highly scalable applications

Scalability Patterns - Chander Dhall
2018-07-20

In this book, the CEO of Cazton, Inc. and internationally-acclaimed speaker, Chander Dhall, demonstrates current website design scalability patterns and takes a pragmatic approach to explaining their pros and cons to show you how to select the appropriate pattern for your site. He then tests the patterns by deliberately forcing them to fail and exposing potential flaws before discussing how to design the optimal pattern to match your scale requirements. The author explains the use of polyglot programming and how to match the right patterns to your business needs. He also details several No-SQL patterns and explains the fundamentals of different paradigms of No-SQL by showing complementary strategies of using them along with relational databases to achieve the best results. He also teaches how to make the scalability pattern work with a real-world microservices pattern. With the proliferation of countless electronic devices and the ever growing number of Internet users, the scalability of websites has become an increasingly important challenge. Scalability, even though highly coveted, may not be so easy to achieve. Think that you can't attain responsiveness along with scalability? Chander Dhall will demonstrate that, in fact, they go hand in hand. What You'll Learn Architect and develop applications so that they are easy to scale. Learn different scaling and partitioning options and the combinations. Learn

techniques to speed up responsiveness. Deep dive into caching, column-family databases, document databases, search engines and RDBMS. Learn scalability and responsiveness concepts that are usually ignored. Effectively balance scalability, performance, responsiveness, and availability while minimizing downtime. Who This Book Is For Executives (CXOs), software architects , developers, and IT Pros

Building Web Apps with WordPress -

Brian Messenlehner 2014-04-08

WordPress is much more than a blogging platform. As this practical guide clearly demonstrates, you can use WordPress to build web apps of any type—not mere content sites, but full-blown apps for specific tasks. If you have PHP experience with a smattering of HTML, CSS, and JavaScript, you'll learn how to use WordPress plugins and themes to develop fast, scalable, and secure web apps, native mobile apps, web services, and even a network of multiple WordPress sites. The authors use examples from their recently released SchoolPress app to explain concepts and techniques throughout the book. All code examples are available on GitHub. Compare WordPress with traditional app development frameworks Use themes for views, and plugins for backend functionality Get suggestions for choosing WordPress plugins—or build your own Manage user accounts and roles, and access user data Build asynchronous behaviors in your app with jQuery Develop native apps for iOS and Android, using wrappers Incorporate PHP libraries, external APIs, and web service plugins Collect payments through ecommerce and membership plugins Use techniques to speed up and scale your WordPress app

[Real-Time Phoenix](#) - Stephen Bussey
2020-03-25

Give users the real-time experience they expect, by using Elixir and Phoenix Channels to build applications that instantly react to changes and reflect the application's true state. Learn how Elixir and Phoenix make it easy and enjoyable to create real-time applications that scale to a large number of users. Apply system design and development best practices to create applications that are easy to maintain. Gain confidence by learning how to break your applications before your users do. Deploy applications with minimized resource use and maximized performance. Real-time applications come with real challenges - persistent connections, multi-server deployment, and strict performance requirements are just a few. Don't try to solve these challenges by yourself - use a framework that handles them for you. Elixir and Phoenix Channels provide a solid foundation on which to build stable and scalable real-time applications. Build applications that thrive for years to come with the best-practices found in this book. Understand the magic of real-time communication by inspecting the WebSocket protocol in action. Avoid performance pitfalls early in the development lifecycle with a catalog of common problems and their solutions. Leverage GenStage to build a data pipeline that improves scalability. Break your application before your users do and confidently deploy them. Build a real-world project using solid application design and testing practices that help make future changes a breeze. Create distributed apps that can scale to many users with tools like Phoenix Tracker. Deploy and monitor your application with confidence and reduce outages. Deliver an exceptional real-time experience to your users, with easy maintenance, reduced operational costs, and

maximized performance, using Elixir and Phoenix Channels. What You Need: You'll need Elixir 1.9+ and Erlang/OTP 22+ installed on a Mac OS X, Linux, or Windows machine.

Web Scaling Frameworks - Thomas Fankhauser 2016

Scalability Rules - Martin L. Abbott 2011-05-04

50 Powerful, Easy-to-Use Rules for Supporting Hypergrowth in Any Environment Scalability Rules is the easy-to-use scalability primer and reference for every architect, developer, web professional, and manager. Authors Martin L. Abbott and Michael T. Fisher have helped scale more than 200 hypergrowth Internet sites through their consulting practice. Now, drawing on their unsurpassed experience, they present 50 clear, proven scalability rules—and practical guidance for applying them. Abbott and Fisher transform scalability from a “black art” to a set of realistic, technology-agnostic best practices for supporting hypergrowth in nearly any environment, including both frontend and backend systems. For architects, they offer powerful new insights for creating and evaluating designs. For developers, they share specific techniques for handling everything from databases to state. For managers, they provide invaluable help in goal-setting, decision-making, and interacting with technical teams. Whatever your role, you’ll find practical risk/benefit guidance for setting priorities—and getting maximum “bang for the buck.”

- Simplifying architectures and avoiding “over-engineering”
- Scaling via cloning, replication, separating functionality, and splitting data sets
- Scaling out, not up
- Getting more out of databases without compromising scalability
- Avoiding unnecessary redirects and redundant

- double-checking
- Using caches and content delivery networks more aggressively, without introducing unacceptable complexity
- Designing for fault tolerance, graceful failure, and easy rollback
- Striving for statelessness when you can; efficiently handling state when you must
- Effectively utilizing asynchronous communication
- Learning quickly from mistakes, and much more

Scalability Rules - Martin L. Abbott 2016-08-25

Fully updated! Fifty Powerful, Easy-to-Use Rules for Supporting Hyper Growth “Whether you’re taking on a role as a technology leader in a new company or you simply want to make great technology decisions, Scalability Rules will be the go-to resource on your bookshelf.” –Chad Dickerson, CTO, Etsy Scalability Rules, Second Edition, is the easy-to-use scalability primer and reference for every architect, developer, network/software engineer, web professional, and manager. Authors Martin L. Abbott and Michael T. Fisher have helped scale hundreds of high-growth companies and thousands of systems. Drawing on their immense experience, they present 50 up-to-the-minute technical best practices for supporting hyper growth practically anywhere. Fully updated to reflect new technical trends and experiences, this edition is even easier to read, understand, and apply. Abbott and Fisher have also added powerful “stories behind the rules”: actual experiences and case studies from CTOs and technology executives at Etsy, NASDAQ, Salesforce, Shutterfly, Chegg, Warby Parker, Twitter, and other scalability pioneers. Architects will find powerful technology-agnostic insights for creating and evaluating designs. Developers will discover specific techniques for handling everything from databases to state.

Managers will get invaluable help in setting goals, making decisions, and interacting with technical teams. Whatever your role, you'll find practical risk/benefit guidance for setting priorities, translating plans into action, and gaining maximum scalability at minimum cost. You'll learn how to Simplify architectures and avoid "over-engineering" Design scale into your solution, so you can scale on a just-in-time basis Make the most of cloning and replication Separate functionality and split data sets Scale out, not up Get more out of databases without compromising scalability Eliminate unnecessary redirects and redundant double-checking Use caches and CDNs more aggressively, without unacceptable complexity Design for fault tolerance, graceful failure, and easy rollback Emphasize statelessness, and efficiently handle state when you must Effectively utilize asynchronous communication Learn from your own mistakes and others' high-profile failures Prioritize your actions to get the biggest "bang for the buck"

Architecting for Scale - Lee Atchison
2016-07-11

Every day, companies struggle to scale critical applications. As traffic volume and data demands increase, these applications become more complicated and brittle, exposing risks and compromising availability. This practical guide shows IT, devops, and system reliability managers how to prevent an application from becoming slow, inconsistent, or downright unavailable as it grows. Scaling isn't just about handling more users; it's also about managing risk and ensuring availability. Author Lee Atchison provides basic techniques for building applications that can handle huge quantities of traffic, data, and demand without affecting the quality your customers expect. In

five parts, this book explores:
Availability: learn techniques for building highly available applications, and for tracking and improving availability going forward
Risk management: identify, mitigate, and manage risks in your application, test your recovery/disaster plans, and build out systems that contain fewer risks
Services and microservices: understand the value of services for building complicated applications that need to operate at higher scale
Scaling applications: assign services to specific teams, label the criticalness of each service, and devise failure scenarios and recovery plans
Cloud services: understand the structure of cloud-based services, resource allocation, and service distribution

YouTube: An Insider's Guide to Climbing the Charts - Alan Lastufka
2008-11-19

Want to make a splash on YouTube? Even go viral? You've come to the right place. This book is written by two veteran 'Tubers who live their art and know what they're talking about -- especially Alan Lastufka, a.k.a. "fallofautumndistro," who has over 13,000 YouTube subscribers and over 4 million views. Alan and co-author Michael W. Dean show you how to make a quality video, and how to optimize, encode, upload, and promote it. This book can't promise you'll be rich and famous, but it can tell you how to make great video art, and what you need to do to get your work seen. You'll learn about: Storytelling and directing Shooting, editing, and rendering Creating your very own channel Broadcasting user-generated content Re-broadcasting commercial content Cultivating a devoted audience Fitting into the YouTube community Becoming a success story Join Alan, who makes part of his living from YouTube, and Michael, a successful filmmaker, author, and

D.I.Y. art pioneer. They'll take you from the basics of gear to making it big on YouTube, with a focus on networking and interaction. You'll also sit in on informative interviews with YouTube stars LisaNova, Hank Green (vlogbrothers), WhatTheBuckShow, nalts, and liamkylesullivan. Alan and Michael understand viral marketing -- and they know what it takes to get your work on everyone's YouTube radar. And, once you read this book, so will you.

Building Serverless Applications with Google Cloud Run - Wietse Venema
2020-12-02

Learn how to build a real-world serverless application in the cloud that's reliable, secure, maintainable, and scalable. If you have experience building web applications on traditional infrastructure, this hands-on guide shows you how to get started with Cloud Run, a container-based serverless product on Google Cloud. Through the course of this book, you'll learn how to deploy several example applications that highlight different parts of the serverless stack on Google Cloud. Combining practical examples with fundamentals, this book will appeal to developers who are early in their learning journey as well as experienced practitioners. Build a serverless application with Google Cloud Run Learn approaches for building containers with (and without) Docker Explore Google Cloud's managed relational database: Cloud SQL Use HTTP sessions to make every user's experience unique Explore identity and access management (IAM) on Cloud Run Provision Google Cloud resources using Terraform Learn how to handle background task scheduling on Cloud Run Move your service from Cloud Run to Knative Serving with little effort *Scalable Internet Architectures* -

Theo Schlossnagle 2006-07-21

As a developer, you are aware of the increasing concern amongst developers and site architects that websites be able to handle the vast number of visitors that flood the Internet on a daily basis. Scalable Internet Architectures addresses these concerns by teaching you both good and bad design methodologies for building new sites and how to scale existing websites to robust, high-availability websites. Primarily example-based, the book discusses major topics in web architectural design, presenting existing solutions and how they work. Technology budget tight? This book will work for you, too, as it introduces new and innovative concepts to solving traditionally expensive problems without a large technology budget. Using open source and proprietary examples, you will be engaged in best practice design methodologies for building new sites, as well as appropriately scaling both growing and shrinking sites. Website development help has arrived in the form of Scalable Internet Architectures.

Building Scalable Web Sites - Cal Henderson 2006-05-16

Learn the tricks of the trade so you can build and architect applications that scale quickly--without all the high-priced headaches and service-level agreements associated with enterprise app servers and proprietary programming and database products. Culled from the experience of the Flickr.com lead developer, Building Scalable Web Sites offers techniques for creating fast sites that your visitors will find a pleasure to use. Creating popular sites requires much more than fast hardware with lots of memory and hard drive space. It requires thinking about how to grow over time, how to make the same resources accessible to

audiences with different expectations, and how to have a team of developers work on a site without creating new problems for visitors and for each other. Presenting information to visitors from all over the world Integrating email with your web applications Planning hardware purchases and hosting options to have as much as you need without breaking your wallet Partitioning and distributing databases to support large datasets and simultaneous transactions Monitoring your applications to find and clear bottlenecks * Providing services APIs and using services from other providers to increase your site's reach and capabilities Whether you're starting a small web site with hopes of growing big or you already have a large system that needs maintenance, you'll find Building Scalable Web Sites to be a library of ideas for making things work.

High Performance Drupal - Jeff Sheltren 2013-10-14

How can you help your Drupal website continue to perform at the highest level as it grows to meet demand? This comprehensive guide provides best practices, examples, and in-depth explanations for solving several performance and scalability issues. You'll learn how to apply coding and infrastructure techniques to Drupal internals, application performance, databases, web servers, and performance analysis. Covering Drupal versions 7 and 8, this book is the ideal reference for everything from site deployment to implementing specific technologies such as Varnish, memcache, or Solr. If you have a basic understanding of Drupal and the Linux-Apache-MySQL-PHP (LAMP) stack, you're ready to get started. Establish a performance baseline and define goals for improvement Optimize your website's code and front-end performance Get best and worst

practices for customizing Drupal core functionality Apply infrastructure design techniques to launch or expand a site Use tools to configure, monitor, and optimize MySQL performance Employ alternative storage and backend search options as your site grows Tune your web servers through httpd and PHP configuration Monitor services and perform load tests to catch problems before they become critical

Designing Distributed Systems - Brendan Burns 2018-02-20

Without established design patterns to guide them, developers have had to build distributed systems from scratch, and most of these systems are very unique indeed. Today, the increasing use of containers has paved the way for core distributed system patterns and reusable containerized components. This practical guide presents a collection of repeatable, generic patterns to help make the development of reliable distributed systems far more approachable and efficient. Author Brendan Burns—Director of Engineering at Microsoft Azure—demonstrates how you can adapt existing software design patterns for designing and building reliable distributed applications. Systems engineers and application developers will learn how these long-established patterns provide a common language and framework for dramatically increasing the quality of your system. Understand how patterns and reusable components enable the rapid development of reliable distributed systems Use the side-car, adapter, and ambassador patterns to split your application into a group of containers on a single machine Explore loosely coupled multi-node distributed patterns for replication, scaling, and communication between the components Learn distributed system patterns for large-scale batch

data processing covering work-queues, event-based processing, and coordinated workflows

Ultra-Fast ASP.NET 4.5 - Rick Kiessig
2012-09-30

Ultra-Fast ASP.NET 4.5 presents a practical approach to building fast and scalable web sites using ASP.NET and SQL Server. In addition to a wealth of tips, tricks and secrets, you'll find advice and code examples for all tiers of your application, including the client, caching, IIS 7.5, ASP.NET 4.5, threads, session state, SQL Server 2012 (otherwise known as Denali), Analysis Services, infrastructure and operations. By applying author Rick Kiessig's ultra-fast approach to your projects, you'll squeeze every last ounce of performance out of your code and infrastructure—giving your site unrivaled speed. Rather than drowning you in options, Ultra-Fast ASP.NET 4.5 presents and explains specific high-impact recommendations and demonstrates them with detailed examples. Using this knowledge, you will soon be building high-performance web sites that scale easily as your site grows. Apply the key principles that will help you build Ultra-Fast and Ultra-Scalable web sites. Identify performance traps (such as with session state) and learn how to avoid them. Put into practice an end-to-end systems-based approach to web site performance and scalability, which includes everything from the browser and the network to caching, back-end operations, hardware infrastructure, and your software development process.

Production-Ready Microservices - Susan J. Fowler 2016-11-30

One of the biggest challenges for organizations that have adopted microservice architecture is the lack of architectural, operational, and organizational standardization. After

splitting a monolithic application or building a microservice ecosystem from scratch, many engineers are left wondering what's next. In this practical book, author Susan Fowler presents a set of microservice standards in depth, drawing from her experience standardizing over a thousand microservices at Uber. You'll learn how to design microservices that are stable, reliable, scalable, fault tolerant, performant, monitored, documented, and prepared for any catastrophe. Explore production-readiness standards, including: Stability and Reliability: develop, deploy, introduce, and deprecate microservices; protect against dependency failures Scalability and Performance: learn essential components for achieving greater microservice efficiency Fault Tolerance and Catastrophe Preparedness: ensure availability by actively pushing microservices to fail in real time Monitoring: learn how to monitor, log, and display key metrics; establish alerting and on-call procedures Documentation and Understanding: mitigate tradeoffs that come with microservice adoption, including organizational sprawl and technical debt

Programming Google App Engine - Dan Sanderson 2009-11-23

As one of today's cloud computing services, Google App Engine does more than provide access to a large system of servers. It also offers you a simple model for building applications that scale automatically to accommodate millions of users. With *Programming Google App Engine*, you'll get expert practical guidance that will help you make the best use of this powerful platform. Google engineer Dan Sanderson shows you how to design your applications for scalability, including ways to perform common development tasks

using App Engine's APIs and scalable services. You'll learn about App Engine's application server architecture, runtime environments, and scalable datastore for distributing data, as well as techniques for optimizing your application. App Engine offers nearly unlimited computing power, and this book provides clear and concise instructions for getting the most from it right from the source. Discover the differences between traditional web development and development with App Engine Learn the details of App Engine's Python and Java runtime environments Understand how App Engine handles web requests and executes application code Learn how to use App Engine's scalable datastore, including queries and indexes, transactions, and data modeling Use task queues to parallelize and distribute work across the infrastructure Deploy and manage applications with ease

Building Scalable Web Sites - Cal Henderson 2006-05-16

A guide to developing Web sites using scalable applications.

Building Web Applications with Erlang - Zachary Kessin 2012-06-07

"Working with REST and Web-Sockets on Yaws" --Cover.

Building Large-Scale Web Applications with Angular - Chandermani Arora 2018-12-21

A definitive guide on frontend development with Angular from design to deployment Key Features Develop web applications from scratch using Angular and TypeScript Explore reactive programming principles and RxJS to develop and test apps easily Study continuous integration and deployment on the AWS cloud Book Description If you have been burnt by unreliable JavaScript frameworks before, you will be amazed by the maturity of the Angular platform. Angular enables you to build fast,

efficient, and real-world web apps. In this Learning Path, you'll learn Angular and to deliver high-quality and production-grade Angular apps from design to deployment. You will begin by creating a simple fitness app, using the building blocks of Angular, and make your final app, Personal Trainer, by morphing the workout app into a full-fledged personal workout builder and runner with an advanced directive building - the most fundamental and powerful feature of Angular. You will learn the different ways of architecting Angular applications using RxJS, and some of the patterns that are involved in it. Later you'll be introduced to the router-first architecture, a seven-step approach to designing and developing mid-to-large line-of-business apps, along with popular recipes. By the end of this book, you will be familiar with the scope of web development using Angular, Swagger, and Docker, learning patterns and practices to be successful as an individual developer on the web or as a team in the Enterprise. This Learning Path includes content from the following Packt products: Angular 6 by Example by Chandermani Arora, Kevin Hennessy Architecting Angular Applications with Redux, RxJS, and NgRx by Christoffer Noring Angular 6 for Enterprise-Ready Web Applications by Doguhan Uluca What you will learn Develop web applications from scratch using Angular and TypeScript Explore reactive programming principles, RxJS to develop and test apps efficiently Study continuous integration and deployment your Angular app on the AWS cloud Who this book is for If you're a JavaScript or frontend developer looking to gain comprehensive experience of using Angular for end-to-end enterprise-ready applications, this Learning Path is for you.

Building Scalable Web Sites (The Flickr Way) - Cal Henderson 2006

Building Scalable Apps with Redis and Node.js - Joshua Johanan 2014-09-25

If the phrase scalability sounds alien to you, then this is an ideal book for you. You will not need much Node.js experience as each framework is demonstrated in a way that requires no previous knowledge of the framework. You will be building scalable Node.js applications in no time! Knowledge of JavaScript is required.

Practical Node.js - Azat Mardan 2018-08-17

Learn how to build a wide range of scalable real-world web applications using a professional development toolkit. If you already know the basics of Node.js, now is the time to discover how to bring it to production level by leveraging its vast ecosystem of packages. With this book, you'll work with a varied collection of standards and frameworks and see how all those pieces fit together. Practical Node.js takes you from installing all the necessary modules to writing full-stack web applications. You'll harness the power of the Express.js and Hapi frameworks, the MongoDB database with Mongoskin and Mongoose. You'll also work with Pug and Handlebars template engines, Stylus and LESS CSS languages, OAuth and Everyauth libraries, and the Socket.IO and Derby libraries, and everything in between. This exciting second edition is fully updated for ES6/ES2015 and also covers how to deploy to Heroku and AWS, daemonize apps, and write REST APIs. You'll build full-stack real-world Node.js apps from scratch, and also discover how to write your own Node.js modules and publish them on NPM. You already know what Node.js is; now learn what you can do with it and how far you

can take it! What You'll Learn
Manipulate data from the mongo console Use the Mongoskin and Mongoose MongoDB libraries Build REST API servers with Express and Hapi Deploy apps to Heroku and AWS Test services with Mocha, Expect and TravisCI Utilize sessions for authentication Implement a third-party OAuth strategy with Everyauth Apply Redis, domains, WebSockets, and clusters Write your own Node.js module, and publish it on NPM Who This Book Is For Web developers who have some familiarity with the basics of Node.js and want to learn how to use it to build apps in a professional environment.

The Hacker's Guide to Scaling Python - Julien Danjou

Python is a wonderful programming language that allows writing applications quickly. But how do you make those applications scale for thousands of users and requests? It takes years of practice, research, trial and errors to build experience and knowledge along the way. Simple questions such as "How do I make my code faster?" or "How do I make sure there is no bottleneck?" cost hours to find good answers. Without enough background on the topic, you'll never be sure that any answer you'll come up with will be correct. The Hacker's Guide to Scaling Python will help you solve that by providing guidelines, tips and best practice. Adding a few interviews of experts on the subject, you will learn how you can distribute your Python application so it is able to process thousands of requests.

Building Mobile Experiences - Frank Bentley 2012-09-14

Methods for new mobile experiences, from concept creation to prototyping to commercialization. The mobile device is changing the ways we interact with each other and with the world. The mobile experience is distinct from the desktop or laptop

experience; mobile apps require a significantly different design philosophy as well as design methods that reflect the unique experience of computing in the world. This book presents an approach to designing mobile media that takes advantage of the Internet-connected, context-aware, and media-sharing capabilities of mobile devices. It introduces tools that can be used at every stage of building a mobile application, from concept creation to commercialization, as well as real-world examples from industry and academia. The methods outlined apply user-centered design processes to mobile devices in a way that makes

these methods relevant to the mobile experience—which involves the use of systems in the complex spatial and social world rather than at a desk. The book shows how each project begins with generative research into the practices and desires of a diverse set of potential users, which grounds research and design in the real world. It then describes methods for rapid prototyping, usability evaluation, field testing, and scaling up solutions in order to bring a product to market. Building Mobile Experiences grew out of an MIT course in communicating with mobile technology; it is appropriate for classroom use and as a reference for mobile app designers.