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Master the art of making Docker more extensible, composable, and modular by leveraging plugins and other supporting tools About This Book Get the first book on the market that shows you how to extend the capabilities of Docker using plugins and third-party tools Master the skills of creating various plugins and integrating great tools in order to enhance the functionalities of Docker A practical and learning guide that ensures your investment in Docker becomes more valuable Who This Book Is For This book is for developers and sys admins who are well versed Docker and have knowledge on basic programming languages. If you can't wait to extend Docker and customize it to meet your requirements, this is the book for you! What You Will Learn Find out about Docker plugins and the problems they solve Gain insights into creating your own plugin Use Docker tools to extend the basic functionality of the core Docker engine Get to grips with the installation and configuration of third-party tools available to use with Docker plugins Install, configure, and use a scheduling service to manage the containers in your environment Enhance your day-to-day Docker usage through security, troubleshooting, and best practices in Detail With Docker, it is possible to get a lot of apps running on the same old servers, making it very easy to package and ship programs. The ability to extend Docker using plugins and load third-party plugins is incredible, and organizations can massively benefit from it. In this book, you will read about what first and third party tools are available to extend the functionality of your existing Docker installation and how to approach your next Docker infrastructure deployment. We will show you how to work with Docker plugins, install it, and cover its lifecycle. We also cover network and volume plugins, and you will find out how to build your own plugin. You'll discover how to integrate it with Puppet, Ansible, Jenkins, Flocker, Rancher, Packer, and more with third-party plugins. Then, you'll see how to use Schedulers such as Kubernetes and Amazon ECS. Finally, we'll delve into security, troubleshooting, and best practices when extending Docker. By the end of this book, you will learn how to extend Docker and customize it based on your business requirements with the help of various tools and plugins. Style and approach An easy to follow guide with plenty of hands-on practical examples which can be executed both on your local machine or externally hosted services.

If you are an experienced network administrator looking for a comprehensive monitoring solution that will keep a watchful eye on networks, then this book is for you.

This book constitutes the thoroughly refereed proceedings of the 21st International Conference on Computer Networks, CN 2014, held in Brunów, Poland, in June 2014. The 34 revised full papers presented were carefully reviewed and selected for inclusion in the book. The papers in these proceedings cover the following topics: computer networks, tele informatics and communications, new technologies, queueing theory, innovative applications and networked and IT-related aspects of e-business.

Summary Node.js in Action, Second Edition is a thoroughly revised book based on the best-selling first edition. It starts at square one and guides you through all the features, techniques, and concepts you'll need to build production-quality Node applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You already know JavaScript. The trick to mastering Node.js is learning how to build applications that fully exploit its powerful asynchronous event handling and non-blocking I/O features. The Node server radically simplifies event-driven real-time apps like chat, games, and live data analytics, and with its incredibly rich ecosystem of modules, tools, and libraries, it's hard to beat! About the Book Based on the bestselling first edition, Node.js in Action, Second Edition is a completely new book. Packed with practical examples, it teaches you how to create high-performance web servers using JavaScript and Node. You'll master key design concepts such as asynchronous programming, state management, and event-driven programming. And you'll learn to put together MVC servers using Express and Connect, design web APIs, and set up the perfect production environment to build, lint, and test. What's Inside Mastering non-blocking I/O The Node event loop Testing and deploying Web application templating About the Reader Written for web developers with intermediate JavaScript skills. About the Authors The Second Edition author team includes Node masters Alex Young, Bradley Meck, Mike Cantelon, and Tim Oxley, along with original authors Marc Harter, T.J. Holowaychuk, and Nathan Rajlich. Table of contents PART 1 - WELCOME TO NODE Welcome to Node.js Node programming fundamentals What is a Node web application? PART 2 - WEB DEVELOPMENT WITH NODE Front-end build systems Server-side frameworks Connect and Express in depth Web application templating Storing application data Testing Node applications Deploying Node applications and maintaining uptime PART 3 - BEYOND WEB DEVELOPMENT Writing command-line applications Conquering the desktop with Electron

Computer and Information Technology (CIT) are now involved in governmental, industrial, and business domains more than ever. Thus, it is important for CIT personnel to continue academic research to improve technology and its adoption to modern applications. The up-to-date research and technologies must be distributed to researchers and CIT community continuously to aid future development. The 10th International Conference on Computing and Information Technology (IC 2 IT2014) organized by King Mongkut's University of Technology North Bangkok (KMUTNB) and partners provides an exchange of the state of the art and future developments in the two key areas of this process: Computer Networking and Data Mining. Behind the background of the foundation of ASEAN, it becomes clear that efficient languages, business principles and communication methods need to be adapted, unified and especially optimized to gain a maximum benefit to the users and customers of future IT systems.

This book explains the concepts, history, and implementation of IT infrastructures. Although many of books can be found on each individual infrastructure building block, this is the first book to describe all of them: datacenters, servers, networks, storage, operating systems, and end user devices. The building blocks described in this book provide functionality, but they also provide the non-functional attributes performance, availability, and security. These attributes are explained on a conceptual level in separate chapters, and specific in the chapters about each individual building block. Whether you need an introduction to infrastructure technologies, a refresher course, or a study guide for a computer science class, you will find that the presented building blocks and concepts provide a solid foundation for understanding the complexity of today's IT infrastructures. This book can be used as part of IT architecture courses based on the IS 2010.4 curriculum.

This book constitutes the refereed proceedings of the 35th IFIP TC 11 International Conference on Information Security and Privacy Protection, SEC 2020, held in Maribor, Slovenia, in September 2020. The conference was held virtually due to the COVID-19 pandemic. The 29 full papers presented were carefully reviewed and selected from 149 submissions. The papers present novel research on theoretical and practical aspects of security and privacy protection in ICT systems. They are organized in topical sections on channel attacks; connection security; human aspects of security and privacy; detecting malware and software weaknesses; system security; network security and privacy; access control and authentication; crypto currencies; privacy and security management; and machine learning and security.

The 2010 Asian Conference on Intelligent Information and Database Systems (ACIIDS) was the second event of the series of international scientific conferences for research and applications in the field of intelligent information and database systems. The aim of ACIIDS 2010 was to provide an international forum for scientific research in the technologies and applications of intelligent information, database systems and their applications. ACIIDS 2010 was co-organized by Hue University (Vietnam) and Wroclaw University of Technology (Poland) and took place in Hue city (Vietnam) during March 24–26, 2010. We received almost 330 papers from 35 countries. Each paper was peer reviewed by at least two members of the International Program Committee and International Reviewer Board. Only 96 best papers were selected for oral presentation and publication in the two volumes of the ACIIDS 2010 proceedings. The papers included in the proceedings cover the following topics: artificial social systems, case studies and reports on deployments, collaborative learning, collaborative systems and applications, data warehousing and data mining, database management technologies, database models and query languages, database security and integrity, business, e-commerce, e-finance, e-learning systems, information modeling and requirements engineering, information retrieval systems, intelligent agents and multi-agent systems, intelligent information systems, intelligent internet systems, intelligent optimization techniques, object-relational DBMS, ontologies and information sharing, semi-structured and XML database systems, unified modeling language and unified processes, Web services and Semantic Web, computer networks and communication systems.

A hands-on, application-based introduction to machine learning and artificial intelligence (AI) that guides young readers through creating compelling AI-powered games and applications using the Scratch programming language. Machine learning (also known as ML) is one of the building blocks of AI, or artificial intelligence. AI is based on the idea that computers can learn on their own, with your help. Machine Learning for Kids will introduce you to machine learning, painlessly. With this book and its free, Scratch-based, award-winning companion website, you'll see how easy it is to add machine learning to your own projects. You don't even need to know how to code! As you work through the book you'll discover how machine learning systems can be taught to recognize text, images, numbers, and sounds, and how to train your models to improve their accuracy. You'll turn your models into fun computer games and apps, and see what happens when they get confused by bad data. You'll build 13 projects step-by-step from the ground up, including: ☐ Rock, Paper, Scissors game that recognizes your hand shapes ☐ An app that recommends movies based on other movies that you like ☐ A computer character that reacts to insults and compliments ☐ An interactive virtual assistant (like Siri or Alexa) that obeys commands ☐ An AI version of Pac-Man, with a smart character that knows how to avoid ghosts NOTE: This book includes a Scratch tutorial for beginners, and step-by-step instructions for every project. Ages 12+

This book constitutes the thoroughly refereed proceedings of the 4th International Conference on Smart Cities and Green ICT Systems, SMARTGREENS 2015, and the 1st International Conference on Vehicle Technology and Intelligent Transport Systems, VEHITS 2015, held in Lisbon, Portugal, in May 2015. The 15 full papers of SMARTGREENS 2015 presented were carefully reviewed and selected from 73 submissions. VEHITS 2015 received 27 paper submissions from which 3 papers were selected and published in this book. The papers reflect topics such as smart cities, energy-aware systems and technologies, sustainable computing and communications, sustainable transportation and smart mobility.