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

作者: Michael T. Nygard 出版社: Pragmatic Bookshelf 副标题: Design and Deploy Production-Ready Software (Pragmatic Programmers) 出版年: 2007-03-30 页数: 300 定价: USD 34.95 装帧: Paperback ISBN: 9780978739218

Release It! (豆瓣)

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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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Release It Design And Deploy Production Ready Software

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

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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 ...

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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.

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

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

Classroom-tested by tens of thousands of students, this new edition of the bestselling intro to programming book is for anyone who wants to understand computer science. Learn about design, algorithms, testing, and debugging. Discover the fundamentals of programming with Python 3.6--a language that's used in millions of devices. Write programs to solve real-world problems, and come away with everything you need to produce quality code. This edition has been updated to use the new language features in Python 3.6.

Provides information on the features, functions, and implementation of Active Directory.

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.

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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.

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.

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

Annotation Over the past 10 years, distributed systems have become more fine-grained. From the large multi-million line long monolithic applications, we are

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now seeing the benefits of smaller self-contained services. Rather than heavy-weight, hard to change Service Oriented Architectures, we are now seeing systems consisting of collaborating microservices. Easier to change, deploy, and if required retire, organizations which are in the right position to take advantage of them are yielding significant benefits. This book takes an holistic view of the things you need to be cognizant of in order to pull this off. It covers just enough understanding of technology, architecture, operations and organization to show you how to move towards finer-grained systems.

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