Learn GIT
IN A MONTH OF LUNCHES

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	1 Before you begin ✔	**2** All about version control (and Git) ✔	**3** Getting oriented with Git ✔	**4** ✔
7 Using a GUI for Git ✔	**8** Tracking and updating files ✔	**9** The magical staging area ✔	**10** Git as a time machine ✔	**11** Two roads diverged in the woods ✔
14 Merging branches ✔	**15** Playing with Clones ✔	**16** Collaborating with others	**17** Publishing your work	**18** Syncing with others
21 Software archaeology	**22** Rewriting history	**23** Workflows: git-flow	**24** Workflows: GitHub flow	**25** Working with GitHub
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RICK UMALI

MANNING

Learn Git In A Month Of Lunches

James Petty,Don Jones,Jeffery Hicks

Learn Git In A Month Of Lunches:

    Learn Git in a Month of Lunches Rick Umali,2015-09-01 Summary Learn Git in a Month of Lunches introduces the discipline of source code control using Git Whether you re a newbie or a busy pro moving your source control to Git you ll appreciate how this book concentrates on the components of Git you ll use every day In easy to follow lessons designed to take an hour or less you ll dig into Git s distributed collaboration model along with core concepts like committing branching and merging Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Book Git is the source code control system preferred by modern development teams Its decentralized architecture and lightning fast branching let you concentrate on your code instead of tedious version control tasks At first Git may seem like a sprawling beast Fortunately to get started you just need to master a few essential techniques Read on Learn Git in a Month of Lunches introduces the discipline of source code control using Git Helpful for both newbies who have never used source control and busy pros this book concentrates on the components of Git you ll use every day In easy to follow lessons that take an hour or less you ll dig into Git s distributed collaboration model along with core concepts like committing branching and merging This book is a road map to the commands and processes you need to be instantly productive What s Inside Start from square one no experience required The most frequently used Git commands Mental models that show how Git works Learn when and how to branch code About the Reader No previous experience with Git or other source control systems is required About the Author Rick Umali uses Git daily as a developer and is a skilled consultant trainer and speaker Table of Contents Before you begin An overview of Git and version control Getting oriented with Git Making and using a Git repository Using Git with a GUI Tracking and updating files in Git Committing parts of changes The time machine that is Git Taking a fork in the road Merging branches Cloning Collaborating with remotes Pushing your changes Keeping in sync Software archaeology Understanding git rebase Workflows and branching conventions Working with GitHub Third party tools and Git Sharpening your Git   **Learn Git in a Month of Lunches** Jacob Mason,2017-06-03 Learn Git in a Month of Lunches introduces the discipline of source code control using Git Whether you re a newbie or a busy pro moving your source control to Git you ll appreciate how this book concentrates on the components of Git you ll use every day In easy to follow lessons designed to take an hour or less you ll dig into Git s distributed collaboration model along with core concepts like committing branching and merging   *Learn Git in a Month of Lunches* Julia Nieves,2017-04-10 Learn Git in a Month of Lunches introduces the discipline of source code control using Git Helpful for both newbies who have never used source control and busy pros this book concentrates on the components of Git you ll use every day In easy to follow lessons that take an hour or less you ll dig into Git s distributed collaboration model along with core concepts like committing branching and merging This book is a road map to the commands and processes you need to be instantly productive   **Learn Linux in a Month of Lunches** Steven Ovadia,2016-11-17 Summary Learn Linux in a Month of Lunches shows you how to install and

use Linux for all the things you do with your OS like connecting to a network installing software and securing your system Whether you re just curious about Linux or have to get up and running for your job you ll appreciate how this book concentrates on the tasks you need to know how to do in 23 easy lessons About the Technology If you ve only used Windows or Mac OS X you may be daunted by the Linux operating system And yet learning Linux doesn t have to be hard and the payoff is great Linux is secure flexible and free It s less susceptible to malicious attacks and when it is attacked patches are available quickly If you don t like the way it looks or behaves you can change it And best of all Linux allows users access to different desktop interfaces and loads of software almost all of it completely free About the Book Learn Linux in a Month of Lunches shows you how to install and use Linux for all the things you do with your OS like connecting to a network installing software and securing your system Whether you re just curious about Linux or need it for your job you ll appreciate how this book focuses on just the tasks you need to learn In easy to follow lessons designed to take an hour or less you ll learn how to use the command line along with practical topics like installing software customizing your desktop printing and even basic networking You ll find a road map to the commands and processes you need to be instantly productive What s Inside Master the command line Learn about file systems Understand desktop environments Go from Linux novice to expert in just one month About the Reader This book is for anyone looking to learn how to use Linux No previous Linux experience required About the Author Steven Ovadia is a professor and librarian at LaGuardia Community College CUNY He curates The Linux Setup a large collection of interviews with desktop Linux users and writes for assorted library science journals Table of Contents PART 1 GETTING LINUX UP AND RUNNING Before you begin Getting to know Linux Installing Linux Getting to know your system Desktop environments Navigating your desktop PART 2 A HOME OFFICE IN LINUX Installing software An introduction to Linux home office software Text files and editors Working with files and folders on the command line Working with common command line applications part 1 Working with common command line applications part 2 Using the command line productively Explaining the Linux filesystem hierarchy Windows programs in Linux Establishing a workflow PART 3 HOME SYSTEM ADMIN ON LINUX An in depth look at package management and maintenance Updating the operating system Linux security Connecting to other computers Printing Version control for non programmers Never the end <u>Learn Azure in a Month of Lunches</u> Iain Foulds,2020-06-21 Learn Azure in a Month of Lunches Second Edition is a tutorial on writing deploying and running applications in Azure In it you ll work through 21 short lessons that give you real world experience Each lesson includes a hands on lab so you can try out and lock in your new skills Summary You can be incredibly productive with Azure without mastering every feature function and service Learn Azure in a Month of Lunches Second Edition gets you up and running quickly teaching you the most important concepts and tasks in 21 practical bite sized lessons As you explore the examples exercises and labs you ll pick up valuable skills immediately and take your first steps to Azure mastery This fully revised new edition covers core changes to the Azure UI new Azure features Azure containers and the

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task focused and covers an essential skill on the road to Kubernetes mastery You ll learn how to smooth container management with Kubernetes including securing your clusters and upgrades and rollbacks with zero downtime No development stack platform or background is assumed Author Elton Stoneman describes all patterns generically so you can easily apply them to your applications and port them to other projects Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the technology Create apps that perform identically on your laptop data center and cloud Kubernetes provides a consistent method for deploying applications on any platform making it easy to grow By efficiently orchestrating Docker containers Kubernetes simplifies tasks like rolling upgrades scaling and self healing About the book Learn Kubernetes in a Month of Lunches is your guide to getting up and running with Kubernetes You ll progress from Kubernetes basics to essential skills learning to model deploy and manage applications in production Exercises demonstrate how Kubernetes works with multiple languages and frameworks You ll also practice with new apps legacy code and serverless functions What s inside Deploying applications on Kubernetes clusters Understanding the Kubernetes app lifecycle from packaging to rollbacks Self healing and scalable apps Using Kubernetes as a platform for new technologies About the reader For readers familiar with Docker and containerization About the author Elton Stoneman is a Docker Captain a 11 time Microsoft MVP and the author of Learn Docker in a Month of Lunches Table of Contents PART 1 FAST TRACK TO KUBERNETES 1 Before you begin 2 Running containers in Kubernetes with Pods and Deployments 3 Connecting Pods over the network with Services 4 Configuring applications with ConfigMaps and Secrets 5 Storing data with volumes mounts and claims 6 Scaling applications across multiple Pods with controllers PART 2 KUBERNETES IN THE REAL WORLD 7 Extending applications with multicontainer Pods 8 Running data heavy apps with StatefulSets and Jobs 9 Managing app releases with rollouts and rollbacks 10 Packaging and managing apps with Helm 11 App development Developer workflows and CI CD PART 3 PREPARING FOR PRODUCTION 12 Empowering self healing apps 13 Centralizing logs with Fluentd and Elasticsearch 14 Monitoring applications with Kubernetes with Prometheus 15 Managing incoming traffic with Ingress 16 Securing applications with policies contexts and admission control PART 4 PURE AND APPLIED KUBERNETES 17 Securing resources with role based access control 18 Deploying Kubernetes Multinode and multiarchitecture clusters 19 Controlling workload placement and automatic scaling 20 Extending Kubernetes with custom resources and Operators 21 Running serverless functions in Kubernetes 22 Never the end   Hugo in Action Atishay Jain,2022-05-17 Build and deploy a live website in just 30 minutes using Hugo The Hugo engine lets you rapidly deliver static sites that are low maintenance high performance and feature rich In Hugo in Action you will learn Building web pages with Hugo and Jamstack Creating content using Markdown Content management with Hugo Designing new Hugo themes Using the Go template language Managing dependencies with Hugo modules Accessing APIs with Jamstack Adding a shopping cart using JavaScript Content tagging with markup Sometimes simple is better Static websites sites with fixed content are easier

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possible to manage applications without creating custom infrastructures Free open source and battle tested Docker has quickly become must know technology for developers and administrators About the Technology Docker is a set of powerful tools to bundle software components in safe portable containers you can drop wherever they re needed Whether you re deploying a pre built application creating a secure test environment or packaging microservices you re probably going to use Docker This book gets you up to speed with the Docker skills you need without the history theory and other blah blah you don t About the Book Learn Docker in a Month of Lunches Second Edition teaches you the most important Docker techniques in just 22 short hands on lessons Each chapter guides you through an essential concept complete with a self contained lab to practice your new skill You ll explore building Docker apps adding observability running databases in containers safely migrating legacy systems and more There s even a primer on using Kubernetes to manage your containers What s Inside 22 short lessons and labs you can complete in an hour or less Cloud migration microservices and handling legacy systems All examples work on Linux Windows and macOS About the Readers Developers administrators and DevOps all welcome About the Author Elton Stoneman is a Docker Captain a multiyear Microsoft MVP and author of dozens of online training courses with Pluralsight and Udemy Table of Contents PART 1 1 Before you begin 2 Understanding Docker and running Hello World 3 Building your own Docker images 4 Packaging applications from source code into Docker images 5 Sharing images with Docker Hub and other registries 6 Using Docker volumes for persistent storage PART 2 7 Running multi container apps with Docker Compose 8 Supporting reliability with health checks and dependency checks 9 Adding observability with containerized monitoring 10 Running multiple environments with Docker Compose 11 Building and testing applications with Docker and Docker Compose PART 12 Running containers on different platforms 13 Replatforming the legacy Packaging and running Windows apps in Docker 14 Containers in the cloud with Microsoft Azure and Google Cloud 15 Kubernetes A primer 16 CI CD in the cloud with Docker and GitHub Actions PART 4 17 Optimizing your Docker images for size speed and security 18 Application configuration management in containers 19 Writing and managing application logs with Docker 20 Controlling HTTP traffic to containers with a reverse proxy 21 Asynchronous communication with a message queue 22 Never the end Get a free eBook PDF or ePub from Manning as well as access to the online liveBook format and its AI assistant that will answer your questions in any language when you purchase the print book **Learn Amazon Web Services in a Month of Lunches** David Clinton,2017-08-18 Summary Learn Amazon Web Services in a Month of Lunches guides you through the process of building a robust and secure web application using the core AWS services you really need to know You ll be amazed by how much you can accomplish with AWS Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Cloud computing has transformed the way we build and deliver software With the Amazon Web Services cloud platform you can trade expensive glass room hardware and custom infrastructure for virtual servers and easy to configure storage security and networking services Better because you don t

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enhancing your ability to deploy your data science projects Finally you will cover various use cases of Comet in machine learning NLP deep learning and time series analysis gaining hands on experience with some of the most interesting and valuable data science techniques available By the end of this book you will be able to confidently build data science pipelines according to bespoke specifications and manage them through Comet What you will learn Prepare for your project with the right data Understand the purposes of different machine learning algorithms Get up and running with Comet to manage and monitor your pipelines Understand how Comet works and how to get the most out of it See how you can use Comet for machine learning Discover how to integrate Comet with GitLab Work with Comet for NLP deep learning and time series analysis Who this book is for This book is for anyone who has programming experience and wants to learn how to manage and optimize a complete data science lifecycle using Comet and other DevOps platforms Although an understanding of basic data science concepts and programming concepts is needed no prior knowledge of Comet and DevOps is required

Xamarin in Action Jim Bennett,2018-04-27 Summary Xamarin in Action teaches you to build cross platform mobile apps using Xamarin and C You ll explore all the layers of a Xamarin app from design to deployment By the end you ll be able to build a quality production ready Xamarin app on iOS and Android from scratch with a high level of code reuse Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Rewriting the same app for iOS and Android is tedious error prone and expensive Microsoft s Xamarin drastically reduces dev time by reusing most application code typically 70% or more The core of your iOS and Android app is shared you write platform specific code only for the UI layer And because Xamarin uses C your apps benefit from everything this modern language and the NET ecosystem have to offer About the Book Xamarin in Action teaches you to build cross platform mobile apps using Xamarin and C You ll explore all the layers of a Xamarin app from design to deployment Xamarin expert Jim Bennett teaches you design practices that maximize code reuse and isolate device specific code making it a snap to incorporate the unique features of each OS What s Inside Understanding MVVM to maximize code reuse and testability Creating cross platform model and UI logic layers Building device specific UIs Unit and automated UI testing Preparing apps for publication with user tracking and crash analytics About the Reader Readers should have some experience with C Mobile development experience is helpful but not assumed About the Author Jim Bennett is a Xamarin MYP Microsoft MVP and Senior Cloud Developer Advocate at Microsoft specializing in Xamarin mobile apps He s a frequent speaker at events all around the world including Xamarin user groups and Xamarin and Microsoft conferences He regularly blogs about Xamarin development at https jimbobbennett io Table of Contents PART 1 GETTING STARTED WITH XAMARIN Introducing native cross platform applications with Xamarin Hello MVVM creating a simple cross platform app using MVVM MVVM the model view view model design pattern Hello again MVVM understanding and enhancing our simple MVVM app What are we a waiting for An introduction to multithreading for Xamarin apps PART 2 BUILDING APPS Designing MVVM cross platform

apps Building cross platform models Building cross platform view models Building simple Android views Building more advanced Android views Building simple iOS views Building more advanced iOS views PART 3 FROM WORKING CODE TO THE STORE Running mobile apps on physical devices Testing mobile apps using Xamarin UITest Using App Center to build test and monitor apps Deploying apps to beta testers and the stores **Bootstrapping Microservices with Docker, Kubernetes, and Terraform** Ashley Davis,2021-03-09 Summary The best way to learn microservices development is to build something Bootstrapping Microservices with Docker Kubernetes and Terraform guides you from zero through to a complete microservices project including fast prototyping development and deployment You ll get your feet wet using industry standard tools as you learn and practice the practical skills you ll use for every microservices application Following a true bootstrapping approach you ll begin with a simple familiar application and build up your knowledge and skills as you create and deploy a real microservices project Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the technology Taking microservices from proof of concept to production is a complex multi step operation relying on tools like Docker Terraform and Kubernetes for packaging and deployment The best way to learn the process is to build a project from the ground up and that s exactly what you ll do with this book About the book In Bootstrapping Microservices with Docker Kubernetes and Terraform author Ashley Davis lays out a comprehensive approach to building microservices You ll start with a simple design and work layer by layer until you ve created your own video streaming application As you go you ll learn to configure cloud infrastructure with Terraform package microservices using Docker and deploy your finished project to a Kubernetes cluster What s inside Developing and testing microservices applications Working with cloud providers Applying automated testing Implementing infrastructure as code and setting up a continuous delivery pipeline Monitoring managing and troubleshooting About the reader Examples are in JavaScript No experience with microservices Kubernetes Terraform or Docker required About the author Ashley Davis is a software developer entrepreneur stock trader and the author of Manning s Data Wrangling with JavaScript Table of Contents 1 Why microservices 2 Creating your first microservice 3 Publishing your first microservice 4 Data management for microservices 5 Communication between microservices 6 Creating your production environment 7 Getting to continuous delivery 8 Automated testing for microservices 9 Exploring FlixTube 10 Healthy microservices 11 Pathways to scalability

Isomorphic Web Applications Elyse Gordon,2018-05-24 Summary Isomorphic Web Applications teaches you to build production quality web apps using isomorphic architecture Designed for working developers this book offers examples in relevant frameworks like React Redux Angular Ember and webpack Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Build secure web apps that perform beautifully with high low or no bandwidth Isomorphic web apps employ a pattern that exploits the full stack storing data locally and minimizing server hits They render flawlessly maximize SEO and offer opportunities to share code and libraries between

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with discussions of parallel algorithms techniques to successfully develop parallel programs and wide coverage of the most effective languages for the CPU and GPU The programming paradigms include MPI OpenMP threading and vectorization for the CPU For the GPU the book covers OpenMP and OpenACC directive based approaches and the native based CUDA and OpenCL languages what s inside Steps for planning a new parallel project Choosing the right data structures and algorithms Addressing underperforming kernels and loops The differences in CPU and GPU architecture about the reader For experienced programmers with proficiency in a high performance computing language such as C C or Fortran about the authors Robert Robey has been active in the field of parallel computing for over 30 years He works at Los Alamos National Laboratory and has previously worked at the University of New Mexico where he started up the Albuquerque High Performance Computing Center Yuliana Zamora has lectured on efficient programming of modern hardware at national conferences based on her work developing applications running on tens of thousands of processing cores and the latest GPU architectures **GitHub Actions in Action** Michael Kaufmann,Rob Ros,Marcel de Vries,2024-12-10 Automate your build test and deploy pipelines using GitHub Actions Continuous delivery CI CD pipelines help you automate the software development process and maximize your team s efficiency GitHub Actions in Action teaches you to build real world build test and deploy pipelines in GitHub Actions through hands on labs and projects In GitHub Actions in Action you will learn how to Create and share GitHub Actions workflows Automate CI CD workloads and other GitHub tasks Secure release pipelines with secrets variables and environments Support compliance frameworks Create safe and scalable self hosted runners Written by three Microsoft MVPs and tech reviewed by a Staff DevOps Architect from GitHub this book delivers the hardworking skills and advice you ll need to be successful on the job DevOps engineers will love GitHub Actions in Action s coverage of reliable methods for Infrastructure as Code and automating cloud environments You ll follow an extended example application for selling tickets taking it all the way from initial build to cloud deployment Foreword by Scott Hanselman Purchase of the print book includes a free eBook in PDF and ePub formats from Manning Publications About the technology Believe it or not CI CD can be simple With GitHub Actions you can automate your entire dev process using just the tools built into GitHub no external frameworks or complex integrations required GitHub Actions is secure reliable and best of all easy This book will get you started About the book GitHub Actions in Action teaches you how to build automated delivery pipelines in GitHub You ll start with simple examples that demonstrate workflow and action basics and then you ll dive into platform architecture security and workflow runtime details As you go you ll build a full CI CD pipeline optimizing for compliance performance and costs You ll even create shareable actions for the GitHub marketplace What s inside Create and share GitHub Actions workflows Automate testing and other GitHub tasks Secure release pipelines with secrets variables and environments About the reader For developers and DevOps engineers comfortable with GitHub About the author Michael Kaufmann is a Microsoft Regional Director and MVP Rob Bos is an Azure and GitHub Trainer a Microsoft MVP a GitHub Star and a LinkedIn Learning

Instructor Marcel de Vries is a CTO of Xebia Microsoft Services Microsoft Regional Director and MVP The technical editor on this book was James Michael Gousset Table of Contents Part 1 1 Introduction to GitHub Actions 2 Hands on My first Actions workflow 3 Workflows 4 GitHub Actions Part 2 5 Runners 6 Self hosted runners 7 Managing your self hosted runners Part 3 8 Continuous integration 9 Continuous delivery 10 Security 11 Compliance 12 Improving workflow performance and costs

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