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Beginning with a basic primer on reverse engineering-including computer internals, operating systems, and assembly language-and then discussing the various applications of reverse engineering, this book provides readers with practical, in-depth techniques for software reverse engineering. The book is broken into two parts, the first deals with security-related reverse engineering and the second explores the more practical aspects of reverse engineering. In addition, the author explains how to reverse engineer a third-party software library to improve interfacing and how to reverse engineer a competitor's software to build a better product. * The first popular book to show how software reverse engineering can help defend against security threats, speed up development, and unlock the secrets of competitive products * Helps developers plug security holes by demonstrating how hackers exploit reverse engineering techniques to crack copy-protection schemes and identify software targets for viruses and other malware * Offers a primer on advanced reverse-engineering, delving into "disassembly"-code-level reverse engineering-and explaining how to decipher assembly language

Summary Testing Vue.js Applications is a comprehensive guide to testing Vue components, methods, events, and output. Author Edd Yerburgh, creator of the Vue testing utility, explains the best testing practices in Vue along with an evergreen methodology that applies to any web dev process. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Web developers who use the Vue framework love its reliability, speed, small footprint, and versatility. Vue's component-based approach and use of DOM methods require you to adapt your app-testing practices. Learning Vue-specific testing tools and strategies will ensure your apps run like they should. About the Book With Testing Vue.js Applications, you'll discover effective testing methods for Vue applications. You'll enjoy author Edd Yerburgh's engaging style and fun real-world examples as you learn to use the Jest framework to run tests for a Hacker News application built with Vue, Vuex, and Vue Router. This comprehensive guide teaches the best testing practices in Vue along with an evergreen methodology that applies to any web dev process. What's inside Unit tests, snapshot tests, and end-to-end tests Writing unit tests for Vue components Writing tests for Vue mixins, Vuex, and Vue Router Advanced testing techniques, like mocking About the Reader Written for Vue developers at any level. About the Author Edd Yerburgh is a JavaScript developer and Vue core team member. He's the main author of the Vue Test Utils library and is passionate about open source tooling for testing component-based applications. Table of Contents Introduction to testing Vue applications Creating your first test Testing rendered component output Testing component methods Testing events Understanding Vuex Testing Vuex Organizing tests with factory functions Understanding Vue Router Testing Vue Router Testing mixins and filters Writing snapshot tests Testing server-side rendering Writing end-to-end tests APPENDIXES A - Setting up your environment B - Running the production build C - Exercise answers

A step-by-step guide to learning Flutter and Dart 2 for creating Android and iOS mobile applications Key Features Get up to speed with the basics of Dart programming and delve into Flutter development Understand native SDK and third-party libraries for building Android and iOS applications using Flutter Package and deploy your Flutter apps to achieve native-like performance Book Description Google Flutter is a cross-platform mobile framework that makes it easy to write high-performance apps for Android and iOS. This book will help you get to grips with the basics of the Flutter framework and the Dart programming language. Starting from setting up your development environment, you'll learn to design the UI and add user input functions. You'll explore the navigator widget to manage app routes and learn to add transitions between screens. The book will even guide you through developing your own plugin and later, you'll discover how to structure good plugin code. Using the Google Places API, you'll also understand how to display a map in the app and add markers and interactions to it. You'll then learn to improve the user experience with features such as map integrations, platform-specific code with native languages, and personalized animation options for designing intuitive UIs. The book follows a practical approach and gives you access to all relevant code files hosted at github.com/PacktPublishing/Flutter-for-Beginners. This will help you access a variety of examples and prepare your own bug-free apps, ready to deploy on the App Store and Google Play Store. By the end of this book, you'll be well-versed with Dart programming and have the skills to develop your own mobile apps or build a career as a Dart and Flutter app developer. What you will learn Understand the fundamentals of the Dart programming language Explore the core concepts of the Flutter UI and how it compiles for multiple platforms Develop Flutter plugins and widgets and understand how to structure plugin code appropriately Style your Android and iOS apps with widgets and learn the difference between stateful and stateless widgets Add animation to your

UI using Flutter's AnimatedBuilder component Integrate your native code into your Flutter codebase for native app performance Who this book is for This book is for developers looking to learn Google's revolutionary framework Flutter from scratch. No prior knowledge of Flutter or Dart is required; however, basic knowledge of any programming language will be helpful.

A valuable programming reference provides a complete introduction to the Go programming language, covering all of Go's clean and easy to understand syntax and its built-in arrays, maps, slices and Unicode strings. Original.

Python is an ideal language for solving problems, especially in Linux and Unix networks. With this pragmatic book, administrators can review various tasks that often occur in the management of these systems, and learn how Python can provide a more efficient and less painful way to handle them. Each chapter in Python for Unix and Linux System Administration presents a particular administrative issue, such as concurrency or data backup, and presents Python solutions through hands-on examples. Once you finish this book, you'll be able to develop your own set of command-line utilities with Python to tackle a wide range of problems. Discover how this language can help you: Read text files and extract information Run tasks concurrently using the threading and forking options Get information from one process to another using network facilities Create clickable GUIs to handle large and complex utilities Monitor large clusters of machines by interacting with SNMP programmatically Master the IPython Interactive Python shell to replace or augment Bash, Korn, or Z-Shell Integrate Cloud Computing into your infrastructure, and learn to write a Google App Engine Application Solve unique data backup challenges with customized scripts Interact with MySQL, SQLite, Oracle, Postgres, Django ORM, and SQLAlchemy With this book, you'll learn how to package and deploy your Python applications and libraries, and write code that runs equally well on multiple Unix platforms. You'll also learn about several Python-related technologies that will make your life much easier.

The Art of UNIX Programming poses the belief that understanding the unwritten UNIX engineering tradition and mastering its design patterns will help programmers of all stripes to become better programmers. This book attempts to capture the engineering wisdom and design philosophy of the UNIX, Linux, and Open Source software development community as it has evolved over the past three decades, and as it is applied today by the most experienced programmers. Eric Raymond offers the next generation of "hackers" the unique opportunity to learn the connection between UNIX philosophy and practice through careful case studies of the very best UNIX/Linux programs.

"Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD accessible, usable for the practitioner." Ivar Jacobson, Ivar Jacobson Consulting "I just finished reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOA&D-to write great software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. As I read the book, I felt like I was looking over the shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore,Associate Professor, Computer Science Department, Boston College Tired of reading Object Oriented Analysis and Design books that only makes sense after you're an expert? You've heard OOA&D can help you write great software every time-software that makes your boss happy, your customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design shows you how to analyze, design, and write serious object-oriented software: software that's easy to reuse, maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use OO principles like encapsulation and delegation to build applications that are flexible Apply the Open-Closed Principle (OCP) and the Single Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to ensure that all stakeholders arecommunicating clearly to help you deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design compresses the time it takes to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this!

Programmers love its flexibility and speed; designers love its accessibility and convenience. When it comes to creating web sites, the PHP scripting language is truly a red-hot property. In fact, PHP is currently used on more than 19 million web sites, surpassing Microsoft's ASP .NET technology in popularity. Not surprisingly, this surge in usage has resulted in a number of PHP books hitting the market. Only one, though, takes the language beyond traditional Web programming and into mapping, graphing, multimedia, and beyond: PHP Hacks. In PHP Hacks, author Jack Herrington wrings out his 20 years of code generation experience to deliver hands-on tools ranging from basic PHP and PEAR installation and scripting to advanced multimedia and database optimizing tricks. On the practical side of things, PHP Hacks helps you develop more robust PHP applications by explaining how to improve your database design, automate application testing, and employ design patterns in your PHP scripts and classes. In the category of "cool," Herrington explains how to upgrade your Web interface through the creation of tabs, stickies, popups, and calendars. He even examines how to leverage maps and graphics in PHP. There's also a bounty of image and application hacks, including those that show you how to: Integrate web sites with Google maps and satellite imaging Dynamically display iPhoto libraries online Add IRC, SMS, and Instant Messaging capabilities to your Web applications Drop the latest Wikipedia

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