

Create App Template

Hazem Saleh, Ethan Holmes, Tom Bray, Sani Yusuf

Shake Up Learning Kasey Bell, 2018-03-05 Is the learning in your classroom static or dynamic? Shake Up Learning guides you through the process of creating dynamic learning opportunities—from purposeful planning and maximizing technology to fearless implementation.

Full-Stack React, TypeScript, and Node David Choi, 2020-12-18 Discover the current landscape of full-stack development and how to leverage modern web technologies for building production-ready React.js applications to deploy on AWS Key Features Understand the architecture of React and single-page applications Build a modern Web API for your SPA using Node.js, Express, and GraphQL Gain a clear and practical understanding of how to build a complete full-stack application Book Description React sets the standard for building high-performance client-side web apps. Node.js is a scalable application server that is used in thousands of websites, while GraphQL is becoming the standard way for large websites to provide data and services to their users. Together, these technologies, when reinforced with the capabilities of TypeScript, provide a cutting-edge stack for complete web application development. This book takes a hands-on approach to implementing modern web technologies and the associated methodologies for building full-stack apps. You'll begin by gaining a strong understanding of TypeScript and how to use it to build high-quality web apps. The chapters that follow delve into client-side development with React using the new Hooks API and Redux. Next, you'll get to grips with server-side development with Express, including authentication with Redis-based sessions and accessing databases with TypeORM. The book will then show you how to use Apollo GraphQL to build web services for your full-stack app. Later, you'll learn how to build GraphQL schemas and integrate them with React using Hooks. Finally, you'll focus on how to deploy your application onto an NGINX server using the AWS cloud. By the end of this book, you'll be able to build and deploy complete high-performance web applications using React, Node, and GraphQL. What you will learn Discover TypeScript's most important features and how they can be used to improve code quality and maintainability Understand what React Hooks are and how to build React apps using them Implement state management for your React app using Redux Set up an Express project with TypeScript and GraphQL from scratch Build a fully functional online forum app using React and GraphQL Add authentication to your web app using Redis Save and retrieve data from a Postgres database using TypeORM Configure NGINX on the AWS cloud to deploy and serve your apps Who this book is for The book is for web developers who want to go beyond front-end web development

and enter the world of full-stack web development by learning about modern web technologies and how they come together. A good understanding of JavaScript programming is required before getting started with this web development book.

Build watchOS Apps Maurice Kelly, Mark Goody, 2015-12-07 Quickly get started creating WatchKit apps with this essential beginners guide to building apps for the Apple Watch. In this book, coauthors Mark Goody and Maurice Kelly introduce you to the technical aspects of building WatchKit apps and show you how to create a WatchKit project. In each chapter, Mark and Maurice highlight key WatchKit concepts, offering guidance and highlighting best practices, on the way to building apps for the Apple Watch. Readers will not just learn the concepts of WatchKit but understand how to use them in a real-world setting. Mark and Maurice cover how to use extensions to extend functionality and content to the watch, how to handle navigation and controls, and how to design the user interface for your apps. The coauthors look at how to handle notifications and how to communicate with an iPhone before turning to how to ship your WatchKit app. Readers will learn how to * Configure their WatchKit project. * Create interfaces and navigate between screens. * Work with interface objects. * Manage information with glances. * Handle remote and local notifications. Part of the Develop and Design series, books built for both sides of your brain.

Creating Mobile Apps with Xamarin.Forms Preview Edition 2 Charles Petzold, 2015-04-11 This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Build Mobile Apps with Ionic 2 and Firebase Fu Cheng, 2017-05-02 Learn to build hybrid mobile apps using Ionic and Firebase. You'll build a Hacker News client app, which can view top stories in Hacker News, view comments of a story, add stories to favorites, etc. This introductory guide covers the whole cycle of hybrid mobile apps development. It's organized around implementing different user stories. For each story, this book not only talks about how to implement it but also explains related Ionic and Firebase concepts in detail. Using Apache Cordova, developers can create a new type of mobile app—a hybrid mobile app. Hybrid mobile apps actually run in an internal browser inside a wrapper created by Apache Cordova. With hybrid mobile apps, developers can have one single code base for different platforms. Developers also can use their existing web development skills. The Ionic framework builds on top of Apache Cordova and provides out-of-box components which make developing hybrid mobile apps much easier. Ionic uses Angular as the JavaScript framework and has a nice default UI style with a similar look and feel to native apps. Firebase is a realtime database which can be accessed in web apps using JavaScript. With *Build Mobile Apps with Ionic 2 and Firebase* you'll discover that just need to develop front-end code, there's no need to manage any back-end code or servers. What You'll Learn Create content-based Ionic mobile apps Discover the advanced features of the Ionic framework Use Firebase as a mobile app's back-end storage Build, test, and

continuously delivery Ionic mobile apps Publish and analyze Ionic mobile apps Who This Book Is For Front-end developers and mobile app developers

A Honey Book Arizona Commission of Agriculture and Horticulture. Office of State entomologist, 1924

Native Desktop Applications with .NET 8 Sai Kumar Koon, 2024-08-26 DESCRIPTION Microsoft recently released .NET 8, a fresh and exciting release with lots of new features and performance enhancements. In this book, we will cover several frameworks such as WinForms, WPF, Windows App SDK, Blazor, and MAUI. This book will begin with a tour of the .NET technology, including its versions and support. You will also discover how .NET evolved into a unified development platform and be introduced to a variety of desktop frameworks. The upcoming chapter will be devoted exclusively to discussing the new features and improvements in .NET 8, together with the features that are now available in the C# 12 version. Since we now have a solid grasp of .NET 8, we can get started in chapter three by using the .NET Command Line Interface (CLI) commands to create new projects and solutions. We will study this by examining several desktop application frameworks from chapters 4 to 8. The following two chapters will cover a variety of application design patterns and best practices. Upon completion, readers will have a thorough understanding of various native desktop application development techniques, as well as the most recent C# features and how they integrate into existing design approaches. KEY FEATURES ● Learn about the new features of .NET 8 and C# 12, and using them in programming. ● Learn how to create numerous native desktop applications with .NET 8. ● Understand application architectural topics such as microservices, gRPC, design patterns, and best practices. WHAT YOU WILL LEARN ● Familiarize yourself with new features and improvements in .NET 8, together with the features that are now available in the C# 12 version. ● Understanding CLI commands and creating projects using them. ● Using Windows Forms, WPF, and Windows App SDK concepts along with real-time use-cases. ● Understanding how mobile apps can be built using the .NET MAUI platform. ● Achieve the potential of the Blazor framework along with new changes and features introduced since .NET 8. ● Exploring various architecture and design patterns along with best practices. WHO THIS BOOK IS FOR This book is for software developers, UI/UX designers, and .NET enthusiasts seeking to create cutting-edge desktop applications, as this book provides the essential knowledge and practical guidance to excel in .NET 8 desktop development. TABLE OF CONTENTS 1. Introduction to .NET 8 2. Exploring .NET 8's Features 3. Working with Command Line Interface 4. Working with Windows Forms 5. Working with Windows Presentation Foundation 6. Working with Multi-platform App UI 7. Working with Windows App SDK 8. Working with Blazor 9. Application Architecture 10. Best Practices

Perl Template Toolkit Darren Chamberlain, Dave Cross, Andy Wardley, 2003-12-23 Among the many different approaches to templating with Perl--such as Embperl, Mason, HTML::Template, and hundreds of other lesser known systems--the Template Toolkit is widely recognized as one of the most versatile. Like other templating systems, the Template Toolkit

allows programmers to embed Perl code and custom macros into HTML documents in order to create customized documents on the fly. But unlike the others, the Template Toolkit is as facile at producing HTML as it is at producing XML, PDF, or any other output format. And because it has its own simple templating language, templates can be written and edited by people who don't know Perl. In short, the Template Toolkit combines the best features of its competitors, with ease-of-use and flexibility, resulting in a technology that's fast, powerful and extensible, and ideally suited to the production and maintenance of web content and other dynamic document systems. In Perl Template Toolkit you'll find detailed coverage of this increasingly popular technology. Written by core members of the technology's development team, the book guides you through the entire process of installing, configuring, using, and extending the Template Toolkit. It begins with a fast-paced but thorough tutorial on building web content with the Template Toolkit, and then walks you through generating and using data files, particularly with XML. It also provides detailed information on the Template Toolkit's modules, libraries, and tools in addition to a complete reference manual. Topics in the book include: Getting started with the template toolkit The Template language Template directives Filters Plugins Extending the Template Toolkit Accessing databases XML Advanced static web page techniques Dynamic web content and web applications The only book to cover this important tool, Perl Template Toolkit is essential reading for any Perl programmer who wants to create dynamic web content that is remarkably easy to maintain. This book is your surefire guide to implementing this fast, flexible, and powerful templating system.

Build iOS Database Apps with Swift and SQLite Kevin Languedoc, 2016-11-15 Discover the essential concepts and new iOS 10 SDK and Swift 3 programming language APIs to build iPhone and iPad database driven applications using the defacto standard for data storage for mobile apps, SQLite. You will learn about SQL operations, such as selecting, inserting, updating and deleting data using various data types like text, numerical types, images and even audio/video data. After working through this book, you will gain an expert view of developing iOS apps using SQLite as a data storage using Objective-C and Swift. With Build iOS Database Apps with Swift and SQLite you will also gain expert knowledge on how to create databases at runtime, including creating or modifying indexes, triggers, tables, columns, and views. The examples use time-tested code from working applications. What You'll Learn: Create database and database applications using iOS and Swift Insert, select, edit, and delete records Extend SQLite Work with multi-database apps Use SQLite with Swift Backup online SQLite databases and more Who This Book Is For: Experienced Apple iOS, Swift programmers and developers.

Mobile Application Development: JavaScript Frameworks Hazem Saleh, Ethan Holmes, Tom Bray, Sani Yusuf, 2016-09-30 Enhance your JavaScript skills by venturing into the domain of developing mobile applications About This Book Extend your JavaScript skillset to build, test, and launch mobile apps with confidence Follow three sample projects to experience Ionic's impressive capabilities Extend the power of Apache Cordova by creating your own Apache Cordova cross-platform mobile plugins Who This Book Is For This Learning Path is for JavaScript web developers looking to develop mobile

applications using various JavaScript descendent technologies. It is for anyone who wants to learn how to build fast and stylish native mobile app using the skills they already have. If you are already using React on the web, we're confident you'll be able to quickly get up and running with React Native for iOS and Android. See Ionic in action, and find out how it can transform the way you build mobile apps. What You Will Learn Develop, build, run, and deploy great cross-platform mobile applications using Apache Cordova Create complete mobile apps using Apache Cordova that runs on Apple iOS, Google Android, and Windows Phone Create a neat user interface for your mobile application using jQuery Mobile Gain an in-depth understanding of how React Native works behind the scenes Write your own custom native UI components Develop native modules in Objective-C and Java that interact with JavaScript Get to know Ionic by creating three complete mobile applications In Detail A great mobile app is rapidly becoming crucial for a huge range of businesses. With a great app, your customers or your readers don't come to you - you go with them, just a few clicks and swipes away. This Learning Path shows you how to build awesome mobile apps with some of the best tools currently being used by some of the smartest developers in the industry. Taking you through JavaScript impressive development ecosystem - from jQuery Mobile to React, through to Ionic - we'll show you how to put your skills into practice so you can build your next mobile apps with confidence and style. In this Learning Path, from jQuery to React, to Ionic, we'll cover everything you need to start In the first module you'll learn how to get stuck into Apache Cordova and find out how to use it as the key platform for developing your mobile app. It offers an efficient way to develop hybrid apps, which means you won't have to connect to platform specific APIs or use their UI framework, and can instead harness your JavaScript web development skills. Make sure you have your HTML, CSS and jQuery skills at the ready. In Module 2 we'll show you how to take advantage of React Native. It has a reputation for having a steep learning curve, but we'll make it easy for you, making sure you make full use of your existing knowledge and getting you up and running with a sample application. You'll also learn how to create components, how to create multiple screens, as well as using native UI components and accessing native APIs. In the third and final module you'll get started with Ionic. With three practical projects you can build yourself, we've made sure that you'll be learning by doing - which means you'll not only develop new skills much more quickly, but you'll have produced something tangible at the end of it! This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: JavaScript Mobile Application Development by Hazem Saleh Getting Started with React Native by Ethan Holmes and Tom Bray Ionic Framework By Example by Sani Yusuf Style and approach This Learning Path course provides a simple and easy way to build mobile applications in JavaScript descendent technologies such as jQuery, ReactJS, and Ionic.

[Ultimate Ember.js for Web App Development](#) Aswin Murugesh K ,2024-03-13 Build large-scale, complex Web Applications using the battle-tested Ember.js framework. KEY FEATURES ● Gain comprehensive insight into Ember.js fundamentals and

delve into its internal mechanisms to become proficient with the framework. ● Accelerate your learning journey with hands-on live examples provided in the book, fostering skill development through practical application rather than passive reading. ● Master the complete lifecycle of front-end application development, from inception to deployment, ensuring a thorough understanding of the end-to-end process. DESCRIPTION Unlock the full potential of Ember.js with this comprehensive practical handbook tailored for both novice and experienced web developers. Starting with an introduction to Ember.js, delve into essential concepts such as Ember-CLI and local setup, gaining proficiency in Ember.js routing for seamless navigation within your applications. Learn to craft dynamic user interfaces with Ember.js components and templates, leveraging Ember Data and Services for efficient data management. Navigate the intricacies of configuring your Ember app to suit your specific project requirements, while ensuring the robustness of your codebase through comprehensive testing techniques. Utilize the Ember Inspector tool to debug and optimize your applications with ease. Finally, master the art of deploying your Ember.js applications to production environments, ensuring a smooth and efficient deployment process. This book provides invaluable insights and practical guidance to become proficient in Ember.js. With a focus on real-world applications and best practices, Ultimate Ember.js for Scalable Web Applications equips you with the tools and knowledge needed to excel in modern web development. WHAT WILL YOU LEARN ● Grasp the essence of web development and comprehend the intricate components that constitute a web application. ● Attain an in-depth understanding of Ember.js modules and their cohesive interplay within the framework. ● Discover strategies to optimize and prepare an Ember application for production deployment. ● Dive into hands-on exercises within the book, guiding you through the process of constructing your own Ember application. ● Harness the power of testing to fortify your application's security and instill confidence in your codebase. ● Cultivate proficiency in Ember development, equipped with comprehensive end-to-end knowledge of the framework to navigate projects autonomously. WHO IS THIS BOOK FOR? This book caters to web developers specializing in UI/UX solutions for both mobile and web platforms. Ideal for those seeking seamless integration with Ember 5 and other JavaScript frameworks, it also appeals to students aspiring to advance beyond beginner-level web application development. While beneficial, a basic understanding of JavaScript is recommended for optimal comprehension and application of the concepts covered. TABLE OF CONTENTS 1. Introduction to Ember.js 2. Ember CLI and Local Setup 3. Ember.js Routing 4. Ember.js Components and Templates 5. Ember Data and Services 6. Configuring your Ember.js Application 7. Testing Ember.js Applications 8. Ember Inspector 9. Build and Deployment 10. Conclusion Index

Book Design Made Simple Fiona Raven, Glenna Collett, 2017 Book Design Made Simple gives DIY authors, small presses, and graphic designers--novices and experts alike--the power to design their own books. It's the first comprehensive book of its kind, explaining every step from installing Adobe(R) InDesign(R) right through to sending the files to press. For those who want to design their own books but have little idea how to proceed, Book Design Made Simple is a semester of

book design instruction plus a publishing class rolled into one. Let two experts guide you through the process with easy step-by-step instructions, resulting in a professional-looking top-quality book

Mastering DevOps on Microsoft Power Platform Uroš Kastelic, József Zoltán Vadkerti, 2024-09-05 Learn from Microsoft Power Platform experts how to leverage GitHub, Azure DevOps, and GenAI tools like Microsoft Copilots to develop and deliver secure, enterprise-scale solutions Key Features Customize Power Platform for secure large-scale deployments with the help of DevSecOps practices Implement code-first fusion projects with ALM and infuse AI in Power Platform using copilots and ChatOps Get hands-on experience through real-world examples using Azure DevOps and GitHub Purchase of the print or Kindle book includes a free PDF eBook Book Description Mastering DevOps on Microsoft Power Platform is your guide to revolutionizing business-critical solution development. Written by two Microsoft Technology Specialists with extensive experience in enterprise-scale Power Platform implementations and DevOps practices, this book teaches you how to design, build, and secure efficient DevOps processes by adapting custom software development practices to the Power Platform toolset, dramatically reducing time, cost, and errors in app modernization and quality assurance. The book introduces application life cycle management (ALM) and DevOps-enabled architecture, design patterns, and CI/CD practices, showing you why companies adopt DevOps with Power Platform. You'll master environment and solution management using Dataverse, Git, the Power Platform CLI, Azure DevOps, and GitHub Copilot. Implementing the shift-left approach in DevSecOps using GitHub Advanced Security features, you'll create a Power Platform tenant governed by controls, automated tests, and backlog management. You'll also discover advanced concepts, such as fusion architecture, pro-dev extensibility, and AI-infused applications, along with tips to avoid common pitfalls. By the end of this book, you'll be able to build CI/CD pipelines from development to production, enhancing the life cycle of your business solutions on Power Platform. What you will learn Gain insights into ALM and DevOps on Microsoft Power Platform Set up Power Platform pipelines and environments by leveraging best practices Automate, test, monitor, and secure CI/CD pipelines using DevSecOps tools, such as VS Code and GitHub Advanced Security, on Power Platform Enable pro-developer extensibility using fusion development to integrate Azure and Power Platform Provision enterprise landing zones and build well-architected workloads Discover GenAI capabilities in Power Platform and support ChatOps with the copilot stack Who this book is for If you are a DevOps engineer, cloud architect, site reliability engineer, solutions architect, software developer, or low-code engineer looking to master end-to-end DevSecOps implementation on Microsoft Power Platform from basic to advanced levels, this book is for you. Prior knowledge of software development processes and tools is necessary. A basic understanding of Power Platform and DevOps processes will also be beneficial.

Build Windows 8 Apps with Microsoft Visual C++ Step by Step Luca Regnicoli, Paolo Pialorsi, Roberto Brunetti, 2013-04-15 Your hands-on, step-by-step guide to building Windows 8 apps with Microsoft Visual C++ Teach yourself

how to build Windows 8 applications using the Visual C++ language—one step at a time. Ideal for those with intermediate to advanced C++ development skills, this tutorial provides practical, learn-by-doing exercises for creating apps that can adapt to different screen sizes—including desktop and laptop computers, tablets, and slates. Discover how to: Build apps using Windows 8 design guidelines Explore the Windows 8 application architecture Apply tools and libraries from Microsoft Visual Studio and the Windows 8 SDK Use XAML to create touch-optimized user interfaces Create apps that make use of device sensors Manage the Windows 8 application lifecycle Prepare your app for the Windows Store

Learn iOS 8 App Development James Bucanek,2014-12-09 Learn iOS 8 App Development is both a rapid tutorial and a useful reference. You'll quickly get up to speed with Swift, Cocoa Touch, and the iOS 8 SDK. It's an all-in-one getting started guide to building useful apps. You'll learn best practices that ensure your code will be efficient and perform well, earning positive reviews on the iTunes App Store, and driving better search results and more revenue. The iOS 8 SDK offers powerful new features, and this book is the fastest path to mastering them—and the rest of the iOS SDK—for programmers with some experience who are new to iPhone and iPad app development. Many books introduce the iOS SDK, but few explain how to develop apps optimally and soundly. This book teaches both core Swift language concepts and how to exploit design patterns and logic with the iOS SDK, based on Swift and the Cocoa Touch framework. Why spend months or years discovering the best ways to design and code iPhone and iPad apps when this book will show you how to do things the right way from the start? Get an accelerated treatment of the core fundamentals of Swift. Develop your first app using Xcode's advanced interface design tools. Build your first iPhone app using the code that you're given as you walk through this book. Finally, debug and distribute your first app on Apple's iTunes App Store. Learn how to create apps for any model of iPhone, the iPod Touch, the iPad, or build universal apps that run on all of them. After reading this book, you'll be creating professional quality apps, ready to upload to the app store, making you the prestige and the money you seek!

C# 2005 For Dummies Stephen R. Davis,Charles Sphar,2005-10-24 C# is Microsoft's object-oriented programming language designed for improving productivity in the development of Web applications Fully revised for C# 2005, this book begins with creating a C# program, then moves into C# and object-oriented programming fundamentals, Windows programming with C# and Visual Studio, and debugging and error handling A friendly, conversational approach to understanding C# is certain to get readers quickly creating applications The CD-ROM contains all the sample code in the book as well as bonus materials

Head First C# Andrew Stellman,Jennifer Greene,2024-07-09 What will you learn from this book? Create apps, games, and more using this engaging, highly visual introduction to C#, .NET, and Visual Studio. In the first chapter you'll dive right in, building a fully functional game using C# and .NET MAUI that can run on Windows, Mac, and even Android and iOS devices. You'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with

LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. Interested in a development career? You'll learn important development techniques and ideas—many who learned to code with this book are now professional developers, team leads, coding streamers, and more. There's no experience required except the desire to learn. And this is the best place to start. What's so special about this book? If you've read a Head First book, you know what to expect: a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. With this book, you'll learn C# through a multisensory experience that engages your mind—rather than a text-heavy approach that puts you to sleep.

SharePoint 2013 on Demand Steve Johnson, Perspection Inc., 2013-10-25 Need answers quickly? SharePoint 2013 on Demand provides those answers in a visual step-by-step format. We will show you exactly what to do through lots of full color illustrations and easy-to-follow instructions. Inside the Book • Take a tour of SharePoint to see what you do • Create a SharePoint site from built-in templates • Use Newsfeed and My Site to stay connected with social networking • Create a blog and community site to collaborate and share ideas • Create lists and libraries to store data and documents on a site • Add built-in apps, or ones from the SharePoint Store, to a site for extended functionality • Synchronize documents to a SkyDrive on SharePoint • Work with Office programs and documents on SharePoint • Upload and use documents and media files on pages • Customize pages with web and app parts • Change site permissions for enhanced security Illustrations with matching steps Tasks are presented on one or two pages Numbered Steps guide you through each task Did You Know? alerts you to tips and techniques See Also points you to related information in the book Bonus Online Content Register your book at queondemand.com to gain access to: • Example files • Keyboard shortcuts Visit the author site: perspection.com

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Learning Splunk Web Framework Vincent Sesto, 2016-08-31 Take your analytics online with the ease and power of the Splunk Web Framework About This Book Want to build rich applications on the Web using Splunk? This book will be your ultimate guide! Learn to use web framework components with the help of this highly practical, example-rich guide Perform excellent Splunk analytics on the Web and bring that knowledge to your own projects Who This Book Is For This book will cater to Splunk developers and administrators who now wish to further their knowledge with Splunk Web Framework and learn to improve the way they present and visualize data in Splunk. A basic knowledge of JavaScript will be beneficial but is not a prerequisite. What You Will Learn Master the fundamentals of Splunk Web Framework Start thinking of Splunk as a complete development platform to build user-friendly apps Extend the functionality of your apps using SimpleXML techniques Set up dashboard layouts, navigation, and menus in your apps Create simple dashboard elements including charts and tables Master the art of interacting with searches and dashboards Integrate SplunkJS to add visual appeal to your website In Detail Building rich applications on the Web using Splunk is now simpler than ever before with the Splunk Web Framework. It empowers developers to build their own web applications with custom dashboards, tables, charts, form searches, and other functionalities in the datasets at their disposal. The book will start with the fundamentals of the Splunk Web Framework, teaching you the secrets of building interesting and user-friendly applications. In the first application, you will learn to analyze and monitor traffic hitting the NASA website and learn to create dashboards for it. You will then learn additional, and more detailed, techniques to enhance the functionalities of the app such as dashboards and forms, editing simple XML, using simple XML extensions, tokens, post-process searches, dynamic drill-downs, the Splunk Web Framework and REST API, and much more. The second app will use historical stock market data and will create custom dashboards using Splunk Web Framework; the book will now cover important topics such as creating HTML dashboards, enhancing the visual appeal of the app using CSS, and moving your app with SplunkJS. The book will provide different and interesting examples instead of the usual “Log, Index, Search, and Graph” so that Splunk will be the first tool readers think of to resolve a problem. Style and approach This book will follow a step-by-step approach whereby every new concept is built on top of the previous chapter, and will be highly practical in nature; the reader will learn to build apps while reading about the Splunk Web framework.

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