

Portainer App Templates Url

Matt Butcher, Matt Farina, Josh Dolitsky

Mastering Docker Russ McKendrick, 2020-10-12 Unlock the full potential of the Docker containerization platform with this practical guide Key Features Explore tools such as Docker Engine, Machine, Compose, and Swarm Discover how you can integrate Docker into your everyday workflows Get well-versed with Kubernetes options such as Minikube, Kind, and MicroK8s Book Description Docker has been a game changer when it comes to how modern applications are deployed and created. It has now grown into a key driver of innovation beyond system administration, with a significant impact on the world of web development. Mastering Docker shows you how you can ensure that you're keeping up with the innovations it's driving and be sure you're using it to its full potential. This fourth edition not only demonstrates how to use Docker more effectively but also helps you rethink and reimagine what you can achieve with it. You'll start by building, managing, and storing images along with exploring best practices for working with Docker confidently. Once you've got to grips with Docker security, the book covers essential concepts for extending and integrating Docker in new and innovative ways. You'll also learn how to take control of your containers efficiently using Docker Compose, Docker Swarm, and Kubernetes. By the end of this Docker book, you'll have a broad yet detailed sense of what's possible with Docker and how seamlessly it fits in with a range of other platforms and tools. What you will learn Get to grips with essential Docker components and concepts Discover the best ways to build, store, and distribute container images Understand how Docker can fit into your development workflow Secure your containers and files with Docker's security features Explore first-party and third-party cluster tools and plugins Launch and manage your Kubernetes clusters in major public clouds Who this book is for If you are a software architect, DevOps engineer, sysadmin, or IT professional looking to leverage Docker's extensive features for innovating any process from system administration to web development, Mastering Docker will show you how you can use it to its full potential. A basic understanding of containerization and prior Docker experience is necessary.

The Smarthome Book Andrew Howe, Technology is playing an increasingly more important part in our homes as well as our day to day lives. Get this simple to read guide to be introduced to structured wiring and smarthome concepts. It will not only take you through the requirements necessary to implement these upgrades but also provide a long list of inspirational and useful ideas to help make your smarthome upgrade not only a reality but fun! Through the chapters of this book we cover the various topics and components which will provide an insight into upgrading your home and making it

smart. Considering a renovation or a new build? Then look no further, as this will detail the basics of home cinema, whole house audio and video systems, security with remote monitoring, energy efficiency and how best to set up your data network, all wrapped up in an easy to read format, with easily laid out diagrams and a glossary of terms and links at the end to further your quest. Consider how long people spend deciding what flooring to lay down or what tiles to place in the kitchen or bathroom. Now consider how long people spend on what type of cabling will allow them to have that cool minimalist look in their renovation! Those hidden wires, the intelligent lighting, the surround sound, the energy efficient heating. Read this book before speaking to your electrician or installer. Save yourself time and money by being prepared.

Docker in Practice, Second Edition Ian Miell, Aidan Sayers, 2019-02-06 Summary Docker in Practice, Second Edition presents over 100 practical techniques, hand-picked to help you get the most out of Docker. Following a Problem/Solution/Discussion format, you'll walk through specific examples that you can use immediately, and you'll get expert guidance on techniques that you can apply to a whole range of scenarios. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Docker's simple idea-wrapping an application and its dependencies into a single deployable container-created a buzz in the software industry. Now, containers are essential to enterprise infrastructure, and Docker is the undisputed industry standard. So what do you do after you've mastered the basics? To really streamline your applications and transform your dev process, you need relevant examples and experts who can walk you through them. You need this book. About the Book Docker in Practice, Second Edition teaches you rock-solid, tested Docker techniques, such as replacing VMs, enabling microservices architecture, efficient network modeling, offline productivity, and establishing a container-driven continuous delivery process. Following a cookbook-style problem/solution format, you'll explore real-world use cases and learn how to apply the lessons to your own dev projects. What's inside Continuous integration and delivery The Kubernetes orchestration tool Streamlining your cloud workflow Docker in swarm mode Emerging best practices and techniques About the Reader Written for developers and engineers using Docker in production. About the Author Ian Miell and Aidan Hobson Sayers are seasoned infrastructure architects working in the UK. Together, they used Docker to transform DevOps at one of the UK's largest gaming companies. Table of Contents PART 1 - DOCKER FUNDAMENTALS Discovering Docker Understanding Docker: Inside the engine room PART 2 - DOCKER AND DEVELOPMENT Using Docker as a lightweight virtual machine Building images Running containers Day-to-day Docker Configuration management: Getting your house in order PART 3 - DOCKER AND DEVOPS Continuous integration: Speeding up your development pipeline Continuous delivery: A perfect fit for Docker principles Network simulation: Realistic environment testing without the pain PART 4 - ORCHESTRATION FROM A SINGLE MACHINE TO THE CLOUD A primer on container orchestration The data center as an OS with Docker Docker platforms PART 5 - DOCKER IN PRODUCTION Docker and security Plain sailing: Running Docker in production Docker in production: Dealing with

challenges

Docker on Windows Elton Stoneman,2017-07-13 Learn how to run new and old Windows applications in Docker containers. About This Book Package traditional .NET Frameworks apps and new .NET Core apps as Docker images, and run them in containers for increased efficiency, portability, and security Design and implement distributed applications that run across connected containers, using enterprise-grade open source software from public Docker images Build a full Continuous Deployment pipeline for a .NET Framework application, and deploy it to a highly-available Docker swarm running in the cloud Who This Book Is For If you want to modernize an old monolithic application without rewriting it, smooth the deployment to production, or move to DevOps or the cloud, then Docker is the enabler for you. This book gives you a solid grounding in Docker so you can confidently approach all of these scenarios. What You Will Learn Comprehend key Docker concepts: images, containers, registries, and swarms Run Docker on Windows 10, Windows Server 2016, and in the cloud Deploy and monitor distributed solutions across multiple Docker containers Run containers with high availability and fail-over with Docker Swarm Master security in-depth with the Docker platform, making your apps more secure Build a Continuous Deployment pipeline by running Jenkins in Docker Debug applications running in Docker containers using Visual Studio Plan the adoption of Docker in your own organization In Detail Docker is a platform for running server applications in lightweight units called containers. You can run Docker on Windows Server 2016 and Windows 10, and run your existing apps in containers to get significant improvements in efficiency, security, and portability. This book teaches you all you need to know about Docker on Windows, from 101 to deploying highly-available workloads in production. This book takes you on a Docker journey, starting with the key concepts and simple examples of how to run .NET Framework and .NET Core apps in Windows Docker containers. Then it moves on to more complex examples—using Docker to modernize the architecture and development of traditional ASP.NET and SQL Server apps. The examples show you how to break up monoliths into distributed apps and deploy them to a clustered environment in the cloud, using the exact same artifacts you use to run them locally. To help you move confidently to production, it then explains Docker security, and the management and support options. The book finishes with guidance on getting started with Docker in your own projects, together with some real-world case studies for Docker implementations, from small-scale on-premises apps to very large-scale apps running on Azure. Style and approach Using a step-by-step approach, this book shows you how to use Docker on Windows. It includes practical examples and real-world technical and business scenarios that will help you effectively implement Docker in your environment. There are over 50 examples of Dockerized applications, using C# .NET projects as the source and packaging them into Docker images.

The Docker Book James Turnbull,2014-07-14 Updated for Docker Community Edition v18.09! Docker book designed for SysAdmins, SREs, Operations staff, Developers and DevOps who are interested in deploying the open source container

service Docker. In this book, we'll walk you through installing, deploying, managing, and extending Docker. We're going to do that by first introducing you to the basics of Docker and its components. Then we'll start to use Docker to build containers and services to perform a variety of tasks. We're going to take you through the development lifecycle, from testing to production, and see where Docker fits in and how it can make your life easier. We'll make use of Docker to build test environments for new projects, demonstrate how to integrate Docker with continuous integration workflow, and then how to build application services and platforms. Finally, we'll show you how to use Docker's API and how to extend Docker yourself. We'll teach you how to:

- * Install Docker.
- * Take your first steps with a Docker container.
- * Build Docker images.
- * Manage and share Docker images.
- * Run and manage more complex Docker containers.
- * Deploy Docker containers as part of your testing pipeline.
- * Build multi-container applications and environments.
- * Learn about orchestration using Compose and Swarm for the orchestration of Docker containers and Consul for service discovery.
- * Explore the Docker API.
- * Getting Help and Extending Docker.

Bootstrapping Microservices with Docker, Kubernetes, and Terraform Ashley Davis, 2021-01-23 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

Pro Windows Subsystem for Linux (WSL) Hayden Barnes, 2021-03-19 Everything a developer needs to know in order to hit the ground running with Windows Subsystem for Linux (WSL)! Since its release, Windows Subsystem for Linux (WSL) has seen great gains in popularity, moving from curious early adopters to wide scale interest from teams at large enterprises. This authoritative guide to WSL covers the gamut, introducing developers to architecture, installation, and the command line, all the way to advanced configurations. Practical use cases are sprinkled throughout to reinforce understanding. This book is design to efficiently and effectively get developers comfortable using this exciting set of open source tools- tools that are uniquely suited to cloud-based development and management workflows on Windows, including Azure. Windows developers will begin with the basics of installation and then be introduced to a vast library of open source tools that they can integrate into their own workflows, using their existing development tools, like Code, Visual Studio, and JetBrains IDEs, or they can explore new ones like GNOME Builder or KDevelop. This book also covers the topic of cross-platform development of Windows and Linux applications, with tools built into Visual Studio and cross-platform libraries from WSL distros. Expert author Hayden Barnes firmly believes that much of what WSL is, is what developers make of it, a guiding mantra that is reinforced throughout this valuable cross platform learning journey. Developers will get excited about the many new opportunities at their fingertips and be astounded at what they can do and achieve with WSL. What You Will Learn How to install and configure WSL, a unique and novel configuration process Understand the Linux command line, including utilities such as the file system, a text editor, shell scripting, and installing packages Receive an unbiased overview of WSL, its architecture, installation, the command line, practical use cases, and advanced configuration. Create a development workstation using WSL. Compare and contrast the differences between WSL 1 and WSL 2 Explore, in depth, some of the more popular workflows in WSL Consider and plan key factors for a large scale deployment of WSL This book is for developers who need to know learn WSL and how to build a development stack, integrating it with their preferred code editor or IDE if they so choose. Existing Windows and Linux system administrators will learn how to install, deploy, and manage WSL. Power users who are comfortable in a command line, but may be new to Linux or WSL, may also find this book useful.

Learning Helm Matt Butcher, Matt Farina, Josh Dolitsky, 2021-01-20 Get up to speed with Helm, the preeminent package manager for the Kubernetes container orchestration system. This practical guide shows you how to efficiently create, install, and manage the applications running inside your containers. Helm maintainers Matt Butcher, Matt Farina, and Josh Dolitsky explain how this package manager fits into the Kubernetes ecosystem and provide an inside look at Helm's design and best practices. More than 70% of the organizations that work with Kubernetes use Helm today. While the Helm community

provides thousands of packages, or charts, to help you get started, this book walks developers and DevOps engineers through the process of creating custom charts to package applications. If you have a working understanding of Kubernetes, you're ready to go. Explore primary features including frequently used Helm commands Learn how to build and deploy Helm charts from scratch Use Helm to manage complexity and achieve repeatable deployments Package an application and its dependencies for easy installation Manage the entire lifecycle of applications on Kubernetes Explore ways to extend Helm to add features and functionality Learn features for testing, handling dependencies, and providing security

Learning Go Programming Vladimir Vivien, 2016-10-26 An insightful guide to learning the Go programming language About This Book Insightful coverage of Go programming syntax, constructs, and idioms to help you understand Go code effectively Push your Go skills, with topics such as, data types, channels, concurrency, object-oriented Go, testing, and network programming Each chapter provides working code samples that are designed to help reader quickly understand respective topic Who This Book Is For If you have prior exposure to programming and are interested in learning the Go programming language, this book is designed for you. It will quickly run you through the basics of programming to let you exploit a number of features offered by Go programming language. What You Will Learn Install and configure the Go development environment to quickly get started with your first program. Use the basic elements of the language including source code structure, variables, constants, and control flow primitives to quickly get started with Go Gain practical insight into the use of Go's type system including basic and composite types such as maps, slices, and structs. Use interface types and techniques such as embedding to create idiomatic object-oriented programs in Go. Develop effective functions that are encapsulated in well-organized package structures with support for error handling and panic recovery. Implement goroutine, channels, and other concurrency primitives to write highly-concurrent and safe Go code Write tested and benchmarked code using Go's built test tools Access OS resources by calling C libraries and interact with program environment at runtime In Detail The Go programming language has firmly established itself as a favorite for building complex and scalable system applications. Go offers a direct and practical approach to programming that let programmers write correct and predictable code using concurrency idioms and a full-featured standard library. This is a step-by-step, practical guide full of real world examples to help you get started with Go in no time at all. We start off by understanding the fundamentals of Go, followed by a detailed description of the Go data types, program structures and Maps. After this, you learn how to use Go concurrency idioms to avoid pitfalls and create programs that are exact in expected behavior. Next, you will be familiarized with the tools and libraries that are available in Go for writing and exercising tests, benchmarking, and code coverage. Finally, you will be able to utilize some of the most important features of GO such as, Network Programming and OS integration to build efficient applications. All the concepts are explained in a crisp and concise manner and by the end of this book; you would be able to create highly efficient programs that you can deploy over cloud. Style and approach The book is written to serve as a reader-

friendly step-by-step guide to learning the Go programming language. Each topic is sequentially introduced to build on previous materials covered. Every concept is introduced with easy-to-follow code examples that focus on maximizing the understanding of the topic at hand.

Getting Started with V Programming Navule Pavan Kumar Rao,2021-12-10 Learn a new statically compiled programming language to build maintainable and fast software with the help of this comprehensive guide to V programming
Key FeaturesExplore the features of the V programming language step by step with this beginner's guideGain strong foundational knowledge of core programming concepts such as modules, functions, and structsLearn how to write super-fast programs and applications that compile in a matter of secondsBook Description A new language on the block, V comes with a promising set of features such as fast compilation and interoperability with other programming languages. This is the first book on the V programming language, packed with concise information and a walkthrough of all the features you need to know to get started with the language. The book begins by covering the fundamentals to help you learn about the basic features of V and the suite of built-in libraries available within the V ecosystem. You'll become familiar with primitive data types, declaring variables, arrays, and maps. In addition to basic programming, you'll develop a solid understanding of the building blocks of programming, including functions, structs, and modules in the V programming language. As you advance through the chapters, you'll learn how to implement concurrency in V Programming, and finally learn how to write test cases for functions. This book takes you through an end-to-end project that will guide you to build fast and maintainable RESTful microservices by leveraging the power of V and its built-in libraries. By the end of this V programming book, you'll be well-versed with the V programming language and be able to start writing your own programs and applications. What you will learnBecome familiar with the basic building blocks of programming in the V languageInstall the V language on various operating systemsUnderstand how to work with arrays and maps in V programmingDiscover how to implement concurrency in V programmingUse channels in V programming to learn the best practices of sharing memory by communicating among coroutinesWrite modular code and build on your knowledge of structs and functions in VGet acquainted with writing tests in V programmingGet to grips with building and querying RESTful microservice in VWho this book is for Whether you're a beginner interested in learning a programming language or an experienced programmer looking to switch to a new and better statically compiled programming language, this V programming book is for you.

Kubernetes in Action Marko Luksa,2017-12-14 Summary Kubernetes in Action is a comprehensive guide to effectively developing and running applications in a Kubernetes environment. Before diving into Kubernetes, the book gives an overview of container technologies like Docker, including how to build containers, so that even readers who haven't used these technologies before can get up and running. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Kubernetes is Greek for helmsman, your guide through unknown

waters. The Kubernetes container orchestration system safely manages the structure and flow of a distributed application, organizing containers and services for maximum efficiency. Kubernetes serves as an operating system for your clusters, eliminating the need to factor the underlying network and server infrastructure into your designs. About the Book Kubernetes in Action teaches you to use Kubernetes to deploy container-based distributed applications. You'll start with an overview of Docker and Kubernetes before building your first Kubernetes cluster. You'll gradually expand your initial application, adding features and deepening your knowledge of Kubernetes architecture and operation. As you navigate this comprehensive guide, you'll explore high-value topics like monitoring, tuning, and scaling. What's Inside Kubernetes' internals Deploying containers across a cluster Securing clusters Updating applications with zero downtime About the Reader Written for intermediate software developers with little or no familiarity with Docker or container orchestration systems. About the Author Marko Luksa is an engineer at Red Hat working on Kubernetes and OpenShift. Table of Contents PART 1 - OVERVIEW Introducing Kubernetes First steps with Docker and Kubernetes PART 2 - CORE CONCEPTS Pods: running containers in Kubernetes Replication and other controllers: deploying managed pods Services: enabling clients to discover and talk to pods Volumes: attaching disk storage to containers ConfigMaps and Secrets: configuring applications Accessing pod metadata and other resources from applications Deployments: updating applications declaratively StatefulSets: deploying replicated stateful applications PART 3 - BEYOND THE BASICS Understanding Kubernetes internals Securing the Kubernetes API server Securing cluster nodes and the network Managing pods' computational resources Automatic scaling of pods and cluster nodes Advanced scheduling Best practices for developing apps Extending Kubernetes

But how Do it Know? J. Clark Scott, 2009 This book thoroughly explains how computers work. It starts by fully examining a NAND gate, then goes on to build every piece and part of a small, fully operational computer. The necessity and use of codes is presented in parallel with the appropriate pieces of hardware. The book can be easily understood by anyone whether they have a technical background or not. It could be used as a textbook.

Docker in Action, Second Edition Jeffrey Nickoloff, Stephen Kuenzli, 2019-10-28 Summary Docker in Action, Second Edition teaches you the skills and knowledge you need to create, deploy, and manage applications hosted in Docker containers. This bestseller has been fully updated with new examples, best practices, and a number of entirely new chapters. About the technology The idea behind Docker is simple—package just your application and its dependencies into a lightweight, isolated virtual environment called a container. Applications running inside containers are easy to install, manage, and remove. This simple idea is used in everything from creating safe, portable development environments to streamlining deployment and scaling for microservices. In short, Docker is everywhere. About the book Docker in Action, Second Edition teaches you to create, deploy, and manage applications hosted in Docker containers running on Linux. Fully updated, with four new chapters and revised best practices and examples, this second edition begins with a clear explanation

of the Docker model. Then, you go hands-on with packaging applications, testing, installing, running programs securely, and deploying them across a cluster of hosts. With examples showing how Docker benefits the whole dev lifecycle, you'll discover techniques for everything from dev-and-test machines to full-scale cloud deployments. What's inside Running software in containers Packaging software for deployment Securing and distributing containerized applications About the reader Written for developers with experience working with Linux. About the author Jeff Nickoloff and Stephen Kuenzli have designed, built, deployed, and operated highly available, scalable software systems for nearly 20 years.

Foundations of GTK+ Development Andrew Krause,2007-09-09 There are only two mainstream solutions for building the graphical interface of Linux-based desktop applications, and GTK+ (GIMP Toolkit) is one of them. It is a necessary technology for all Linux programmers. This book guides the reader through the complexities of GTK+, laying the groundwork that allows the reader to make the leap from novice to professional. Beginning with an overview of key topics such as widget choice, placement, and behavior, readers move on to learn about more advanced issues. Replete with real-world examples, the developer can quickly take advantages of the concepts presented within to begin building his own projects.

Clean Architecture Robert C. Martin,2017-09-12 Practical Software Architecture Solutions from the Legendary Robert C. Martin ("Uncle Bob") By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books Clean Code and The Clean Coder, legendary software craftsman Robert C. Martin ("Uncle Bob") reveals those rules and helps you apply them. Martin's Clean Architecture doesn't merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you've come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you'll face—the ones that will make or break your projects. Learn what software architects need to achieve—and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what's critically important and what's merely a "detail" Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager—and for every programmer who must execute someone else's designs. Register your product for convenient access to downloads, updates, and/or corrections as they become available.

The American Legion Weekly ,1919

Game Physics Cookbook Gabor Szauer,2017-03-24 Discover over 100 easy-to-follow recipes to help you implement

efficient game physics and collision detection in your games About This Book Get a comprehensive coverage of techniques to create high performance collision detection in games Learn the core mathematics concepts and physics involved in depicting collision detection for your games Get a hands-on experience of building a rigid body physics engine Who This Book Is For This book is for beginner to intermediate game developers. You don't need to have a formal education in games—you can be a hobbyist or indie developer who started making games with Unity 3D. What You Will Learn Implement fundamental maths so you can develop solid game physics Use matrices to encode linear transformations Know how to check geometric primitives for collisions Build a Physics engine that can create realistic rigid body behavior Understand advanced techniques, including the Separating Axis Theorem Create physically accurate collision reactions Explore spatial partitioning as an acceleration structure for collisions Resolve rigid body collisions between primitive shapes In Detail Physics is really important for game programmers who want to add realism and functionality to their games. Collision detection in particular is a problem that affects all game developers, regardless of the platform, engine, or toolkit they use. This book will teach you the concepts and formulas behind collision detection. You will also be taught how to build a simple physics engine, where Rigid Body physics is the main focus, and learn about intersection algorithms for primitive shapes. You'll begin by building a strong foundation in mathematics that will be used throughout the book. We'll guide you through implementing 2D and 3D primitives and show you how to perform effective collision tests for them. We then pivot to one of the harder areas of game development—collision detection and resolution. Further on, you will learn what a Physics engine is, how to set up a game window, and how to implement rendering. We'll explore advanced physics topics such as constraint solving. You'll also find out how to implement a rudimentary physics engine, which you can use to build an Angry Birds type of game or a more advanced game. By the end of the book, you will have implemented all primitive and some advanced collision tests, and you will be able to read on geometry and linear Algebra formulas to take forward to your own games! Style and approach Gain the necessary skills needed to build a Physics engine for your games through practical recipes, in an easy-to-read manner. Every topic explained in the book has clear, easy to understand code accompanying it.

Kubernetes for Full-Stack Developers, 2020-02-04 This book is designed to help newcomers and experienced users alike learn about Kubernetes. Its chapters are designed to introduce core Kubernetes concepts and to build on them to a level where running an application on a production cluster is a familiar, repeatable, and automated process. From there, more advanced topics are introduced, like how to manage a Kubernetes cluster itself.

HTTP/2 in Action Barry Pollard, 2019-03-06 Summary HTTP/2 in Action is a complete guide to HTTP/2, one of the core protocols of the web. Because HTTP/2 has been designed to be easy to transition to, including keeping it backwards compatible, adoption is rapid and expected to increase over the next few years. Concentrating on practical matters, this interesting book presents key HTTP/2 concepts such as frames, streams, and multiplexing and explores how they affect the

performance and behavior of your websites. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology HTTP—Hypertext Transfer Protocol—is the standard for exchanging messages between websites and browsers. And after 20 years, it's gotten a much-needed upgrade. With support for streams, server push, header compression, and prioritization, HTTP/2 delivers vast improvements in speed, security, and efficiency. About the Book HTTP/2 in Action teaches you everything you need to know to use HTTP/2 effectively. You'll learn how to optimize web performance with new features like frames, multiplexing, and push. You'll also explore real-world examples on advanced topics like flow control and dependencies. With ready-to-implement tips and best practices, this practical guide is sure to get you—and your websites—up to speed! What's Inside HTTP/2 for web developers Upgrading and troubleshooting Real-world examples and case studies QUIC and HTTP/3 About the Reader Written for web developers and site administrators. About the Authors Barry Pollard is a professional developer with two decades of experience developing, supporting, and tuning software and infrastructure. Table of Contents PART 1 MOVING TO HTTP/2 Web technologies and HTTP The road to HTTP/2 Upgrading to HTTP/2 PART 2 USING HTTP/2 HTTP/2 protocol basics Implementing HTTP/2 push Optimizing for HTTP/2 PART 3 ADVANCED HTTP/2 Advanced HTTP/2 concepts HPACK header compression PART 4 THE FUTURE OF HTTP TCP, QUIC, and HTTP/3 Where HTTP goes from here

Prometheus: Up & Running Brian Brazil, 2018-07-09 Get up to speed with Prometheus, the metrics-based monitoring system used by tens of thousands of organizations in production. This practical guide provides application developers, sysadmins, and DevOps practitioners with a hands-on introduction to the most important aspects of Prometheus, including dashboarding and alerting, direct code instrumentation, and metric collection from third-party systems with exporters. This open source system has gained popularity over the past few years for good reason. With its simple yet powerful data model and query language, Prometheus does one thing, and it does it well. Author and Prometheus developer Brian Brazil guides you through Prometheus setup, the Node exporter, and the Alertmanager, then demonstrates how to use them for application and infrastructure monitoring. Know where and how much to apply instrumentation to your application code Identify metrics with labels using unique key-value pairs Get an introduction to Grafana, a popular tool for building dashboards Learn how to use the Node Exporter to monitor your infrastructure Use service discovery to provide different views of your machines and services Use Prometheus with Kubernetes and examine exporters you can use with containers Convert data from other monitoring systems into the Prometheus format

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Table of Contents Portainer App Templates Url

1. Understanding the eBook Portainer App Templates Url
 - The Rise of Digital Reading Portainer App Templates Url
 - Advantages of eBooks Over Traditional Books
2. Identifying Portainer App Templates Url
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Portainer App Templates Url
 - User-Friendly Interface
4. Exploring eBook Recommendations from Portainer App Templates Url
 - Personalized Recommendations
 - Portainer App Templates Url User Reviews and Ratings
5. Accessing Portainer App Templates Url Free and Paid eBooks
 - Portainer App Templates Url and Bestseller Lists
 - Portainer App Templates Url Public Domain eBooks
 - Portainer App Templates Url eBook Subscription Services
 - Portainer App Templates Url Budget-Friendly Options
6. Navigating Portainer App Templates Url eBook Formats
 - ePub, PDF, MOBI, and More
 - Portainer App Templates Url Compatibility with Devices
 - Portainer App Templates Url Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Portainer App Templates Url
 - Highlighting and Note-Taking Portainer App Templates Url

- Interactive Elements Portainer App Templates Url
- 8. Staying Engaged with Portainer App Templates Url
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Portainer App Templates Url
- 9. Balancing eBooks and Physical Books Portainer App Templates Url
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Portainer App Templates Url
- 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
- 11. Cultivating a Reading Routine Portainer App Templates Url
 - Setting Reading Goals Portainer App Templates Url
 - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Portainer App Templates Url
 - Fact-Checking eBook Content of Portainer App Templates Url
 - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
- 14. Embracing eBook Trends

- Integration of Multimedia Elements
- Interactive and Gamified eBooks

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