

# Learn Git In A Month Of Lunches

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[Learn PowerShell Scripting in a Month of Lunches](#) Manning Publications Company

Learn Kubernetes in a Month of Lunches is your guide to getting up and running with Kubernetes. Summary In Learn Kubernetes in a Month of Lunches you'll go from "what 's a Pod?" to automatically scaling clusters of containers and components in just 22 hands-on lessons, each short enough to fit into a lunch break. Every lesson is 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

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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

## Variability and Consistency in Early Language Learning

Lulu.com

This is not a traditional book. The book has a lot of code. If you don't like the code first approach do not buy this book. Making code available on Github is not an option. This book is for people who have some theoretical knowledge of machine learning and deep learning and want to dive into applied machine learning. The book doesn't explain the algorithms but is more oriented towards how and what should you use to solve machine learning and deep learning problems. The book is not for you if you are looking for pure basics. The book is for you if you are looking for guidance on approaching machine learning problems. The book is best enjoyed with a cup of coffee and a laptop/workstation where you can code along. Table of contents: - Setting up your working environment - Supervised vs unsupervised learning - Cross-validation - Evaluation metrics - Arranging machine learning projects - Approaching categorical variables - Feature engineering - Feature selection - Hyperparameter optimization - Approaching image classification & segmentation - Approaching text classification/regression - Approaching ensembling and stacking - Approaching reproducible code & model serving There are no sub-headings. Important terms are written in bold. I will be answering all your queries related to the book and will be making YouTube tutorials to cover what has not been discussed in the book. To ask questions/doubts, visit this link: <https://bit.ly/aamlquestions> And Subscribe to my youtube channel: <https://bit.ly/abhitubesub> *Learn Linux in a Month of Lunches* Createspace Independent Publishing Platform Summary Go from zero to production readiness with Docker in 22 bite-sized lessons! Learn Docker in a Month of Lunches is an accessible task-focused guide to Docker on Linux, Windows, or Mac systems. In it, you'll learn practical Docker skills to help you tackle the challenges of modern IT, from cloud migration and microservices to handling legacy systems. There's no excessive theory or niche-use cases—just a quick-and-easy guide to the essentials of Docker you'll use every day. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology The

idea behind Docker is simple: package applications in lightweight virtual containers that can be easily installed. The results of this simple idea are huge! Docker makes it 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 book *Learn Docker in a Month of Lunches* introduces Docker concepts through a series of brief hands-on lessons. Following a learning path perfected by author Elton Stoneman, you'll run containers by chapter 2 and package applications by chapter 3. Each lesson teaches a practical skill you can practice on Windows, macOS, and Linux systems. By the end of the month you'll know how to containerize and run any kind of application with Docker. What's inside Package applications to run in containers Put containers into production Build optimized Docker images Run containerized apps at scale About the reader For IT professionals. No previous Docker experience required. About the author Elton Stoneman is a consultant, a former architect at Docker, a Microsoft MVP, and a Pluralsight author. Table of Contents PART 1 - UNDERSTANDING DOCKER CONTAINERS AND IMAGES 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 - RUNNING DISTRIBUTED APPLICATIONS IN CONTAINERS 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 3 - RUNNING AT SCALE WITH A CONTAINER ORCHESTRATOR 12. Understanding orchestration: Docker Swarm and Kubernetes 13. Deploying distributed applications as stacks in Docker Swarm 14. Automating releases with upgrades and rollbacks 15. Configuring Docker for secure remote access and CI/CD 16. Building Docker images that run anywhere: Linux, Windows, Intel, and Arm PART 4 - GETTING YOUR CONTAINERS READY FOR PRODUCTION 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

### Pragmatic Guide to Git Apress

"This course introduces version control, its relevance, and usage. In the first part, you'll learn how to set up and configure Git on your computer. Then, you'll create a repository and use it for exercises throughout the course. Through multiple demos, you'll learn concepts that show various stages of a file - from when it is untracked to when it is set for tracking under version control. You'll see how to navigate the history of a repository, fetch and deliver code to GitHub, and undo code changes. The first part ends with you learning to work with branches, storing

and retrieving changes temporarily, and merging the desired changes into a repository. In the second part, you'll learn about forking as part of a collaborative workflow. You'll learn to address modularity and duplication through submodules, tracing and rectifying faulty changes, and maintaining repositories. The second part ends with you learning how to deploy applications using GitHub."--Resource description page.

Pro Git "O'Reilly Media, Inc."

NVIDIA's Full-Color Guide to Deep Learning: All Students Need to Get Started and Get Results Learning Deep Learning is a complete guide to DL. Illuminating both the core concepts and the hands-on programming techniques needed to succeed, this book suits seasoned developers, data scientists, analysts, but also those with no prior machine learning or statistic experience. After introducing the essential building blocks of deep neural networks, such as artificial neurons and fully connected, convolutional, and recurrent layers, Magnus Ekman shows how to use them to build advanced architectures, including the Transformer. He describes how these concepts are used to build modern networks for computer vision and natural language processing (NLP), including Mask R-CNN, GPT, and BERT. And he explains how a natural language translator and a system generating natural language descriptions of images. Throughout, Ekman provides concise, well-annotated code examples using TensorFlow with Keras. Corresponding PyTorch examples are provided online, and the book thereby covers the two dominating Python libraries for DL used in industry and academia. He concludes with an introduction to neural architecture search (NAS), exploring important ethical issues and providing resources for further learning. Explore and master core concepts: perceptrons, gradient-based learning, sigmoid neurons, and back propagation See how DL frameworks make it easier to develop more complicated and useful neural networks Discover how convolutional neural networks (CNNs) revolutionize image classification and analysis Apply recurrent neural networks (RNNs) and long short-term memory (LSTM) to text and other variable-length sequences Master NLP with sequence-to-sequence networks and the Transformer architecture Build applications for natural language translation and image captioning

A Working Introduction Apress

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 Ovidia 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

Learn the fundamentals of Node.js, and deploy and test Node.js applications on the web Simon and Schuster

Annotation A guide to the popular version control system, this book walks Git users through the source control implications of how a team is structured, and how the software is delivered to clients. The book then covers not just how to use popular workflow strategies, such as GitFlow, but why, and under what circumstances, these strategies should be applied.

Git Best Practices Guide Simon and Schuster

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Mastering Git Learn Git in a Month of Lunches

Summary Git in Practice is a collection of 66 tested techniques that will optimize the way you and your team manage your development projects. The book begins with a brief reminder of the core version control concepts you need when using Git and moves on to the high-value features you may not have explored yet. Then, you'll dig into cookbook-style techniques like history visualization, advanced branching and rewriting history each presented in a problem-solution-discussion format. Finally you'll work out how to use Git to its full potential through configuration, team workflows, submodules and using GitHub pull requests effectively. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology Git is a source control system, but it's a lot more than just that. For teams working in today's agile, continuous delivery environments, Git is a strategic advantage.

Built with a decentralized structure that's perfect for a distributed team, Git manages branching, committing, complex merges, and task switching with minimal ceremony so you can concentrate on your code. About the Book Git in Practice is a collection of battle-tested techniques designed to optimize the way you and your team

manage development projects. After a brief overview of Git's core features, this practical guide moves quickly to high-value topics like history visualization, advanced branching and rewriting, optimized configuration, team workflows, submodules, and how to use GitHub pull requests. Written in an easy-to-follow

Problem/Solution/Discussion format with numerous diagrams and examples, it skips the theory and gets right to the nitty-gritty tasks that will transform the way you work. Written for developers familiar with version control and ready for the good stuff in Git.

What's Inside Team interaction strategies and techniques

Replacing bad habits with good practices Juggling complex

configurations Rewriting history and disaster recovery About the

Author Mike McQuaid is a software engineer at GitHub. He's contributed to Qt and the Linux kernel, and he maintains the Git-based Homebrew project. Table of Contents PART 1

INTRODUCTION TO GIT Local Git Remote Git PART 2

GIT ESSENTIALS Filesystem interactions History visualization

Advanced branching Rewriting history and disaster recovery

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dependencies as submodules Working with Subversion GitHub

pull requests Hosting a repository PART 4 GIT BEST

PRACTICES Creating a clean history Merging vs. rebasing

Recommended team workflows

The Rust Programming Language (Covers Rust 2018)

Createspace Independent Publishing Platform

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](#) "O'Reilly Media, Inc."

Learn the fundamentals of version control through step-by-step

tutorials that will teach you the ins-and-outs of Git. This book is your

complete guide to how Git and GitHub work in a professional team

environment. Divided into three parts – Version Control, Project

Management and Teamwork – this book reveals what waits for you in

the real world and how to resolve the problems you may run into.

Once past the basics of Git, you'll see how to manage a software

project, and finally how to utilize Git and GitHub to work effectively

as a team. You'll examine how to plan, follow and execute a project

with GitHub, and then apply those concepts to real-world situations.

Workaround the pitfalls that most programmers fall into when driving

a project with Git by using proven tactics to avoid them. You will also

be taught the easiest and quickest ways to resolve merge conflicts. A lot

of modern books on Git don't go into depth about non-technical

topics. Beginning Git and GitHub will help you cover all the bases right

at the start of your career. What You'll Learn Review basic and

advanced concepts of Git Apply Project Management skills using

GitHub Solve conflicts or, ideally, avoid them altogether Use advanced

concepts for a more boosted workflow Who This book Is For New

developers, developers that have never worked in a team environment

before, developers with basic knowledge of Git or GitHub, or anyone

who works with text documents.

Learning Deep Learning Manning Publications

Summary Discover how scripting is different from command-line

PowerShell, as you explore concrete hands-on examples in this handy guide.

The book includes and expands on many of the techniques presented in

Learn PowerShell Toolmaking in a Month of Lunches. Purchase of the print

book includes a free eBook in PDF, Kindle, and ePub formats from Manning

Publications. About the Technology Automate it! With Microsoft's

PowerShell language, you can write scripts to control nearly every aspect of

Windows. Just master a few straightforward scripting skills, and you'll be able

to eliminate repetitive manual tasks, create custom reusable tools, and build

effective pipelines and workflows. Once you start scripting in PowerShell, you'll be amazed at how many opportunities you'll find to save time and effort. About the Book Learn PowerShell Scripting in a Month of Lunches teaches you how to expand your command-line PowerShell skills into effective scripts and tools. In 27 bite-size lessons, you'll discover instantly useful techniques for writing efficient code, finding and squashing bugs, organizing your scripts into libraries, and much more. Advanced scripters will even learn to access the .NET Framework, store data long term, and create nice user interfaces. What's Inside Designing functions and scripts Effective pipeline usage Dealing with errors and bugs Professional-grade scripting practices About the Reader Written for devs and IT pros comfortable with PowerShell and Windows. About the Authors Don Jones is a PowerShell MVP, speaker, and trainer who has written dozens of books on information technology topics. Jeffery Hicks is a PowerShell MVP and an independent consultant, trainer, and author. Don and Jeff coauthored Manning's Learn Windows PowerShell in a Month of Lunches, Learn PowerShell Toolmaking in a Month of Lunches, and PowerShell in Depth. Table of Contents PART 1 - INTRODUCTION TO SCRIPTING Before you begin Setting up your scripting environment WWPD: what would PowerShell do? Review: parameter binding and the PowerShell pipeline Scripting language crash course The many forms of scripting (and which to use) Scripts and security PART 2 - BUILDING A POWERSHELL SCRIPT Always design first Avoiding bugs: start with a command Building a basic function and script module Going advanced with your function Objects: the best kind of output Using all the pipelines Simple help: making a comment Dealing with errors Filling out a manifest PART 3 - GROWN-UP SCRIPTING Changing your brain when it comes to scripting Professional-grade scripting An introduction to source control with git Pestering your script Signing your script Publishing your script PART 4 - ADVANCED TECHNIQUES Squashing bugs Making script output prettier Wrapping up the .NET Framework Storing data-not in Excel! Never the end

A User-Centered Approach to Creating Efficient Workflows in Git Addison-Wesley Professional

In this instant New York Times bestseller, Angela Duckworth shows anyone striving to succeed that the secret to outstanding achievement is not talent, but a special blend of passion and persistence she calls "grit."

"Inspiration for non-geniuses everywhere" (People). The daughter of a scientist who frequently noted her lack of "genius," Angela Duckworth is now a celebrated researcher and professor. It was her early eye-opening stints in teaching, business consulting, and neuroscience that led to her hypothesis about what really drives success: not genius, but a unique combination of passion and long-term perseverance. In Grit, she takes us into the field to visit cadets struggling through their first days at West Point, teachers working in some of the toughest schools, and young finalists in the National Spelling Bee. She also mines fascinating insights from history and shows what can be gleaned from modern experiments in peak performance. Finally, she shares what she's learned from interviewing dozens of high achievers—from JP Morgan CEO Jamie Dimon to New Yorker cartoon editor Bob Mankoff to Seattle Seahawks Coach Pete Carroll. "Duckworth's ideas about the cultivation of tenacity have clearly changed some lives for the better" (The New York Times Book Review). Among Grit's most valuable insights: any effort you make ultimately counts twice toward your goal; grit can be learned, regardless of IQ or circumstances; when it comes to child-rearing, neither a warm embrace nor high standards will work by themselves; how to trigger lifelong interest; the magic of the Hard Thing Rule; and so much more. Wondrously personal, insightful, and even life-changing, Grit is a book about what goes through your head when you fall down, and how that—not talent or luck—makes all the difference. This is "a fascinating tour of the psychological research on success" (The Wall Street Journal).

Practical Git Apress

Code collaboratively with GitHub Once you've learned the basics of coding the next step is to start sharing your expertise, learning from other coding pros, or working as a collaborative member of development teams. GitHub is the go-to community for facilitating coding collaboration, and GitHub For Dummies is the next step on your journey as a developer. Written by a GitHub engineer, this book is packed with insight on how GitHub works and how you can use it to become a more effective, efficient, and valuable member of any collaborative programming team. Store and share your work online with GitHub Collaborate with others on your team or across the international coding community Embrace open-source values and processes Establish yourself as a valuable member of the GitHub community From setting up GitHub on your desktop and launching your

first project to cloning repositories, finding useful apps on the marketplace, and improving workflow, GitHub For Dummies covers the essentials the novice programmer needs to enhance collaboration and teamwork with this industry-standard tool.

The Power of Passion and Perseverance Abhishek Thakur Summary Learn SQL Server Administration in a Month of Lunches is the perfect way to get started with SQL Server operations, including maintenance, backup and recovery, high availability, and performance monitoring. In about an hour a day over a month, you'll learn exactly what you can do, and what you shouldn't touch. Most importantly, you'll learn the day-to-day tasks and techniques you need to keep SQL Server humming along smoothly. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Microsoft SQL Server is used by millions of businesses, ranging in size from Fortune 500s to small shops worldwide. Whether you're just getting started as a DBA, supporting a SQL Server-driven application, or you've been drafted by your office as the SQL Server admin, you do not need a thousand-page book to get up and running. Learn SQL Server Administration in a Month of Lunches is the perfect way to get started with SQL Server. This concise, easy-to-read book skips academic introductions and teaches you day-to-day techniques for maintenance, backup and recovery, performance monitoring, and more. Each of the 21 short lessons gives you practical takeaways you'll use over and over. What's Inside Master the basics—indexes, logins, backup, recovery ... and more Learn what you can and cannot do when supporting a third-party application Monitor and improve performance Written by expert trainer and bestselling author Don Jones Accessible to readers of any level of experience, the book covers techniques for all versions of SQL Server 2005-2014. About the Author Don Jones is a Microsoft MVP, speaker, and trainer. He is the creator of the Month of Lunches series and author of over 50 books on PowerShell, IIS, Active Directory, SCCM, SQL Server, and more. Table of Contents Before you begin Server assessment and configuration T-SQL crash course Managing databases Backup and recovery Authentication: who are you? Authorization: what are you allowed to do? Accounting: what did you do? Analyzing indexes Maintaining indexes Tuning index designs Reading query execution plans Block and deadlock analysis Automating management with SQL Server Agent Multiserver management Windows PowerShell and SQL Server Using Extended Events Monitoring and analyzing performance Options for high availability Virtualizing SQL Server Moving, migrating, and upgrading databases SQL Server performance checklist Never the end

Git Apprentice (Second Edition) Packt Publishing Ltd

If you are a developer and you want to completely master Git without heavy theory, this is the book for you. A reasonable knowledge level and basic understanding of Git concepts will get you started with this book.

Learn Git in a Month of Lunches Simon and Schuster

Practice your Git skills using exercises in your own environment. This book introduces concepts in an abstract visual way, and then enforces this learning through exercises - the Git katas. You will start with basic interactions such as commits and branches, and move on to both internals and collaborative workflows. Best practices are introduced and rehearsed throughout with hands-on exercises. Each topic is supplemented with interactive Git exercises that can be solved using any Git client - either the ubiquitous CLI or one of the many graphical clients so you'll learn in the environment you work in. The importance of Git is hard to overstate - it is used by 90% of software engineers worldwide and is the de facto standard for version control. Honing your Git skills is guaranteed to make you a better and more efficient developer. Building software can be stressful, but it doesn't need to be. Practical Git will give you the Git skills you need, and help keep your Git skills sharp. Add it to your library today. What You'll Learn Use Git through scripted exercises and the Git katas Understand Git's graph model Troubleshoot common and rare scenarios you may face Select and apply the right Git tool for the task Maintain and collaborate on Git repositories Tweak Git to gain the most from this powerful tool Who This Book Is For Anyone who is currently using Git in a copy-paste fashion. It will take you from using Git to knowing Git.



## [Git for Teams Lulu.com](#)

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

## [Learning ROS for Robotics Programming Simon and Schuster](#)

Even small applications have dozens of components. Large applications may have thousands, which makes them challenging to install, maintain, and remove. Docker bundles all application components into a package called a container that keeps things tidy and helps manage any dependencies on other applications or infrastructure. 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 entirely new chapters. You'll start with a clear explanation of the Docker model and learn how to package applications in containers, including techniques for testing and distributing applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Learn Docker in a Month of Lunches "O'Reilly Media, Inc." Your one-stop guide to the Robot Operating System About This Book Model your robot on a virtual world and learn how to simulate it Create, visualize, and process Point Cloud information Easy-to-follow, practical tutorials to program your own robots Who This Book Is For If you are a robotic enthusiast who wants to learn how to build and program your own robots in an easy-to-develop, maintainable, and shareable way, this book is for you. In order to make the most of the book, you should have a C++ programming background, knowledge of GNU/Linux systems, and general skill in computer science. No previous background on

ROS is required, as this book takes you from the ground up. It is also advisable to have some knowledge of version control systems, such as svn or git, which are often used by the community to share code. What You Will Learn Install a complete ROS Hydro system Create ROS packages and metapackages, using and debugging them in real time Build, handle, and debug ROS nodes Design your 3D robot model and simulate it in a virtual environment within Gazebo Give your robots the power of sight using cameras and calibrate and perform computer vision tasks with them Generate and adapt the navigation stack to work with your robot Integrate different sensors like Range Laser, Arduino, and Kinect with your robot Visualize and process Point Cloud information from different sensors Control and plan motion of robotic arms with multiple joints using MoveIt! In Detail If you have ever tried building a robot, then you know how cumbersome programming everything from scratch can be. This is where ROS comes into the picture. It is a collection of tools, libraries, and conventions that simplifies the robot building process. What's more, ROS encourages collaborative robotics software development, allowing you to connect with experts in various fields to collaborate and build upon each other's work. Packed full of examples, this book will help you understand the ROS framework to help you build your own robot applications in a simulated environment and share your knowledge with the large community supporting ROS. Starting at an introductory level, this book is a comprehensive guide to the fascinating world of robotics, covering sensor integration, modeling, simulation, computer vision, navigation algorithms, and more. You will then go on to explore concepts like topics, messages, and nodes. Next, you will learn how to make your robot see with HD cameras, or navigate obstacles with range sensors. Furthermore, thanks to the contributions of the vast ROS community, your robot will be able to navigate autonomously, and even recognize and interact with you in a matter of minutes. What's new in this updated edition? First and foremost, we are going to work with ROS Hydro this time around. You will learn how to create, visualize, and process Point Cloud information from different sensors. This edition will also show you how to control and plan motion of robotic arms with multiple joints using MoveIt! By the end of this book, you will have all the background you need to build your own robot and get started with ROS. Style and approach This book is an easy-to-follow guide that will help you find your way through the ROS framework. This book is packed with hands-on examples that will help you program your robot and give you complete solutions using ROS open source libraries and tools.