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CE4GXA - KADE RORY

Now updated—the leading single-volume introduction to solid state and soft condensed matter physics This Second Edition of the unified treatment of condensed matter physics keeps the best of the first, providing a basic foundation in the subject while addressing many recent discoveries. Comprehensive and authoritative, it consolidates the critical advances of the past fifty years, bringing together an exciting collection of new and classic topics, dozens of new figures, and new experimental data. This updated edition offers a thorough treatment of such basic topics as band theory, transport theory, and semiconductor physics, as well as more modern areas such as quasicrystals, dynamics of phase separation, granular materials, quantum dots, Berry phases, the quantum Hall effect, and Luttinger liquids. In addition to careful study of electron dynamics, electronics, and superconductivity, there is much material drawn from soft matter physics, including liquid crystals, polymers, and fluid dynamics. Provides frequent

comparison of theory and experiment, both when they agree and when problems are still unsolved Incorporates many new images from experiments Provides end-of-chapter problems including computational exercises Includes more than fifty data tables and a detailed forty-page index Offers a solutions manual for instructors Featuring 370 figures and more than 1,000 recent and historically significant references, this volume serves as a valuable resource for graduate and undergraduate students in physics, physics professionals, engineers, applied mathematicians, materials scientists, and researchers in other fields who want to learn about the quantum and atomic underpinnings of materials science from a modern point of view.

Historically, grief and spirituality have been jealously guarded as uniquely human experiences. Although non-human animal grief has been acknowledged in recent times, its potency has not been recognised as equal to human grief. Anthropocentric philosophical questions still underpin both academic and popular discussions. In *Enter the Animal*, Teya Brooks Pribac examines what we

do and don't know about grief and spirituality. She explores the growing body of knowledge about attachment and loss and how they shape the lives of both human and non-human animals. A valuable addition to the vibrant interdisciplinary conversation about animal subjectivity, Enter the Animal identifies conceptual and methodological approaches that have contributed to the prejudice against nonhuman animals. It offers a compelling theoretical base for the consideration of grief and spirituality across species and highlights important ethical implications for how humans treat other animals.

Learn to harness the power of the Apex language to build Salesforce applications

Key Features

- a- Learn how to work with the Apex language
- a- Learn how to develop Apex Triggers
- a- Learn how to use SOQL and SOSL to retrieve data
- a- Learn how to write Object-Oriented Salesforce code
- a- Explore the best practices to deliver scalable and maintainable code

Description This book covers the fundamentals of the Salesforce Apex programming language used by developers to build powerful applications in the cloud. In this book, you will learn how to work with the Apex language to build scalable applications that can interact with and update data from your users. We cover the language from the ground up, introducing programming concepts such as variables and control statements alongside clear and concise examples to help you understand the key concepts and features. Platform-specific features such as Apex triggers, SOQL and SOSL are covered in detail to help ensure you deliver robust and scalable solutions. Nuances and best practices for development are discussed along with how to effectively test your code to ensure that you can deploy it to users with confidence. Object-oriented programming in

Apex is also covered in-depth to ensure that you can develop dynamic solutions and build for the future. The book also discusses and shows developers how to integrate with third-party solutions using REST APIs in Apex. By the end of the book, the reader will know how to start developing applications using Apex with confidence.

What will you learn

- a- Learn how to declare variables in Apex.
- a- Understand how to work with collections in Apex.
- a- Use different control statements within Apex to control program flow.
- a- Learn how to use the built-in tools to test in Apex.
- a- Understand how to make callouts to external applications and data sources.

Who this book is for This book is intended for those starting out with Apex, whether existing Salesforce Admins or those joining the Salesforce ecosystem with little professional prior programming experience, such as students. The reader is expected to have some basic familiarity with Salesforce as a platform, although key concepts are reviewed.

Table of Contents

0. Introduction
1. An Introduction to the Salesforce Platform
2. What is Apex?
3. Variables in Apex
4. Collections
5. Control Statements
6. Apex Triggers
7. SOQL
8. SOSL
9. Defining Apex Classes
10. Apex Class Inheritance
11. Testing Apex
12. Callouts in Apex
13. Epilogue

About the Author Paul Battisson is a 7x Salesforce MVP, holds numerous Salesforce certifications, is a Salesforce Certified Instructor and co-leader of the Leeds Salesforce Developer Group. He runs the CloudBites.TV website and YouTube channel, which has over 108k views of free training content for Salesforce admins, developers and architects. He is the COO of Cloud Galacticos, a UK based Salesforce consulting partner.

Your Blog links: www.paulbattisson.com www.cloudbites.tv

Your LinkedIn Profile: <https://www.linkedin.com/in/paulbattisson/>

Master Force.com, Today's Fastest, Most Flexible Cloud Development Platform With Salesforce.com's Force.com platform, you can build and deploy powerful cloud-based enterprise applications faster than ever before. Now, Jason Ouellette gives you all the practical, technical guidance you need to make the most of the newest Force.com releases in your own custom cloud applications. Throughout, he adds new code and updated best practices for rapidly prototyping, building, and testing production-quality Force.com solutions. This edition's extensive new coverage includes Developer Console, JSON, Streaming and Tooling APIs, Bulk API, Force.com Canvas, REST integration, support for Web MVC frameworks, Dynamic Apex and Visualforce, and an all-new chapter on mobile user interfaces. Ouellette covers the entire platform: UIs, database design, analytics, security, and many other topics. His code examples emphasize maintainability, flexibility, and seamless integration—and you can run and adapt all of them with a free Force.com Developer Edition account. Coverage includes: Leveraging Force.com's customizable infrastructure to deliver advanced Platform-as-a-Service (PaaS) solutions Understanding Force.com's unique processes, tools, and architecture Developing a complete application, from requirements and use cases through deployment Using the Force.com database as a framework for highly flexible, maintainable applications Applying Force.com's baked-in security, including user identity, data ownership, and fine-grained access control Constructing powerful business logic with Apex, SOQL, and SOSL Adopting asynchronous actions, Single Page Applications, and other advanced features in Web user interfaces Building intuitive user interfaces with Visualforce, and extending them to public-facing websites and mobile devices

Creating smartphone/tablet-friendly apps with HTML5 and Visualforce Performing massive data-intensive tasks offline with Batch Apex Using Force.com integration options, including REST, SOAP, Canvas, and the Streaming, Bulk, Tooling, and Metadata APIs Developing internal social applications with Force.com's Chatter collaboration tools If you're already building Web or mobile applications, take your next giant step into enterprise cloud development—with *Development with the Force.com Platform, Third Edition*. All code examples in this book are available on Github at <http://goo.gl/fjRqMX>, and as a Force.com IDE project on Github at <https://github.com/jmouel/dev-with-force-3e>.

Note: The third edition of this book is now available ISBN: 978-1936754106 in both paperback and eBook formats Beyond the Force.com documentation - Second edition *Advanced Apex Programming for Salesforce.com* and Force.com is neither a tutorial nor a book for beginners. Intended for developers who are already familiar with the Apex language, and experienced Java and C# developers who are moving to Apex, this book starts where the Force.com documentation leaves off. Instead of trying to cover all of the features of the platform, *Advanced Apex programming* focuses entirely on the Apex language and core design patterns. You'll learn how to truly think in Apex - to embrace limits and bulk patterns. You'll see how to develop architectures for efficient and reliable trigger handling, and for asynchronous operations. You'll discover that best practices differ radically depending on whether you are building software for a specific organization or for a managed package. And you'll find approaches for incorporating testing and diagnostic code that can dramatically improve the reliability and deployment of Apex software, and reduce your

lifecycle and support costs. Based on his experience as a consultant, Force.com MVP and architect of a major AppExchange package, Dan Appleman focuses on the real-world problems and issues that are faced by Apex developers every day, along with the obscure problems and surprises that can sneak up on you if you are unprepared. This second edition contains updates through Winter 14 (API 29) along with significant new content on triggers, asynchronous design patterns, concurrency and more

This book is not intended to be a deep-dive on security, programming, reporting, configuration, etc. but more of a high-level overview on salesforce.com, Force.com development, tools, methodology and other resources. We will not cover all aspects of salesforce.com. We wrote this book to (hopefully) become an invaluable resource for anyone new or inexperienced with the Force.com platform. For new administrators and developers coming on to the platform, we see a gaping hole in existing reference books. This book is not intended for end users or advanced developers. This book is for people somewhere in the middle; let's say a business analyst or a new Java or .NET developer. We would like this to be the first book you pick up after your boss walks in and says, "Let's take a look at salesforce.com and see if we can build some applications in the cloud." This book contains the information that we wish we had when we started developing applications on Force.com.

Build and deploy scalable applications on the Salesforce Lightning Platform using the latest features of Spring '19 Key Features An end-to end-guide with practice tests to help you achieve the Salesforce Platform Developer certification Design data models,

user interfaces, and business logic for your custom applications Understand the complete development life cycle from designing to testing Book Description Salesforce Lightning Platform, used to build enterprise apps, is being increasingly adopted by admins, business analysts, consultants, architects, and especially developers. With this Salesforce certification, you'll be able to enhance your development skills and become a valuable member of your organization. This certification guide is designed to be completely aligned with the official exam study guide for the latest Salesforce Certified Platform Developer I release and includes updates from Spring '19. Starting with Salesforce fundamentals and performing data modeling and management, you'll progress to automating logic and processes and working on user interfaces with Salesforce components. Finally, you'll learn how to work with testing frameworks, perform debugging, and deploy metadata, and get to grips with useful tips and tricks. Each chapter concludes with sample questions that are commonly found in the exam, and the book wraps up with mock tests to help you prepare for the DEV501 certification exam. By the end of the book, you'll be ready to take the exam and earn your Salesforce Certified Platform Developer I certification. What you will learn Solve sample questions and mock tests and work with exam patterns Gain an understanding of declarative Salesforce tools such as Process Builder, flows, and many more Code in Salesforce using the Developer Console and IDEs Grasp the basics of object-oriented programming Write Apex classes, Visualforce pages, and Apex test classes with easy-to-follow steps Explore the different deployment tools that you can use to push metadata to different environments Build custom declarative apps and programs on Force.com platforms Who this

book is for The Salesforce Platform Developer I Certification Guide is for you if you want to learn how to develop and deploy business logic and user interfaces using the capabilities of the Lightning Platform. No prior knowledge of Apex programming is required.

This book is intended for all Salesforce users—administrators, managers, business analysts, or report writers who are new to creating reports or dashboards within Salesforce. Basic knowledge of the Salesforce platform is required.

Provides information on building applications and solving enterprise challenges using Force.com.

Build, design, and style beautiful and informative applications on the Salesforce Lightning platform Key Features Build and Test Lightning Components that enhance application usability and adaptability Apply Security Best Practices to your Custom Lightning Components Design Lightning Components for Salesforce UIs such as Lightning Pages, Salesforce 1 Application, Communities, and more. Book Description Built on the Salesforce App Cloud, the new Salesforce Lightning Experience combines three major components: Lightning Design System, Lightning App Builder, and Lightning Components, to provide an enhanced user experience. This book will enable you to quickly create modern, enterprise apps with Lightning Component Framework. You will start by building simple Lightning Components and understanding the Lightning Components architecture. The chapters cover the basics of Lightning Component Framework semantics and syntax, the security features provided by Locker Service, and use of third-party libraries inside Lightning Components. The later chapters focus on debugging, performance tuning, testing using

Lightning Testing Services, and how to publish Lightning Components on Salesforce AppExchange. What you will learn Understand Lightning Components architecture Learn Locker security best practices Debug and Improve performance of your Lightning Components Use third-party libraries along with Lightning Component Framework Learn how to publish Lightning Components on AppExchange Use Lightning Out to take your Lightning Components outside the Salesforce platform Who this book is for This book is for Salesforce developers or developers from other platforms who are familiar with HTML, CSS, and JavaScript and want to build and test Salesforce Lightning components. No knowledge of Salesforce Lightning is required.

Architect and deliver packaged Force.com applications that cater to enterprise business needs About This Book Explore the lightning framework, advanced application life cycle processes, and testing Use the Force.com platform to build truly integrated, scalable, and robustly engineered applications focused on enterprise-level customer demands Using the Lightning technology to deliver modern and responsive user experiences targeting multiple devices through Lightning Experience and Salesforce1 Mobile. Step-by-step, work on examples to get you building your own ready-to-install packaged application Who This Book Is For This book is for advanced Force.com developers and architects who need to understand the Salesforce platform from the perspective of enterprise-level requirements. A prior understanding of Apex and Visualforce is a must. Those familiar with other enterprise software ecosystems will also find this book ideal as they adopt Force.com. What You Will Learn Package, install, test, and up-

grade an application Define architecture-aligning data storage and functional requirements Develop Apex code that is easy to navigate, self-documenting, testable, robust, and organic Leverage your application's clientagnostic Service layer backbone to support numerous platform areas Get the most from hosting your application within the Lightning Experience and Salesforce1 Mobile clients Apply querying, indexing, and asynchronous best practices Leverage mocking and dependency injection in your Apex tests Explore tips for developing advanced applications In Detail Companies of all sizes have seen the need for Force.com's architectural strategy focused on enabling their business objectives. Successful enterprise applications require planning, commitment, and investment in the best tools, processes, and features available. This book will teach you how to architect and support enduring applications for enterprise clients with Salesforce by exploring how to identify architecture needs and design solutions based on industry standard patterns. There are several ways to build solutions on Force.com, and this book will guide you through a logical path and show you the steps and considerations required to build packaged solutions from start to finish. It covers all aspects, from engineering to getting your application into the hands of your customers, and ensuring that they get the best value possible from your Force.com application. You will get acquainted with extending tools such as Lightning App Builder, Process Builder, and Flow with your own application logic. In addition to building your own application API, you will learn the techniques required to leverage the latest Lightning technologies on desktop and mobile platforms. Style and approach The book takes a straightforward approach, taking apart the Force.com architecture for you to gain a

deep understanding of how you can implement the Salesforce platform based on enterprise-level requirements.

Hands-On Low-Code Application Development with Salesforce follows the “Clicks, not Code” mantra to develop business applications within the Salesforce environment. This book will help you increase your productivity by understanding the core concepts of metadata-driven development.

The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are capable of building powerful applications, but they are not easily implemented. Common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned. Patterns of Enterprise Application Architecture is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed that despite changes in technology--from Smalltalk to CORBA to Java to .NET--the same basic design ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern pro-

vides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them. The topics covered include

- Dividing an enterprise application into layers
- The major approaches to organizing business logic
- An in-depth treatment of mapping between objects and relational databases
- Using Model-View-Controller to organize a Web presentation
- Handling concurrency for data that spans multiple transactions
- Designing distributed object interfaces

If you're a Salesforce developer, *Mastering Apex Programming* will help you to get to grips with the Apex language, its advanced features, and best practices for building robust cloud-based applications that scale. Explore asynchronous programming, debugging and performance, and much more to master the Apex language.

Get started developing on the Force.com platform in no time. With step-by-step guidance, starting with setting up your developer environment and progressing through to deploying to production, you will learn industry best practices to release robust custom applications with tangible benefits to your company or your client. Geared specifically toward beginning developers, *Beginning Salesforce Developer* establishes a strong understanding of basic code constructs through examples. Rather than simply explaining how to use the platform, you will receive a comprehensive understanding of why, allowing you to address platform quirks and "gotchas" that might occur. The book also serves to

lay the foundation for continuing on to *Salesforce Developer Pro*.
What You'll Learn
Configure your Salesforce development environment
Understand the Salesforce data model and query languages
Create basic Apex triggers
Use standard controllers with basic Visualforce pages
Utilize Visualforce with custom-built Apex controllers
Write test coverage
Who This Book Is For
Salesforce administrators who wish to transition into developing on the Force.com platform. The book also serves as a quick immersion into the world of development for complete beginners through proprietary Salesforce development languages on the Force.com platform.

1000 Important Salesforce (SFDC) Interview Questions and Answers - Free Book
Vamsee Puligadda

Lasers play an increasingly important role in a variety of detection techniques, making inelastic light scattering a tool of growing value in the investigation of dynamic and structural problems in chemistry, biology, and physics. Until the initial publication of this work, however, no monograph treated the principles behind current developments in the field. This volume presents a comprehensive introduction to the principles underlying laser light scattering, focusing on the time dependence of fluctuations in fluid systems; it also serves as an introduction to the theory of time correlation functions, with chapters on projection operator techniques in statistical mechanics. The first half comprises most of the material necessary for an elementary understanding of the applications to the study of macromolecules, or comparable sized particles in fluids, and to the motility of microorganisms. The study of collective (or many particle) effects constitutes the second half, including more sophisticated treatments of macromolecules in so-

lution and most of the applications of light scattering to the study of fluids containing small molecules. With its wide-ranging discussions of the many applications of light scattering, this text will be of interest to research chemists, physicists, biologists, medical and fluid mechanics researchers, engineers, and graduate students in these areas.

A comprehensive guide filled with best practices and tailor-made examples - a must-read for all Lightning Platform architects! Key Features Use the Lightning Platform to build integrated, scalable, and robust apps focused on enterprise-level customer demands Use the Lightning Component framework to deliver modern and responsive user experiences targeting multiple devices through Lightning Experience and Salesforce Mobile Extend your application with access to external services and AI Book Description Salesforce Lightning provides a secure and scalable platform to build, deploy, customize, and upgrade applications. This book will take you through the architecture of building an application on the Lightning platform to help you understand its features and best practices, and ensure that your app keeps up with your customers' increasing needs as well as the innovations on the platform. This book guides you in working with the popular aPaaS offering from Salesforce, the Lightning Platform. You'll see how to build and ship enterprise-grade apps that not only leverage the platform's many productivity features, but also prepare your app to harness its extensibility and customization capabilities. You'll even get to grips with advanced application architectural design patterns such as Separation of Concerns, Unit Testing and Dependency Integration. You will learn to use Apex and JavaScript with Lightning Web Components, Platform Events, among others, with

the help of a sample app illustrating patterns that will ensure your own applications endure and evolve with the platform. Finally, you will become familiar with using Salesforce DX to develop, publish, and monitor a sample app and experience standard application life cycle processes along with tools such as Jenkins to implement CI/CD. By the end of this book, you will have learned how to develop effective business apps and be ready to explore innovative ways to meet customer demands. What you will learn Create and deploy AppExchange packages and manage upgrades Understand Enterprise Application Architecture patterns Customize mobile and desktop user experience with Lightning Web Components Manage large data volumes with asynchronous processing and big data strategies Implement Source Control and Continuous Integration Add AI to your application with Einstein Use Lightning External Services to integrate external code and data with your Lightning Application Who this book is for This book is for Lightning platform developers who want to discover the true potential of the platform to develop complex scalable applications for use in enterprise businesses.

This practical guide brings DevOps principles to Salesforce development. It fits together two major movements within the IT world: the movement to Software/Platform as a Service (SaaS/PaaS), and the DevOps movement. While SaaS and PaaS allow companies to invest in their core competencies rather than maintain their own infrastructure, the goal of DevOps is to optimize the process of delivering software innovation and value. The release of Salesforce DX in late 2017 unlocks the possibility of a true DevOps workflow on Salesforce. But DevOps is new to the Salesforce world and there is not a widespread understanding of its

goals and methods, and so adoption of Salesforce DX is still in the early stages. Mastering Salesforce DevOps explains how to build a powerful and comprehensive DevOps workflow for Salesforce—allowing you to finally deploy the world's most innovative platform using the world's most effective and efficient techniques. It addresses the need for a comprehensive guide to DevOps for Salesforce, allowing teams to bring proven practices from the IT world to resolve the hardest problems facing Salesforce developers today. What You Will Learn Improve company performance and software delivery performance using Salesforce DX Translate DevOps concepts into the unique language and practices of Salesforce Understand why and how you can implement Salesforce DX to achieve greater productivity and innovation Enable continuous delivery on Salesforce Build packages and architect code so it can be deployed easily Allow admins to participate in what has traditionally been a developer workflow Know the techniques for reducing the stress and risk of deployment Apply the full range of automated tests that can be used on Salesforce Who This Book Is for Salesforce developers, release managers, and those managing Salesforce development teams who need a guide to DevOps, and DevOps specialists who need to apply familiar concepts to Salesforce

When you use Hibernate in your projects, you quickly recognize that you need to do more than just add `@Entity` annotations to your domain model classes. Real-world applications often require advanced mappings, complex queries, custom data types and caching. Hibernate can do all of that. You just have to know which annotations and APIs you need to use. Hibernate Tips - More than 70 solutions to common Hibernate problems shows you how to

efficiently implement your persistence layer with Hibernate's basic and advanced features. Each Hibernate Tip consists of one or more code samples and an easy to follow step-by-step explanation. You can also download an example project with executable test cases for each Hibernate Tip. Throughout this book, you will get more than 70 ready-to-use solutions that show you how to:

- Define standard mappings for basic attributes and entity associations.
- Implement your own attribute mappings and support custom data types.
- Use Hibernate's Java 8 support and other proprietary features.
- Read data from the database with JPQL, Criteria API, and native SQL queries.
- Call stored procedures and database functions.

This book is for developers who are already working with Hibernate and who are looking for solutions for their current development tasks. It's not a book for beginners who are looking for extensive descriptions of Hibernate's general concepts. The tips are designed as self-contained recipes which provide a specific solution and can be accessed when needed. Most of them contain links to related tips which you can follow if you want to dive deeper into a topic or need a slightly different solution. There is no need to read the tips in a specific order. Feel free to read the book from cover to cover or to just pick the tips that help you in your current project.

The definitive guide to successfully integrating social, mobile, Big-Data analytics, cloud and IoT principles and technologies The main goal of this book is to spur the development of effective big-data computing operations on smart clouds that are fully supported by IoT sensing, machine learning and analytics systems. To that end, the authors draw upon their original research and

proven track record in the field to describe a practical approach integrating big-data theories, cloud design principles, Internet of Things (IoT) sensing, machine learning, data analytics and Hadoop and Spark programming. Part 1 focuses on data science, the roles of clouds and IoT devices and frameworks for big-data computing. Big data analytics and cognitive machine learning, as well as cloud architecture, IoT and cognitive systems are explored, and mobile cloud-IoT-interaction frameworks are illustrated with concrete system design examples. Part 2 is devoted to the principles of and algorithms for machine learning, data analytics and deep learning in big data applications. Part 3 concentrates on cloud programming software libraries from MapReduce to Hadoop, Spark and TensorFlow and describes business, educational, healthcare and social media applications for those tools. The first book describing a practical approach to integrating social, mobile, analytics, cloud and IoT (SMACT) principles and technologies Covers theory and computing techniques and technologies, making it suitable for use in both computer science and electrical engineering programs Offers an extremely well-informed vision of future intelligent and cognitive computing environments integrating SMACT technologies Fully illustrated throughout with examples, figures and approximately 150 problems to support and reinforce learning Features a companion website with an instructor manual and PowerPoint slides www.wiley.com/go/hwangIoT Big-Data Analytics for Cloud, IoT and Cognitive Computing satisfies the demand among university faculty and students for cutting-edge information on emerging intelligent and cognitive computing systems and technologies. Professionals working in data science, cloud computing and IoT appli-

cations will also find this book to be an extremely useful working resource.

This book presents a comprehensive overview of fundamental issues and recent advances in graph data management. Its aim is to provide beginning researchers in the area of graph data management, or in fields that require graph data management, an overview of the latest developments in this area, both in applied and in fundamental subdomains. The topics covered range from a general introduction to graph data management, to more specialized topics like graph visualization, flexible queries of graph data, parallel processing, and benchmarking. The book will help researchers put their work in perspective and show them which types of tools, techniques and technologies are available, which ones could best suit their needs, and where there are still open issues and future research directions. The chapters are contributed by leading experts in the relevant areas, presenting a coherent overview of the state of the art in the field. Readers should have a basic knowledge of data management techniques as they are taught in computer science MSc programs.

The first volume in this new series explores, through extensive co-operation, new ways of achieving the integration of science in all its diversity. The book offers essays from important and influential philosophers in contemporary philosophy, discussing a range of topics from philosophy of science to epistemology, philosophy of logic and game theoretical approaches. It will be of interest to philosophers, computer scientists and all others interested in the scientific rationality.

Discover over 70 real-world examples to overcome the most complex concepts you will face developing with Visualforce About

This Book This book provides an enhanced user experience with dynamically-generated, reactive pages Access data over additional channels via public web sites and mobile pages Packed with easy-to-follow recipes, including step-by-step instructions and Apex/Visualforce code downloads this title is the all in one package you need to get more from Visualforce. Who This Book Is For This book will be beneficial to developers who are already well-versed with the basics of Visualforce. An awareness of the standard component library and the purpose of controllers is expected. What You Will Learn Pass parameters between Visualforce pages Update attributes in component controllers Avoid validation errors with action regions Refresh record details from embedded Visualforce Create and develop a website template from scratch Get to know about the Salesforce Lightning Design system and use Visualforce in Salesforce1 Effectively tackle frequently-faced problems while developing Visualforce pages In Detail Visualforce is a framework that allows developers to build sophisticated, custom user interfaces that can be hosted natively on the Force.com platform. The Visualforce framework includes a tag-based markup language, similar to HTML that is used to write the Visualforce pages and a set of controllers that are used to write business logic to the Visualforce pages. Visualforce Development Cookbook provides solutions to a variety of challenges faced by Salesforce developers and demonstrates how easy it is to build rich, interactive pages using Visualforce. Whether you are looking to make a minor addition to the standard page functionality or override it completely, this book will provide you with the help you require throughout. You will start by learning about the simple utilities and will build up to more advanced techniques

for data visualization and to reuse functionality. You will learn how to perform various tasks such as creating multiple records from a single page, visualizing data as charts, using JavaScript to enhance client-side functionality, building a public website, and making data available to a mobile device. With an interesting chapter on tackling common issues faced while developing Visualforce pages, the book provides lots of practical examples to enhance and extend your Salesforce user interface. Style and approach Following a cookbook structure, the book provides recipes on some essential technical scenarios and a few that focus on real-world development problems. This book is packed with illustrations and contains lots of code samples to improve your understanding.

If you are a developer who wants to learn how to develop and deploy applications from the Salesforce.com platform, then this book is for you. No prior knowledge of Salesforce is necessary.

This book introduces novel techniques and algorithms necessary to support the formation of social networks. Concepts such as link prediction, graph patterns, recommendation systems based on user reputation, strategic partner selection, collaborative systems and network formation based on 'social brokers' are presented. Chapters cover a wide range of models and algorithms, including graph models and a personalized PageRank model. Extensive experiments and scenarios using real world datasets from GitHub, Facebook, Twitter, Google Plus and the European Union ICT research collaborations serve to enhance reader understanding of the material with clear applications. Each chapter concludes with an analysis and detailed summary. Social Network-Based Recom-

mender Systems is designed as a reference for professionals and researchers working in social network analysis and companies working on recommender systems. Advanced-level students studying computer science, statistics or mathematics will also find this books useful as a secondary text.

Would you like to use a consistent visual notation for drawing integration solutions? "Look inside the front cover." Do you want to harness the power of asynchronous systems without getting caught in the pitfalls? "See "Thinking Asynchronously" in the Introduction." Do you want to know which style of application integration is best for your purposes? "See Chapter 2, Integration Styles." Do you want to learn techniques for processing messages concurrently? "See Chapter 10, Competing Consumers and Message Dispatcher." Do you want to learn how you can track asynchronous messages as they flow across distributed systems? "See Chapter 11, Message History and Message Store." Do you want to understand how a system designed using integration patterns can be implemented using Java Web services, .NET message queuing, and a TIBCO-based publish-subscribe architecture? "See Chapter 9, Interlude: Composed Messaging." Utilizing years of practical experience, seasoned experts Gregor Hohpe and Bobby Woolf show how asynchronous messaging has proven to be the best strategy for enterprise integration success. However, building and deploying messaging solutions presents a number of problems for developers. " Enterprise Integration Patterns " provides an invaluable catalog of sixty-five patterns, with real-world solutions that demonstrate the formidable of messaging and help you to design effective messaging solutions for your enterprise. The authors also include examples covering a variety of different

integration technologies, such as JMS, MSMQ, TIBCO ActiveEnterprise, Microsoft BizTalk, SOAP, and XSL. A case study describing a bond trading system illustrates the patterns in practice, and the book offers a look at emerging standards, as well as insights into what the future of enterprise integration might hold. This book provides a consistent vocabulary and visual notation framework to describe large-scale integration solutions across many technologies. It also explores in detail the advantages and limitations of asynchronous messaging architectures. The authors present practical advice on designing code that connects an application to a messaging system, and provide extensive information to help you determine when to send a message, how to route it to the proper destination, and how to monitor the health of a messaging system. If you want to know how to manage, monitor, and maintain a messaging system once it is in use, get this book. 0321200683B09122003

Advanced Apex Programming focuses entirely on the Apex language and core design patterns. You'll learn how to truly think in Apex - to embrace limits and bulk patterns. You'll see how to develop architectures for efficient and reliable trigger handling, and for asynchronous operations. You'll discover that best practices differ radically depending on whether you are building software for a specific organization or for a managed package. And you'll find approaches for incorporating testing and diagnostic code that can dramatically improve the reliability and deployment of Apex software, and reduce your lifecycle and support costs. Based on his experience as a consultant, Salesforce MVP, and architect of major AppExchange packages, Dan Appleman focuses on the real-world problems and issues that are faced by Apex develop-

ers every day, along with the obscure problems and surprises that can sneak up on you if you are unprepared.

Harness the power of Apex design patterns to build robust and scalable code architectures on the Force.com platform About This Book Apply Creational, Structural and behavioural patterns in Apex to fix governor limit issues. Have a grasp of the anti patterns to be taken care in Apex which could have adverse effect on the application. The authors, Jitendra Zaa is a salesforce MVP and Anshul Verma has 12+ years of experience in the area of application development. Who This Book Is For If you are a competent developer with working knowledge of Apex, and now want to deep dive into the world of Apex design patterns to optimize the application performance, then this book is for you. Prior knowledge of Salesforce and Force.com platform is recommended. What You Will Learn Apply OOPs principal in Apex to design a robust and efficient solution to address various facets to a business problem Get to grips with the benefits and applicability of using different design patterns in Apex Solve problems while instantiating, structuring and giving dynamic behavior to Apex classes Understand the implementation of creational, structural, behavioral, concurrency and anti-patterns in your application Follow the Apex best practices to resolve governor limit issues Get clued up about the Inheritance, abstract classes, polymorphism in Apex to deal with the object mechanism Master various design patterns and determine the best out of them Explore the anti patterns that could not be applied to Apex and their appropriate solutions In Detail Apex is an on-demand programming language providing a complete set of features for building business applications - including data models and objects to manage data. Apex being a

propriator programming language from Salesforce to be worked with multi tenant environment is a lot different than traditional OOPs languages like Java and C#. It acts as a workflow engine for managing collaboration of the data between users, a user interface model to handle forms and other interactions, and a SOAP API for programmatic access and integration. Apex Design Patterns gives you an insight to several problematic situations that can arise while developing on Force.com platform and the usage of Design patterns to solve them. Packed with real life examples, it gives you a walkthrough from learning design patterns that Apex can offer us, to implementing the appropriate ones in your own application. Furthermore, we learn about the creational patterns that deal with object creation mechanism and structural patterns that helps to identify the relationship between entities. Also, the behavioural and concurrency patterns are put forward explaining the communication between objects and multi-threaded programming paradigm respectively. We later on, deal with the issues regarding structuring of classes, instantiating or how to give a dynamic behaviour at a runtime, with the help of anti-patterns. We learn the basic OOPs principal in polymorphic and modular way to enhance its capability. Also, best practices of writing Apex code are explained to differentiate between the implementation of appropriate patterns. This book will also explain some unique patterns that could be applied to get around governor limits. By the end of this book, you will be a maestro in developing your applications on Force.com for Salesforce Style and approach This book is a step-by-step guide, complete with well-tested programs and real world situations to solve your common occurring problems in Apex design by using the anti-patterns. It gets crack-

ling from exploring every appropriate solution to comparing the best one as per OOps principal.

1000 Important Salesforce (SFDC) Interview Questions and Answers - Free BookVamsee PuligaddaKnowledge for Free... Get that job, you aspire for! Want to switch to that high paying job? Or are you already been preparing hard to give interview the next weekend? Do you know how many people get rejected in interviews by preparing only concepts but not focusing on actually which questions will be asked in the interview? Don't be that person this time. This is the most comprehensive Salesforce interview questions book that you can ever find out. It contains: 1000 most frequently asked and important Salesforce interview questions and answers Wide range of questions which cover not only basics in Salesforce but also most advanced and complex questions which will help freshers, experienced professionals, senior developers, testers to crack their interviews.Learning Salesforce Development with ApexWrite, Run and Deploy Apex Code with EaseBPB PublicationsLearn to harness the power of the Apex language to build Salesforce applications KEY FEATURES - Learn how to work with the Apex language. - Learn how to develop Apex Triggers. - Learn how to use SOQL and SOSL to retrieve data. - Learn how to write Object-Oriented Salesforce code. - Explore the best practices to deliver scalable and maintainable code. DESCRIPTION This book covers the fundamentals of the Salesforce Apex programming language used by developers to build powerful applications in the cloud. In this book, you will learn how to work with the Apex language to build scalable applications that can interact with and update data from your users. We cover the language from the ground up, introducing programming concepts such as variables

and control statements alongside clear and concise examples to help you understand the key concepts and features. Platform-specific features such as Apex triggers, SOQL and SOSL are covered in detail to help ensure you deliver robust and scalable solutions. Nuances and best practices for development are discussed along with how to effectively test your code to ensure that you can deploy it to users with confidence. Object-oriented programming in Apex is also covered in-depth to ensure that you can develop dynamic solutions and build for the future. The book also discusses and shows developers how to integrate with third-party solutions using REST APIs in Apex. By the end of the book, the reader will know how to start developing applications using Apex with confidence. WHAT WILL YOU LEARN - Learn how to declare variables in Apex. - Understand how to work with collections in Apex. - Use different control statements within Apex to control program flow. - Learn how to use the built-in tools to test in Apex. - Understand how to make callouts to external applications and data sources. WHO THIS BOOK IS FOR This book is intended for those starting out with Apex, whether existing Salesforce Admins or those joining the Salesforce ecosystem with little professional prior programming experience, such as students. The reader is expected to have some basic familiarity with Salesforce as a platform, although key concepts are reviewed. TABLE OF CONTENTS 0. Introduction 1. An Introduction to the Salesforce Platform 2. What is Apex? 3. Variables in Apex 4. Collections 5. Control Statements 6. Apex Triggers 7. SOQL 8. SOSL 9. Defining Apex Classes 10. Apex Class Inheritance 11. Testing Apex 12. Callouts in Apex 13. EpilogueDevelopment with the Force.com PlatformBuilding Business Applications in the CloudPearson EducationProvides information

on building applications and solving enterprise challenges using Force.com. Salesforce Lightning Platform Enterprise Architecture Architect and deliver packaged applications that cater to enterprise business needs, 3rd Edition Packt Publishing Ltd A comprehensive guide filled with best practices and tailor-made examples - a must-read for all Lightning Platform architects! Key Features Use the Lightning Platform to build integrated, scalable, and robust apps focused on enterprise-level customer demands Use the Lightning Component framework to deliver modern and responsive user experiences targeting multiple devices through Lightning Experience and Salesforce Mobile Extend your application with access to external services and AI Book Description Salesforce Lightning provides a secure and scalable platform to build, deploy, customize, and upgrade applications. This book will take you through the architecture of building an application on the Lightning platform to help you understand its features and best practices, and ensure that your app keeps up with your customers' increasing needs as well as the innovations on the platform. This book guides you in working with the popular aPaaS offering from Salesforce, the Lightning Platform. You'll see how to build and ship enterprise-grade apps that not only leverage the platform's many productivity features, but also prepare your app to harness its extensibility and customization capabilities. You'll even get to grips with advanced application architectural design patterns such as Separation of Concerns, Unit Testing and Dependency Integration. You will learn to use Apex and JavaScript with Lightning Web Components, Platform Events, among others, with the help of a sample app illustrating patterns that will ensure your own applications endure and evolve with the platform. Final-

ly, you will become familiar with using Salesforce DX to develop, publish, and monitor a sample app and experience standard application life cycle processes along with tools such as Jenkins to implement CI/CD. By the end of this book, you will have learned how to develop effective business apps and be ready to explore innovative ways to meet customer demands. What you will learn Create and deploy AppExchange packages and manage upgrades Understand Enterprise Application Architecture patterns Customize mobile and desktop user experience with Lightning Web Components Manage large data volumes with asynchronous processing and big data strategies Implement Source Control and Continuous Integration Add AI to your application with Einstein Use Lightning External Services to integrate external code and data with your Lightning Application Who this book is for This book is for Lightning platform developers who want to discover the true potential of the platform to develop complex scalable applications for use in enterprise businesses. Force.com Enterprise Architecture Architect and deliver packaged Force.com applications that cater to enterprise business needs About This Book Explore the lightning framework, advanced application life cycle processes, and testing Use the Force.com platform to build truly integrated, scalable, and robustly engineered applications focused on enterprise-level customer demands Using the Lightning technology to deliver modern and responsive user experiences targeting multiple devices through Lightning Experience and Salesforce1 Mobile. Step-by-step, work on examples to get you building your own ready-to-install packaged application Who This Book Is For This book is for advanced Force.com developers and architects who need to understand the Salesforce platform

from the perspective of enterprise-level requirements. A prior understanding of Apex and Visualforce is a must. Those familiar with other enterprise software ecosystems will also find this book ideal as they adopt Force.com. What You Will Learn Package, install, test, and upgrade an application Define architecture-aligning data storage and functional requirements Develop Apex code that is easy to navigate, self-documenting, testable, robust, and organic Leverage your application's clientagnostic Service layer backbone to support numerous platform areas Get the most from hosting your application within the Lightning Experience and Salesforce1 Mobile clients Apply querying, indexing, and asynchronous best practices Leverage mocking and dependency injection in your Apex tests Explore tips for developing advanced applications In Detail Companies of all sizes have seen the need for Force.com's architectural strategy focused on enabling their business objectives. Successful enterprise applications require planning, commitment, and investment in the best tools, processes, and features available. This book will teach you how to architect and support enduring applications for enterprise clients with Salesforce by exploring how to identify architecture needs and design solutions based on industry standard patterns. There are several ways to build solutions on Force.com, and this book will guide you through a logical path and show you the steps and considerations required to build packaged solutions from start to finish. It covers all aspects, from engineering to getting your application into the hands of your customers, and ensuring that they get the best value possible from your Force.com application. You will get acquainted with extending tools such as Lightning App Builder, Process Builder, and Flow with your own application logic.

In addition to building your own application API, you will learn the techniques required to leverage the latest Lightning technologies on desktop and mobile platforms. Style and approach The book takes a straightforward approach, taking apart the Force.com architecture for you to gain a deep understanding of how you can implement the Salesforce platform based on enterprise-level requirements. Mastering Apex Programming A developer's guide to learning advanced techniques and best practices for building robust Salesforce applications Packt Publishing Ltd If you're a Salesforce developer, Mastering Apex Programming will help you to get to grips with the Apex language, its advanced features, and best practices for building robust cloud-based applications that scale. Explore asynchronous programming, debugging and performance, and much more to master the Apex language. Salesforce Handbook Lulu.com This book is not intended to be a deep-dive on security, programming, reporting, configuration, etc. but more of a high-level overview on salesforce.com, Force.com development, tools, methodology and other resources. We will not cover all aspects of salesforce.com. We wrote this book to (hopefully) become an invaluable resource for anyone new or inexperienced with the Force.com platform. For new administrators and developers coming on to the platform, we see a gaping hole in existing reference books. This book is not intended for end users or advanced developers. This book is for people somewhere in the middle; let's say a business analyst or a new Java or .NET developer. We would like this to be the first book you pick up after your boss walks in and says, "Let's take a look at salesforce.com and see if we can build some applications in the cloud." This book contains the information that we wish we had when we started developing

applications on Force.com. Learning Salesforce Lightning Application Development Build and test Lightning Components for Salesforce Lightning Experience using Salesforce DX Packt Publishing Ltd Build, design, and style beautiful and informative applications on the Salesforce Lightning platform Key Features Build and Test Lightning Components that enhance application usability and adaptability Apply Security Best Practices to your Custom Lightning Components Design Lightning Components for Salesforce UIs such as Lightning Pages, Salesforce 1 Application, Communities, and more. Book Description Built on the Salesforce App Cloud, the new Salesforce Lightning Experience combines three major components: Lightning Design System, Lightning App Builder, and Lightning Components, to provide an enhanced user experience. This book will enable you to quickly create modern, enterprise apps with Lightning Component Framework. You will start by building simple Lightning Components and understanding the Lightning Components architecture. The chapters cover the basics of Lightning Component Framework semantics and syntax, the security features provided by Locker Service, and use of third-party libraries inside Lightning Components. The later chapters focus on debugging, performance tuning, testing using Lightning Testing Services, and how to publish Lightning Components on Salesforce AppExchange. What you will learn Understand Lightning Components architecture Learn Locker security best practices Debug and Improve performance of your Lightning Components Use third-party libraries along with Lightning Component Framework Learn how to publish Lightning Components on AppExchange Use Lightning Out to take your Lightning Components outside the Salesforce platform Who this book is for This

book is for Salesforce developers or developers from other platforms who are familiar with HTML, CSS, and JavaScript and want to build and test Salesforce Lightning components. No knowledge of Salesforce Lightning is required. Visualforce Development Cookbook Packt Publishing Ltd Discover over 70 real-world examples to overcome the most complex concepts you will face developing with Visualforce About This Book This book provides an enhanced user experience with dynamically-generated, reactive pages Access data over additional channels via public web sites and mobile pages Packed with easy-to-follow recipes, including step-by-step instructions and Apex/Visualforce code downloads this title is the all in one package you need to get more from Visualforce. Who This Book Is For This book will be beneficial to developers who are already well-versed with the basics of Visualforce. An awareness of the standard component library and the purpose of controllers is expected. What You Will Learn Pass parameters between Visualforce pages Update attributes in component controllers Avoid validation errors with action regions Refresh record details from embedded Visualforce Create and develop a website template from scratch Get to know about the Salesforce Lightning Design system and use Visualforce in Salesforce1 Effectively tackle frequently-faced problems while developing Visualforce pages In Detail Visualforce is a framework that allows developers to build sophisticated, custom user interfaces that can be hosted natively on the Force.com platform. The Visualforce framework includes a tag-based markup language, similar to HTML that is used to write the Visualforce pages and a set of controllers that are used to write business logic to the Visualforce pages. Visualforce Development Cookbook provides solutions to a variety of

challenges faced by Salesforce developers and demonstrates how easy it is to build rich, interactive pages using Visualforce. Whether you are looking to make a minor addition to the standard page functionality or override it completely, this book will provide you with the help you require throughout. You will start by learning about the simple utilities and will build up to more advanced techniques for data visualization and to reuse functionality. You will learn how to perform various tasks such as creating multiple records from a single page, visualizing data as charts, using JavaScript to enhance client-side functionality, building a public website, and making data available to a mobile device. With an interesting chapter on tackling common issues faced while developing Visualforce pages, the book provides lots of practical examples to enhance and extend your Salesforce user interface. Style and approach Following a cookbook structure, the book provides recipes on some essential technical scenarios and a few that focus on real-world development problems. This book is packed with illustrations and contains lots of code samples to improve your understanding. Mastering Application Development with Force.com Packt Publishing Ltd Design and develop state-of-the-art applications using Force.com's powerful development platform About This Book Flaunt your skillsets by developing complex applications that include demanding concepts such as triggers, Visualforce controllers, batch jobs, and Lightning components Earn the gratitude of your colleagues by structuring a project so that multiple developers can work independently of each other Kevin Poorman, the author of the book and a Force.com MVP, shares his years of Force.com knowledge and experience with you through the medium of telling examples Who This Book Is For If you're a

Force.com developer with a fundamental understanding of Apex and JavaScript but now want to enhance your skills with tips, tricks, and guidance on the best architectural and engineering practices, then this book is for you. What You Will Learn Creating triggers, and the best practices for writing them Developing a number of Visualforce controllers and extensions Integrating third-party web APIs into your Apex code Writing unit tests that cover testing bulk safety, user and profile settings, and negative tests Creating a Lightning component for use in Salesforce1 Getting acquainted with various methods for deploying metadata between orgs Using the Rest sObject API for access to Salesforce objects and data using the REST methodology Learning about overarching architectural considerations such as naming conventions, testing practices, and data modeling practices In Detail Force.com is an extremely powerful, scalable, and secure cloud platform, delivering a complete technology stack, ranging from databases and security to workflow and the user interface. With salesforce.com's Force.com cloud platform, you can build any business application and run it on your servers. The book will help you enhance your skillset and develop complex applications using Force.com. It gets you started with a quick refresher of Force.com's development tools and methodologies, and moves to an in-depth discussion of triggers, bulkification, DML order of operations, and trigger frameworks. Next, you will learn to use batchable and schedulable interfaces to process massive amounts of information asynchronously. You will also be introduced to Salesforce Lightning and cover components—including backend (apex) controllers, frontend (JavaScript) controllers, events, and attributes—in detail. Moving on, the book will focus on testing vari-

ous apex components: what to test, when to write the tests, and—most importantly—how to test. Next, you will develop a changeset and use it to migrate your code from one org to another, and learn what other tools are out there for deploying metadata. You will also use command-line tools to authenticate and access the Force.com Rest sObject API and the Bulk sObject API; additionally, you will write a custom Rest endpoint, and learn how to structure a project so that multiple developers can work independently of each other without causing metadata conflicts. Finally, you will take an in-depth look at the overarching best practices for architecture (structure) and engineering (code) applications on the Force.com platform. Style and approach A step-by-step tutorial, with plenty of tips and tricks that will help you develop complex Force.com applications. Salesforce Platform Developer I Certification Guide Expert tips, techniques, and mock tests for the Platform Developer I (DEV501) certification exam Packt Publishing Ltd Build and deploy scalable applications on the Salesforce Lightning Platform using the latest features of Spring '19 Key Features An end-to-end-guide with practice tests to help you achieve the Salesforce Platform Developer certification Design data models, user interfaces, and business logic for your custom applications Understand the complete development life cycle from designing to testing Book Description Salesforce Lightning Platform, used to build enterprise apps, is being increasingly adopted by admins, business analysts, consultants, architects, and especially developers. With this Salesforce certification, you'll be able to enhance your development skills and become a valuable member of your organization. This certification guide is designed to be completely aligned with the official exam study guide for the lat-

est Salesforce Certified Platform Developer I release and includes updates from Spring '19. Starting with Salesforce fundamentals and performing data modeling and management, you'll progress to automating logic and processes and working on user interfaces with Salesforce components. Finally, you'll learn how to work with testing frameworks, perform debugging, and deploy metadata, and get to grips with useful tips and tricks. Each chapter concludes with sample questions that are commonly found in the exam, and the book wraps up with mock tests to help you prepare for the DEV501 certification exam. By the end of the book, you'll be ready to take the exam and earn your Salesforce Certified Platform Developer I certification. What you will learn Solve sample questions and mock tests and work with exam patterns Gain an understanding of declarative Salesforce tools such as Process Builder, flows, and many more Code in Salesforce using the Developer Console and IDEs Grasp the basics of object-oriented programming Write Apex classes, Visualforce pages, and Apex test classes with easy-to-follow steps Explore the different deployment tools that you can use to push metadata to different environments Build custom declarative apps and programs on Force.com platforms Who this book is for The Salesforce Platform Developer I Certification Guide is for you if you want to learn how to develop and deploy business logic and user interfaces using the capabilities of the Lightning Platform. No prior knowledge of Apex programming is required. Dynamic Light Scattering With Applications to Chemistry, Biology, and Physics Courier Corporation Lasers play an increasingly important role in a variety of detection techniques, making inelastic light scattering a tool of growing value in the investigation of dynamic and structural problems in chem-

istry, biology, and physics. Until the initial publication of this work, however, no monograph treated the principles behind current developments in the field. This volume presents a comprehensive introduction to the principles underlying laser light scattering, focusing on the time dependence of fluctuations in fluid systems; it also serves as an introduction to the theory of time correlation functions, with chapters on projection operator techniques in statistical mechanics. The first half comprises most of the material necessary for an elementary understanding of the applications to the study of macromolecules, or comparable sized particles in fluids, and to the motility of microorganisms. The study of collective (or many particle) effects constitutes the second half, including more sophisticated treatments of macromolecules in solution and most of the applications of light scattering to the study of fluids containing small molecules. With its wide-ranging discussions of the many applications of light scattering, this text will be of interest to research chemists, physicists, biologists, medical and fluid mechanics researchers, engineers, and graduate students in these areas.

Getting Started with Salesforce Einstein Analytics
 A Beginner's Guide to Building Interactive Dashboards
 Apress
 Build interactive dashboards using Salesforce Einstein analytics. Explore all of your data quickly and easily by providing AI-powered advanced analytics, right in Salesforce. You will manage datasets, query data with Salesforce Analytics Query Language (SAQL), and customize dashboards. Because Einstein Analytics is new, the curve to learn this technology can be difficult. This book guides you step-by-step in simple, easy-to-understand terms to get data from the Salesforce platform to the Einstein Analytics platform and also shows you how to import external data (e.g.,

CSV files). Core chapters focus on understanding data sources, dataflow, dataset, and lens leading up to building dashboards from scratch. Advanced features such as data transformation using `computeExpression` and `computeRelative` as well as dataflow with a multi-value lookup are explored.

What You Will Learn
 Use data from Salesforce and external sources
 Create a dataflow to build a flexible dataset
 Build dashboards using Einstein Analytics
 Explore and analyze data using Einstein Analytics
 Utilize SAQL and binding to create advance dashboards
 Who This Book Is For
 IT users getting started with Einstein Analytics, Salesforce consultants starting new Einstein Analytics projects, and power users familiar with Salesforce reporting and dashboards who want to get up to speed on new analytics features

Logic, Epistemology, and the Unity of Science
 Springer Science & Business Media
 The first volume in this new series explores, through extensive co-operation, new ways of achieving the integration of science in all its diversity. The book offers essays from important and influential philosophers in contemporary philosophy, discussing a range of topics from philosophy of science to epistemology, philosophy of logic and game theoretical approaches. It will be of interest to philosophers, computer scientists and all others interested in the scientific rationality.

Cloud Computing Using Salesforce
 Build and Customize Applications for your business using the Salesforce Platform (English Edition)
 BPB Publications
 Design customized software solutions using the Salesforce Application Development services.

KEY FEATURES

- Get an overview of Salesforce
- Understand the Design and Data Process
- Automate Business Process using Salesforce tools
- Study up on Security & Data Management in Salesforce
- Learn how to write code on the Salesforce

Platform DESCRIPTION This book enables you to use Salesforce as per your business needs. You will get an overview of all the aspects and features of Salesforce. Following the introduction, the book focuses on how to design an app. You will then learn how to use the Salesforce Data Process and Security Architecture in the app design. Moving on, you will understand how to use force.com to customize the UI and automate the process. Lastly, you will learn how to deploy and debug the app. If you are planning to get a PD1(Platform Developer 1), Admin, or App builder certification, this book is for you. WHAT YOU WILL LEARN ● Get to know more about the Lightning Experience Unit ● Learn how to develop reports and dashboards in Salesforce ● Get familiar with the basics of Salesforce Apex Coding and Programming ● Learn how to use Custom Controllers and Controller Extensions in Salesforce ● Learn how to integrate Email services in Salesforce WHO THIS BOOK IS FOR This book is designed for Computer Science students who want to learn Salesforce. It is also for Salesforce Admins, who wants to explore the coding part of Salesforce. This book will also help professionals to clear PD1(Platform Developer 1), Admin, and App builder certification. TABLE OF CONTENTS 1. Introduction to Cloud Computing 2. Salesforce Fundamentals 3. Introduction to Salesforce Lightning Interface 4. Introduction to CRM 5. Organisational Set up 6. Designing Applications on Force.com 7. Implementing Business Processes 8. Data Management 9. Data Analytics - Reports & Dashboards 10. SECURITY AND ACCESS 11. Introduction to Chatter 12. Mobile Administration 13. Programming with Apex 14. Use SOQL & SOSL 15. DML Essentials 16. Trigger Essential 17. Creating Visualforce Pages 18. Working with Custom Controllers and Controller Extensions 19. More Cus-

tomization Less Programming 20. Testing Essentials 21. Scheduler, Batch, Email Service, Integration 22. Debugging & DeploymentAdvanced Apex Programming in SalesforceAdvanced Apex Programming focuses entirely on the Apex language and core design patterns. You'll learn how to truly think in Apex - to embrace limits and bulk patterns. You'll see how to develop architectures for efficient and reliable trigger handling, and for asynchronous operations. You'll discover that best practices differ radically depending on whether you are building software for a specific organization or for a managed package. And you'll find approaches for incorporating testing and diagnostic code that can dramatically improve the reliability and deployment of Apex software, and reduce your lifecycle and support costs.Based on his experience as a consultant, Salesforce MVP, and architect of major AppExchange packages, Dan Appleman focuses on the real-world problems and issues that are faced by Apex developers every day, along with the obscure problems and surprises that can sneak up on you if you are unprepared.PHP SolutionsDynamic Web Design Made EasyApressUsing a friendly, accessible and visual learning style, this book takes the reader through the details of setting up their development environment and PHP code basics as painlessly as possible, and shows how to wire together several real world PHP projects. The PHP code offered here generates semantically-sound markup, which is then attractively styled using CSS. The book is up-to-date with the latest versions of PHP (6) and MySQL (5) but is written to be compatible with older versions that readers might find on their hosting servers. Unlike other references, This book teaches security right from the start.Learning Salesforce Development with ApexBPB PublicationsLearn to har-

ness the power of the Apex language to build Salesforce applications

Key Features

- a- Learn how to work with the Apex language
- a- Learn how to develop Apex Triggers
- a- Learn how to use SOQL and SOSL to retrieve data
- a- Learn how to write Object-Oriented Salesforce code
- a- Explore the best practices to deliver scalable and maintainable code

Description This book covers the fundamentals of the Salesforce Apex programming language used by developers to build powerful applications in the cloud. In this book, you will learn how to work with the Apex language to build scalable applications that can interact with and update data from your users. We cover the language from the ground up, introducing programming concepts such as variables and control statements alongside clear and concise examples to help you understand the key concepts and features. Platform-specific features such as Apex triggers, SOQL and SOSL are covered in detail to help ensure you deliver robust and scalable solutions. Nuances and best practices for development are discussed along with how to effectively test your code to ensure that you can deploy it to users with confidence. Object-oriented programming in Apex is also covered in-depth to ensure that you can develop dynamic solutions and build for the future. The book also discusses and shows developers how to integrate with third-party solutions using REST APIs in Apex. By the end of the book, the reader will know how to start developing applications using Apex with confidence. What will you learn

- a- Learn how to declare variables in Apex.
- a- Understand how to work with collections in Apex.
- a- Use different control statements within Apex to control program flow.
- a- Learn how to use the built-in tools to test in Apex.
- a- Understand how to make callouts to external applications and data sources.

Who this

book is for This book is intended for those starting out with Apex, whether existing Salesforce Admins or those joining the Salesforce ecosystem with little professional prior programming experience, such as students. The reader is expected to have some basic familiarity with Salesforce as a platform, although key concepts are reviewed.

Table of Contents

0. Introduction
1. An Introduction to the Salesforce Platform
2. What is Apex?
3. Variables in Apex
4. Collections
5. Control Statements
6. Apex Triggers
7. SOQL
8. SOSL
9. Defining Apex Classes
10. Apex Class Inheritance
11. Testing Apex
12. Callouts in Apex
13. Epilogue

About the Author Paul Battisson is a 7x Salesforce MVP, holds numerous Salesforce certifications, is a Salesforce Certified Instructor and co-leader of the Leeds Salesforce Developer Group. He runs the CloudBites.TV website and YouTube channel, which has over 108k views of free training content for Salesforce admins, developers and architects. He is the COO of Cloud Galacticos, a UK based Salesforce consulting partner. Your Blog links: www.paulbattisson.com www.cloudbites.tv Your LinkedIn Profile: <https://www.linkedin.com/in/paulbattisson/Apex>

Design Patterns-Packt Publishing Ltd

Harness the power of Apex design patterns to build robust and scalable code architectures on the Force.com platform

About This Book Apply Creational, Structural and behavioural patterns in Apex to fix governor limit issues. Have a grasp of the anti patterns to be taken care in Apex which could have adverse effect on the application. The authors, Jitendra Zaa is a salesforce MVP and Anshul Verma has 12+ years of experience in the area of application development.

Who This Book Is For If you are a competent developer with working knowledge of Apex, and now want to deep dive into the world of Apex design

patterns to optimize the application performance, then this book is for you. Prior knowledge of Salesforce and Force.com platform is recommended. What You Will Learn Apply OOPs principal in Apex to design a robust and efficient solution to address various facets to a business problem Get to grips with the benefits and applicability of using different design patterns in Apex Solve problems while instantiating, structuring and giving dynamic behavior to Apex classes Understand the implementation of creational, structural, behavioral, concurrency and anti-patterns in your application Follow the Apex best practices to resolve governor limit issues Get clued up about the Inheritance, abstract classes, polymorphism in Apex to deal with the object mechanism Master various design patterns and determine the best out of them Explore the anti patterns that could not be applied to Apex and their appropriate solutions In Detail Apex is an on-demand programming language providing a complete set of features for building business applications - including data models and objects to manage data. Apex being a proprietor programming language from Salesforce to be worked with multi tenant environment is a lot different than traditional OOPs languages like Java and C#. It acts as a workflow engine for managing collaboration of the data between users, a user interface model to handle forms and other interactions, and a SOAP API for programmatic access and integration. Apex Design Patterns gives you an insight to several problematic situations that can arise while developing on Force.com platform and the usage of Design patterns to solve them. Packed with real life examples, it gives you a walkthrough from learning design patterns that Apex can offer us, to implementing the appropriate ones in your own application. Furthermore, we learn

about the creational patterns that deal with object creation mechanism and structural patterns that helps to identify the relationship between entities. Also, the behavioural and concurrency patterns are put forward explaining the communication between objects and multi-threaded programming paradigm respectively. We later on, deal with the issues regarding structuring of classes, instantiating or how to give a dynamic behaviour at a runtime, with the help of anti-patterns. We learn the basic OOPs principal in polymorphic and modular way to enhance its capability. Also, best practices of writing Apex code are explained to differentiate between the implementation of appropriate patterns. This book will also explain some unique patterns that could be applied to get around governor limits. By the end of this book, you will be a maestro in developing your applications on Force.com for Salesforce Style and approach This book is a step-by-step guide, complete with well-tested programs and real world situations to solve your common occurring problems in Apex design by using the anti-patterns. It gets crackling from exploring every appropriate solution to comparing the best one as per OOps principal. Developing Data Migrations and Integrations with SalesforcePatterns and Best PracticesApressMigrate your data to Salesforce and build low-maintenance and high-performing data integrations to get the most out of Salesforce and make it a "go-to" place for all your organization's customer information. When companies choose to roll out Salesforce, users expect it to be the place to find any and all Information related to a customer—the coveted Client 360° view. On the day you go live, users expect to see all their accounts, contacts, and historical data in the system. They also expect that data entered in other systems will be exposed in Sales-

force automatically and in a timely manner. This book shows you how to migrate all your legacy data to Salesforce and then design integrations to your organization's mission-critical systems. As the Salesforce platform grows more powerful, it also grows in complexity. Whether you are migrating data to Salesforce, or integrating with Salesforce, it is important to understand how these complexities need to be reflected in your design. Developing Data Migrations and Integrations with Salesforce covers everything you need to know to migrate your data to Salesforce the right way, and how to design low-maintenance, high-performing data integrations with Salesforce. This book is written by a practicing Salesforce integration architect with dozens of Salesforce projects under his belt. The patterns and practices covered in this book are the results of the lessons learned during those projects. What You'll Learn Know how Salesforce's data engine is architected and why Use the Salesforce Data APIs to load and extract data Plan and execute your data migration to Salesforce Design low-maintenance, high-performing data integrations with Salesforce Understand common data integration patterns and the pros and cons of each Know real-time integration options for Salesforce Be aware of common pitfalls Build reusable transformation code covering commonly needed Salesforce transformation patterns Who This Book Is For Those tasked with migrating data to Salesforce or building ongoing data integrations with Salesforce, regardless of the ETL tool or middleware chosen; project sponsors or managers nervous about data tracks putting their projects at risk; aspiring Salesforce integration and/or migration specialists; Salesforce developers or architects looking to expand their skills and take on new challenges

Advanced Apex Programming for Salesforce.com and Force.comNote: The third edition of this book is now available ISBN: 978-1936754106 in both paperback and eBook formats Beyond the Force.com documentation - Second edition Advanced Apex Programming for Salesforce.com and Force.com is neither a tutorial nor a book for beginners. Intended for developers who are already familiar with the Apex language, and experienced Java and C# developers who are moving to Apex, this book starts where the Force.com documentation leaves off. Instead of trying to cover all of the features of the platform, Advanced Apex programming focuses entirely on the Apex language and core design patterns. You'll learn how to truly think in Apex - to embrace limits and bulk patterns. You'll see how to develop architectures for efficient and reliable trigger handling, and for asynchronous operations. You'll discover that best practices differ radically depending on whether you are building software for a specific organization or for a managed package. And you'll find approaches for incorporating testing and diagnostic code that can dramatically improve the reliability and deployment of Apex software, and reduce your lifecycle and support costs. Based on his experience as a consultant, Force.com MVP and architect of a major AppExchange package, Dan Appleman focuses on the real-world problems and issues that are faced by Apex developers every day, along with the obscure problems and surprises that can sneak up on you if you are unprepared. This second edition contains updates through Winter 14 (API 29) along with significant new content on triggers, asynchronous design patterns, concurrency and moreDevelopment with the Force.com PlatformBuilding Business Applications in the CloudAddison-Wesley ProfessionalMaster Force.com, Today's Fastest, Most Flexible

Cloud Development Platform With Salesforce.com's Force.com platform, you can build and deploy powerful cloud-based enterprise applications faster than ever before. Now, Jason Ouellette gives you all the practical, technical guidance you need to make the most of the newest Force.com releases in your own custom cloud applications. Throughout, he adds new code and updated best practices for rapidly prototyping, building, and testing production-quality Force.com solutions. This edition's extensive new coverage includes Developer Console, JSON, Streaming and Tooling APIs, Bulk API, Force.com Canvas, REST integration, support for Web MVC frameworks, Dynamic Apex and Visualforce, and an all-new chapter on mobile user interfaces. Ouellette covers the entire platform: UIs, database design, analytics, security, and many other topics. His code examples emphasize maintainability, flexibility, and seamless integration—and you can run and adapt all of them with a free Force.com Developer Edition account. Coverage includes: Leveraging Force.com's customizable infrastructure to deliver advanced Platform-as-a-Service (PaaS) solutions Understanding Force.com's unique processes, tools, and architecture Developing a complete application, from requirements and use cases through deployment Using the Force.com database as a framework for highly flexible, maintainable applications Applying Force.com's baked-in security, including user identity, data ownership, and fine-grained access control Constructing powerful business logic with Apex, SOQL, and SOSL Adopting asynchronous actions, Single Page Applications, and other advanced features in Web user interfaces Building intuitive user interfaces with Visualforce, and extending them to public-facing websites and mobile devices Creating smartphone/tablet-friendly apps with

HTML5 and Visualforce Performing massive data-intensive tasks offline with Batch Apex Using Force.com integration options, including REST, SOAP, Canvas, and the Streaming, Bulk, Tooling, and Metadata APIs Developing internal social applications with Force.com's Chatter collaboration tools If you're already building Web or mobile applications, take your next giant step into enterprise cloud development—with Development with the Force.com Platform, Third Edition. All code examples in this book are available on Github at <http://goo.gl/fjRqMX>, and as a Force.com IDE project on Github at <https://github.com/jmouel/dev-with-force-3e>. Hibernate Tips More than 70 solutions to common Hibernate problems Thoughts on Java When you use Hibernate in your projects, you quickly recognize that you need to do more than just add @Entity annotations to your domain model classes. Real-world applications often require advanced mappings, complex queries, custom data types and caching. Hibernate can do all of that. You just have to know which annotations and APIs you need to use. Hibernate Tips - More than 70 solutions to common Hibernate problems shows you how to efficiently implement your persistence layer with Hibernate's basic and advanced features. Each Hibernate Tip consists of one or more code samples and an easy to follow step-by-step explanation. You can also download an example project with executable test cases for each Hibernate Tip. Throughout this book, you will get more than 70 ready-to-use solutions that show you how to:

- Define standard mappings for basic attributes and entity associations.
- Implement your own attribute mappings and support custom data types.
- Use Hibernate's Java 8 support and other proprietary features.
- Read data from the database with

JPQL, Criteria API, and native SQL queries. - Call stored procedures and database functions. This book is for developers who are already working with Hibernate and who are looking for solutions for their current development tasks. It's not a book for beginners who are looking for extensive descriptions of Hibernate's general concepts. The tips are designed as self-contained recipes which provide a specific solution and can be accessed when needed. Most of them contain links to related tips which you can follow if you want to dive deeper into a topic or need a slightly different solution. There is no need to read the tips in a specific order. Feel free to read the book from cover to cover or to just pick the tips that help you in your current project.

Salesforce Lightning Reporting and Dashboards Packt Publishing Ltd Learn how to build advanced reports and dashboards in Salesforce Lightning experience About This Book Visualize and create advanced reports and dashboards using Lightning Experience Improve overall business efficiency with advanced and effective reports and dashboards Understand and create custom reports and dashboards Who This Book Is For This book is targeted at Salesforce.com administrators, business analysts, and managers who use Salesforce.com for their daily job and want to learn in depth about Salesforce Reporting and Dashboard in Lightning Experience. Readers should have a basic knowledge of Salesforce, such as: Accounts, Contacts, Leads, Opportunities and custom objects. What You Will Learn Navigate in Salesforce.com within the Lightning Experience user interface Secure and share your reports and dashboards with other users Create, manage, and maintain reports using Report Builder Learn how the report type can affect the report generated Explore the report and dashboard folder and the sharing

model Create reports with multiple formats and custom report types Explore various dashboard features in Lightning Experience Use Salesforce1, including accessing reports and dashboards In Detail Built on the Salesforce App Cloud, the new Lightning Experience combines the new Lightning Design System, Lightning App Builder, and Lightning Components to enable anyone to quickly and easily create modern enterprise apps. The book will start with a gentle introduction to the basics of Salesforce reports and dashboards. It will also explain how to access reports in depth. Then you will learn how to create and manage reports, to use Schedule Report, and create advanced report configurations. The next section talks about dashboards and will enable you to understand and compare various types of dashboard component and how you can benefit the most from each of them. Then we move on to advanced topics and explain tips and tricks related to reports and dashboards, including reporting snapshots, report parameters, and collaboration. Finally, we will discuss how to access dashboards and reports from the Salesforce1 mobile app. Style and approach This comprehensive guide covers the advanced features of the all new Salesforce Lightning concepts and communicates them through a practical approach to explore the underlying concepts of how, when, and why to use them.

Condensed Matter Physics John Wiley & Sons Now updated—the leading single-volume introduction to solid state and soft condensed matter physics This Second Edition of the unified treatment of condensed matter physics keeps the best of the first, providing a basic foundation in the subject while addressing many recent discoveries. Comprehensive and authoritative, it consolidates the critical advances of the past fifty years, bringing together an exciting

collection of new and classic topics, dozens of new figures, and new experimental data. This updated edition offers a thorough treatment of such basic topics as band theory, transport theory, and semiconductor physics, as well as more modern areas such as quasicrystals, dynamics of phase separation, granular materials, quantum dots, Berry phases, the quantum Hall effect, and Luttinger liquids. In addition to careful study of electron dynamics, electronics, and superconductivity, there is much material drawn from soft matter physics, including liquid crystals, polymers, and fluid dynamics. Provides frequent comparison of theory and experiment, both when they agree and when problems are still unsolved Incorporates many new images from experiments Provides end-of-chapter problems including computational exercises Includes more than fifty data tables and a detailed forty-page index Offers a solutions manual for instructors Featuring 370 figures and more than 1,000 recent and historically significant references, this volume serves as a valuable resource for graduate and undergraduate students in physics, physics professionals, engineers, applied mathematicians, materials scientists, and researchers in other fields who want to learn about the quantum and atomic underpinnings of materials science from a modern point of view. Proceedings of the Fourth International Scientific Conference “Intelligent Information Technologies for Industry” (IITI’19) Springer Nature This book gathers papers presented in the main track of IITI 2019, the Fourth International Scientific Conference on Intelligent Information Technologies for Industry, held in Ostrava–Prague, Czech Republic on December 2–7, 2019. The conference was jointly organized by Rostov State Transport University (Russia) and VŠB – Technical University of Ostrava

(Czech Republic) with the participation of the Russian Association for Artificial Intelligence (RAAI). IITI 2019 was devoted to practical models and industrial applications of intelligent information systems. Though chiefly intended to promote the implementation of advanced information technologies in various industries, topics such as the state of the art in intelligent systems and soft computing were also discussed. Enter the Animal Cross-species perspectives on grief and spirituality Sydney University Press Historically, grief and spirituality have been jealously guarded as uniquely human experiences. Although non-human animal grief has been acknowledged in recent times, its potency has not been recognised as equal to human grief. Anthropocentric philosophical questions still underpin both academic and popular discussions. In Enter the Animal, Teya Brooks Pribac examines what we do and don’t know about grief and spirituality. She explores the growing body of knowledge about attachment and loss and how they shape the lives of both human and non-human animals. A valuable addition to the vibrant interdisciplinary conversation about animal subjectivity, Enter the Animal identifies conceptual and methodological approaches that have contributed to the prejudice against nonhuman animals. It offers a compelling theoretical base for the consideration of grief and spirituality across species and highlights important ethical implications for how humans treat other animals. Fowler Pattern Enterpr Applica Arch Addison-Wesley The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are capable of building powerful applications, but they are not easily implemented.

Common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned. *Patterns of Enterprise Application Architecture* is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed that despite changes in technology—from Smalltalk to CORBA to Java to .NET—the same basic design ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them. The topics covered include

- Dividing an enterprise application into layers
- The major approaches to organizing business logic
- An in-depth treatment of mapping between objects and relational databases
- Using Model-View-Controller to organize a Web presentation
- Handling concurrency for data that spans multiple transactions
- Designing distributed object interfaces

Hands-On Low-Code Application Development with Salesforce follows the “Clicks, not Code” mantra to develop business applications within the Salesforce environment. This book will help you increase your productivity by understanding the core concepts of metadata-driven development. *Mastering Salesforce DevOps: A Practical Guide to Building Trust While Delivering Innovation* Apress This practical guide brings DevOps principles to Salesforce development. It fits together two major movements within the IT world: the movement to Software/Platform as a Service (SaaS/PaaS), and the DevOps movement. While SaaS and PaaS allow companies to invest in their core competencies rather than maintain their own infrastructure, the goal of DevOps is to optimize the process of delivering software innovation and value. The release of Salesforce DX in late 2017 unlocks the possibility of a true DevOps workflow on Salesforce. But DevOps is new to the Salesforce world and there is not a widespread understanding of its goals and methods, and so adoption of Salesforce DX is still in the early stages. *Mastering Salesforce DevOps* explains how to build a powerful and comprehensive DevOps workflow for Salesforce—allowing you to finally deploy the world's most innovative platform using the world's most effective and efficient techniques. It addresses the need for a comprehensive guide to DevOps for Salesforce, allowing teams to bring proven practices from the IT world to resolve the hardest problems facing Salesforce developers today. What You Will Learn Improve company performance and software delivery performance using Salesforce DX Translate DevOps concepts into the unique language and prac-

tices of Salesforce Understand why and how you can implement Salesforce DX to achieve greater productivity and innovation Enable continuous delivery on Salesforce Build packages and architect code so it can be deployed easily Allow admins to participate in what has traditionally been a developer workflow Know the techniques for reducing the stress and risk of deployment Apply the full range of automated tests that can be used on Salesforce Who This Book Is for Salesforce developers, release managers, and those managing Salesforce development teams who need a guide to DevOps, and DevOps specialists who need to apply familiar concepts to Salesforce Enterprise Integration Patterns Designing, Building, and Deploying Messaging Solutions Addison-Wesley Professional Would you like to use a consistent visual notation for drawing integration solutions? "Look inside the front cover." Do you want to harness the power of asynchronous systems without getting caught in the pitfalls? "See "Thinking Asynchronously" in the Introduction." Do you want to know which style of application integration is best for your purposes? "See Chapter 2, Integration Styles." Do you want to learn techniques for processing messages concurrently? "See Chapter 10, Competing Consumers and Message Dispatcher." Do you want to learn how you can track asynchronous messages as they flow across distributed systems? "See Chapter 11, Message History and Message Store." Do you want to understand how a system designed using integration patterns can be implemented using Java Web services, .NET message queuing, and a TIBCO-based publish-subscribe architecture? "See Chapter 9, Interlude: Composed Messaging." Utilizing years of practical experience, seasoned experts Gregor Hohpe and Bobby Woolf show how asynchronous messaging has proven to be

the best strategy for enterprise integration success. However, building and deploying messaging solutions presents a number of problems for developers. " Enterprise Integration Patterns " provides an invaluable catalog of sixty-five patterns, with real-world solutions that demonstrate the formidable of messaging and help you to design effective messaging solutions for your enterprise. The authors also include examples covering a variety of different integration technologies, such as JMS, MSMQ, TIBCO ActiveEnterprise, Microsoft BizTalk, SOAP, and XSL. A case study describing a bond trading system illustrates the patterns in practice, and the book offers a look at emerging standards, as well as insights into what the future of enterprise integration might hold. This book provides a consistent vocabulary and visual notation framework to describe large-scale integration solutions across many technologies. It also explores in detail the advantages and limitations of asynchronous messaging architectures. The authors present practical advice on designing code that connects an application to a messaging system, and provide extensive information to help you determine when to send a message, how to route it to the proper destination, and how to monitor the health of a messaging system. If you want to know how to manage, monitor, and maintain a messaging system once it is in use, get this book. 0321200683B09122003 Cloud Computing for Machine Learning and Cognitive Applications MIT Press The first textbook to teach students how to build data analytic solutions on large data sets using cloud-based technologies. This is the first textbook to teach students how to build data analytic solutions on large data sets (specifically in Internet of Things applications) using cloud-based technologies for data storage, transmission and mashup, and AI

techniques to analyze this data. This textbook is designed to train college students to master modern cloud computing systems in operating principles, architecture design, machine learning algorithms, programming models and software tools for big data mining, analytics, and cognitive applications. The book will be suitable for use in one-semester computer science or electrical engineering courses on cloud computing, machine learning, cloud programming, cognitive computing, or big data science. The book will also be very useful as a reference for professionals who want to work in cloud computing and data science. Cloud and Cognitive Computing begins with two introductory chapters on fundamentals of cloud computing, data science, and adaptive computing that lay the foundation for the rest of the book. Subsequent chapters cover topics including cloud architecture, mashup services, virtual machines, Docker containers, mobile clouds, IoT and AI, inter-cloud mashups, and cloud performance and benchmarks, with a focus on Google's Brain Project, DeepMind, and X-Lab programs, IBM's Watson, SAP's Leonardo, Bluemix programs, cognitive initiatives, and neurocomputers. The book then covers machine learning algorithms and cloud programming software tools and application development, applying the tools in machine learning, social media, deep learning, and cognitive applications. All cloud systems are illustrated with big data and cognitive application examples.

Teach Yourself VISUALLY Salesforce.com John Wiley & Sons
Learning Force.com Application Development Packt Publishing Ltd
 If you are a developer who wants to learn how to develop and deploy applications from the Salesforce.com platform, then this book is for you. No prior knowledge of Salesforce is necessary.

Beginning Salesforce Developer Apress
 Get started develop-

ing on the Force.com platform in no time. With step-by-step guidance, starting with setting up your developer environment and progressing through to deploying to production, you will learn industry best practices to release robust custom applications with tangible benefits to your company or your client. Geared specifically toward beginning developers, **Beginning Salesforce Developer** establishes a strong understanding of basic code constructs through examples. Rather than simply explaining how to use the platform, you will receive a comprehensive understanding of why, allowing you to address platform quirks and "gotchas" that might occur. The book also serves to lay the foundation for continuing on to **Salesforce Developer Pro**.

What You'll Learn
 Configure your Salesforce development environment
 Understand the Salesforce data model and query languages
 Create basic Apex triggers
 Use standard controllers with basic Visualforce pages
 Utilize Visualforce with custom-built Apex controllers
 Write test coverage
 Who This Book Is For
 Salesforce administrators who wish to transition into developing on the Force.com platform. The book also serves as a quick immersion into the world of development for complete beginners through proprietary Salesforce development languages on the Force.com platform.

Big-Data Analytics for Cloud, IoT and Cognitive Computing John Wiley & Sons
 The definitive guide to successfully integrating social, mobile, Big-Data analytics, cloud and IoT principles and technologies. The main goal of this book is to spur the development of effective big-data computing operations on smart clouds that are fully supported by IoT sensing, machine learning and analytics systems. To that end, the authors draw upon their original research and proven track record in the field to describe a practical approach integrating big-data theories, cloud

design principles, Internet of Things (IoT) sensing, machine learning, data analytics and Hadoop and Spark programming. Part 1 focuses on data science, the roles of clouds and IoT devices and frameworks for big-data computing. Big data analytics and cognitive machine learning, as well as cloud architecture, IoT and cognitive systems are explored, and mobile cloud-IoT-interaction frameworks are illustrated with concrete system design examples. Part 2 is devoted to the principles of and algorithms for machine learning, data analytics and deep learning in big data applications. Part 3 concentrates on cloud programming software libraries from MapReduce to Hadoop, Spark and TensorFlow and describes business, educational, healthcare and social media applications for those tools. The first book describing a practical approach to integrating social, mobile, analytics, cloud and IoT (S-MACT) principles and technologies Covers theory and computing techniques and technologies, making it suitable for use in both computer science and electrical engineering programs Offers an extremely well-informed vision of future intelligent and cognitive computing environments integrating S-MACT technologies Fully illustrated throughout with examples, figures and approximately 150 problems to support and reinforce learning Features a companion website with an instructor manual and PowerPoint slides www.wiley.com/go/hwangIOT Big-Data Analytics for Cloud, IoT and Cognitive Computing satisfies the demand among university faculty and students for cutting-edge information on emerging intelligent and cognitive computing systems and technologies. Professionals working in data science, cloud computing and IoT applications will also find this book to be an extremely useful working resource. Salesforce Reporting and Dashboards Packt Publishing Lt-

This book is intended for all Salesforce users—administrators, managers, business analysts, or report writers who are new to creating reports or dashboards within Salesforce. Basic knowledge of the Salesforce platform is required. Ubiquitous Communications and Network Computing First International Conference, UBICNET 2017, Bangalore, India, August 3-5, 2017, Proceedings Springer This book constitutes the refereed proceedings of the First International Conference on Ubiquitous Communications and Network Computing, UBICNET 2017, held in Bangalore, India, in August 2017. The 23 full papers were selected from 71 submissions and are grouped in topical sections on safety and energy efficient computing, cloud computing and mobile commerce, advanced and software defined networks, and advanced communication systems and networks. Social Network-Based Recommender Systems Springer This book introduces novel techniques and algorithms necessary to support the formation of social networks. Concepts such as link prediction, graph patterns, recommendation systems based on user reputation, strategic partner selection, collaborative systems and network formation based on ‘social brokers’ are presented. Chapters cover a wide range of models and algorithms, including graph models and a personalized PageRank model. Extensive experiments and scenarios using real world datasets from GitHub, Facebook, Twitter, Google Plus and the European Union ICT research collaborations serve to enhance reader understanding of the material with clear applications. Each chapter concludes with an analysis and detailed summary. Social Network-Based Recommender Systems is designed as a reference for professionals and researchers working in social network analysis and companies working on recommender systems.

Advanced-level students studying computer science, statistics or mathematics will also find this books useful as a secondary text.- Graph Data Management Fundamental Issues and Recent Developments Springer This book presents a comprehensive overview of fundamental issues and recent advances in graph data management. Its aim is to provide beginning researchers in the area of graph data management, or in fields that require graph data management, an overview of the latest developments in this area, both in applied and in fundamental subdomains. The topics covered range from a general introduction to graph data management, to more specialized topics like graph visualization, flexible queries of graph data, parallel processing, and benchmarking. The book will help researchers put their work in perspective and show them which types of tools, techniques and technologies are available, which ones could best suit their needs, and where there are still open issues and future research directions. The chapters are contributed by leading experts in the relevant areas, presenting a coherent overview of the state of the art in the field. Readers should have a basic knowledge of data management techniques as they are taught in computer science MSc programs.

This book constitutes the refereed proceedings of the First International Conference on Ubiquitous Communications and Network Computing, UBICNET 2017, held in Bangalore, India, in August 2017. The 23 full papers were selected from 71 submissions and are grouped in topical sections on safety and energy efficient computing, cloud computing and mobile commerce, advanced and software defined networks, and advanced communication

systems and networks.

This book gathers papers presented in the main track of IITI 2019, the Fourth International Scientific Conference on Intelligent Information Technologies for Industry, held in Ostrava-Prague, Czech Republic on December 2-7, 2019. The conference was jointly organized by Rostov State Transport University (Russia) and VŠB – Technical University of Ostrava (Czech Republic) with the participation of the Russian Association for Artificial Intelligence (RAAI). IITI 2019 was devoted to practical models and industrial applications of intelligent information systems. Though chiefly intended to promote the implementation of advanced information technologies in various industries, topics such as the state of the art in intelligent systems and soft computing were also discussed.

Learn to harness the power of the Apex language to build Salesforce applications KEY FEATURES - Learn how to work with the Apex language. - Learn how to develop Apex Triggers. - Learn how to use SOQL and SOSL to retrieve data. - Learn how to write Object-Oriented Salesforce code. - Explore the best practices to deliver scalable and maintainable code. DESCRIPTION This book covers the fundamentals of the Salesforce Apex programming language used by developers to build powerful applications in the cloud. In this book, you will learn how to work with the Apex language to build scalable applications that can interact with and update data from your users. We cover the language from the ground up, introducing programming concepts such as variables and control statements alongside clear and concise examples to help you understand the key concepts and features. Platform-specific features such as Apex triggers, SOQL and SOSL are covered in detail to help ensure you deliver robust and scalable solutions.

Nuances and best practices for development are discussed along with how to effectively test your code to ensure that you can deploy it to users with confidence. Object-oriented programming in Apex is also covered in-depth to ensure that you can develop dynamic solutions and build for the future. The book also discusses and shows developers how to integrate with third-party solutions using REST APIs in Apex. By the end of the book, the reader will know how to start developing applications using Apex with confidence.

WHAT WILL YOU LEARN

- Learn how to declare variables in Apex.
- Understand how to work with collections in Apex.
- Use different control statements within Apex to control program flow.
- Learn how to use the built-in tools to test in Apex.
- Understand how to make callouts to external applications and data sources.

WHO THIS BOOK IS FOR This book is intended for those starting out with Apex, whether existing Salesforce Admins or those joining the Salesforce ecosystem with little professional prior programming experience, such as students. The reader is expected to have some basic familiarity with Salesforce as a platform, although key concepts are reviewed.

TABLE OF CONTENTS

0. Introduction
1. An Introduction to the Salesforce Platform
2. What is Apex?
3. Variables in Apex
4. Collections
5. Control Statements
6. Apex Triggers
7. SOQL
8. SOSL
9. Defining Apex Classes
10. Apex Class Inheritance
11. Testing Apex
12. Callouts in Apex
13. Epilogue

Learn how to build advanced reports and dashboards in Salesforce Lightning experience

About This Book Visualize and create advanced reports and dashboards using Lightning Experience

Improve overall business efficiency with advanced and effective reports and dashboards

Understand and create custom reports and

dashboards

Who This Book Is For This book is targeted at Salesforce.com administrators, business analysts, and managers who use Salesforce.com for their daily job and want to learn in depth about Salesforce Reporting and Dashboard in Lightning Experience. Readers should have a basic knowledge of Salesforce, such as: Accounts, Contacts, Leads, Opportunities and custom objects.

What You Will Learn

- Navigate in Salesforce.com within the Lightning Experience user interface
- Secure and share your reports and dashboards with other users
- Create, manage, and maintain reports using Report Builder
- Learn how the report type can affect the report generated
- Explore the report and dashboard folder and the sharing model
- Create reports with multiple formats and custom report types
- Explore various dashboard features in Lightning Experience
- Use Salesforce1, including accessing reports and dashboards
- In Detail Built on the Salesforce App Cloud, the new Lightning Experience combines the new Lightning Design System, Lightning App Builder, and Lightning Components to enable anyone to quickly and easily create modern enterprise apps.

The book will start with a gentle introduction to the basics of Salesforce reports and dashboards. It will also explain how to access reports in depth. Then you will learn how to create and manage reports, to use Schedule Report, and create advanced report configurations. The next section talks about dashboards and will enable you to understand and compare various types of dashboard component and how you can benefit the most from each of them. Then we move on to advanced topics and explain tips and tricks related to reports and dashboards, including reporting snapshots, report parameters, and collaboration. Finally, we will discuss how to access dashboards and reports from the Salesforce1 mobile app. Style

and approach This comprehensive guide covers the advanced features of the all new Salesforce Lightning concepts and communicates them through a practical approach to explore the underlying concepts of how, when, and why to use them.

The first textbook to teach students how to build data analytic solutions on large data sets using cloud-based technologies. This is the first textbook to teach students how to build data analytic solutions on large data sets (specifically in Internet of Things applications) using cloud-based technologies for data storage, transmission and mashup, and AI techniques to analyze this data. This textbook is designed to train college students to master modern cloud computing systems in operating principles, architecture design, machine learning algorithms, programming models and software tools for big data mining, analytics, and cognitive applications. The book will be suitable for use in one-semester computer science or electrical engineering courses on cloud computing, machine learning, cloud programming, cognitive computing, or big data science. The book will also be very useful as a reference for professionals who want to work in cloud computing and data science. Cloud and Cognitive Computing begins with two introductory chapters on fundamentals of cloud computing, data science, and adaptive computing that lay the foundation for the rest of the book. Subsequent chapters cover topics including cloud architecture, mashup services, virtual machines, Docker containers, mobile clouds, IoT and AI, inter-cloud mashups, and cloud performance and benchmarks, with a focus on Google's Brain Project, DeepMind, and X-Lab programs, IBKai HwangM SyNapse, Bluemix programs, cognitive initiatives, and neurocomputers. The book then covers machine learning algorithms and cloud programming

software tools and application development, applying the tools in machine learning, social media, deep learning, and cognitive applications. All cloud systems are illustrated with big data and cognitive application examples.

Migrate your data to Salesforce and build low-maintenance and high-performing data integrations to get the most out of Salesforce and make it a "go-to" place for all your organization's customer information. When companies choose to roll out Salesforce, users expect it to be the place to find any and all Information related to a customer—the coveted Client 360° view. On the day you go live, users expect to see all their accounts, contacts, and historical data in the system. They also expect that data entered in other systems will be exposed in Salesforce automatically and in a timely manner. This book shows you how to migrate all your legacy data to Salesforce and then design integrations to your organization's mission-critical systems. As the Salesforce platform grows more powerful, it also grows in complexity. Whether you are migrating data to Salesforce, or integrating with Salesforce, it is important to understand how these complexities need to be reflected in your design. Developing Data Migrations and Integrations with Salesforce covers everything you need to know to migrate your data to Salesforce the right way, and how to design low-maintenance, high-performing data integrations with Salesforce. This book is written by a practicing Salesforce integration architect with dozens of Salesforce projects under his belt. The patterns and practices covered in this book are the results of the lessons learned during those projects. What You'll Learn Know how Salesforce's data engine is architected and why

Use the Salesforce Data APIs to load and extract data Plan and execute your data migration to Salesforce Design low-maintenance, high-performing data integrations with Salesforce Understand common data integration patterns and the pros and cons of each Know real-time integration options for Salesforce Be aware of common pitfalls Build reusable transformation code covering commonly needed Salesforce transformation patterns Who This Book Is For Those tasked with migrating data to Salesforce or building ongoing data integrations with Salesforce, regardless of the ETL tool or middleware chosen; project sponsors or managers nervous about data tracks putting their projects at risk; aspiring Salesforce integration and/or migration specialists; Salesforce developers or architects looking to expand their skills and take on new challenges

Build interactive dashboards using Salesforce Einstein analytics. Explore all of your data quickly and easily by providing AI-powered advanced analytics, right in Salesforce. You will manage datasets, query data with Salesforce Analytics Query Language (SAQL), and customize dashboards. Because Einstein Analytics is new, the curve to learn this technology can be difficult. This book guides you step-by-step in simple, easy-to-understand terms to get data from the Salesforce platform to the Einstein Analytics platform and also shows you how to import external data (e.g., CSV files). Core chapters focus on understanding data sources, dataflow, dataset, and lens leading up to building dashboards from scratch. Advanced features such as data transformation using computeExpression and computeRelative as well as dataflow with a multi-value lookup are explored. What You Will Learn Use data from Salesforce and external sources Create a dataflow to build a

flexible dataset Build dashboards using Einstein Analytics Explore and analyze data using Einstein Analytics Utilize SAQL and binding to create advance dashboards Who This Book Is For IT users getting started with Einstein Analytics, Salesforce consultants starting new Einstein Analytics projects, and power users familiar with Salesforce reporting and dashboards who want to get up to speed on new analytics features

Knowledge for Free... Get that job, you aspire for! Want to switch to that high paying job? Or are you already been preparing hard to give interview the next weekend? Do you know how many people get rejected in interviews by preparing only concepts but not focusing on actually which questions will be asked in the interview? Don't be that person this time. This is the most comprehensive Salesforce interview questions book that you can ever find out. It contains: 1000 most frequently asked and important Salesforce interview questions and answers Wide range of questions which cover not only basics in Salesforce but also most advanced and complex questions which will help freshers, experienced professionals, senior developers, testers to crack their interviews.

Design and develop state-of-the-art applications using Force.com's powerful development platform About This Book Flaunt your skillsets by developing complex applications that include demanding concepts such as triggers, Visualforce controllers, batch jobs, and Lightning components Earn the gratitude of your colleagues by structuring a project so that multiple developers can work independently of each other Kevin Poorman, the author of the book and a Force.com MVP, shares his years of Force.com knowledge and experience with you through the medium of telling examples Who This Book Is For If you're a Force.com devel-

oper with a fundamental understanding of Apex and JavaScript but now want to enhance your skills with tips, tricks, and guidance on the best architectural and engineering practices, then this book is for you. What You Will Learn Creating triggers, and the best practices for writing them Developing a number of Visualforce controllers and extensions Integrating third-party web APIs into your Apex code Writing unit tests that cover testing bulk safety, user and profile settings, and negative tests Creating a Lightning component for use in Salesforce1 Getting acquainted with various methods for deploying metadata between orgs Using the Rest sObject API for access to Salesforce objects and data using the REST methodology Learning about overarching architectural considerations such as naming conventions, testing practices, and data modeling practices In Detail Force.com is an extremely powerful, scalable, and secure cloud platform, delivering a complete technology stack, ranging from databases and security to workflow and the user interface. With salesforce.com's Force.com cloud platform, you can build any business application and run it on your servers. The book will help you enhance your skillset and develop complex applications using Force.com. It gets you started with a quick refresher of Force.com's development tools and methodologies, and moves to an in-depth discussion of triggers, bulkification, DML order of operations, and trigger frameworks. Next, you will learn to use batchable and schedulable interfaces to process massive amounts of information asynchronously. You will also be introduced to Salesforce Lightning and cover components—including backend (apex) controllers, frontend (JavaScript) controllers, events, and attributes—in detail. Moving on, the book will focus on testing various apex components: what to test,

when to write the tests, and—most importantly—how to test. Next, you will develop a changeset and use it to migrate your code from one org to another, and learn what other tools are out there for deploying metadata. You will also use command-line tools to authenticate and access the Force.com Rest sObject API and the Bulk sObject API; additionally, you will write a custom Rest endpoint, and learn how to structure a project so that multiple developers can work independently of each other without causing metadata conflicts. Finally, you will take an in-depth look at the overarching best practices for architecture (structure) and engineering (code) applications on the Force.com platform. Style and approach A step-by-step tutorial, with plenty of tips and tricks that will help you develop complex Force.com applications. Using a friendly, accessible and visual learning style, this book takes the reader through the details of setting up their development environment and PHP code basics as painlessly as possible, and shows how to wire together several real world PHP projects. The PHP code offered here generates semantically-sound markup, which is then attractively styled using CSS. The book is up-to-date with the latest versions of PHP (6) and MySQL (5) but is written to be compatible with older versions that readers might find on their hosting servers. Unlike other references, This book teaches security right from the start.

Design customized software solutions using the Salesforce Application Development services. KEY FEATURES ● Get an overview of Salesforce ● Understand the Design and Data Process ● Automate Business Process using Salesforce tools ● Study up on Security & Data Management in Salesforce ● Learn how to write code

on the Salesforce Platform DESCRIPTION This book enables you to use Salesforce as per your business needs. You will get an overview of all the aspects and features of Salesforce. Following the introduction, the book focuses on how to design an app. You will then learn how to use the Salesforce Data Process and Security Architecture in the app design. Moving on, you will understand how to use force.com to customize the UI and automate the process. Lastly, you will learn how to deploy and debug the app. If you are planning to get a PD1(Platform Developer 1), Admin, or App builder certification, this book is for you. WHAT YOU WILL LEARN ● Get to know more about the Lightning Experience Unit ● Learn how to develop reports and dashboards in Salesforce ● Get familiar with the basics of Salesforce Apex Coding and Programming ● Learn how to use Custom Controllers and Controller Extensions in Salesforce ● Learn how to integrate Email services in Salesforce WHO THIS BOOK IS FOR This book is designed for

Computer Science students who want to learn Salesforce. It is also for Salesforce Admins, who wants to explore the coding part of Salesforce. This book will also help professionals to clear PD1(Platform Developer 1), Admin, and App builder certification. TABLE OF CONTENTS 1. Introduction to Cloud Computing 2. Salesforce Fundamentals 3. Introduction to Salesforce Lightning Interface 4. Introduction to CRM 5. Organisational Set up 6. Designing Applications on Force.com 7. Implementing Business Processes 8. Data Management 9. Data Analytics - Reports & Dashboards 10. SECURITY AND ACCESS 11. Introduction to Chatter 12. Mobile Administration 13. Programming with Apex 14. Use SOQL & SOSL 15. DML Essentials 16. Trigger Essential 17. Creating Visualforce Pages 18. Working with Custom Controllers and Controller Extensions 19. More Customization Less Programming 20. Testing Essentials 21. Scheduler, Batch, Email Service, Integration 22. Debugging & Deployment