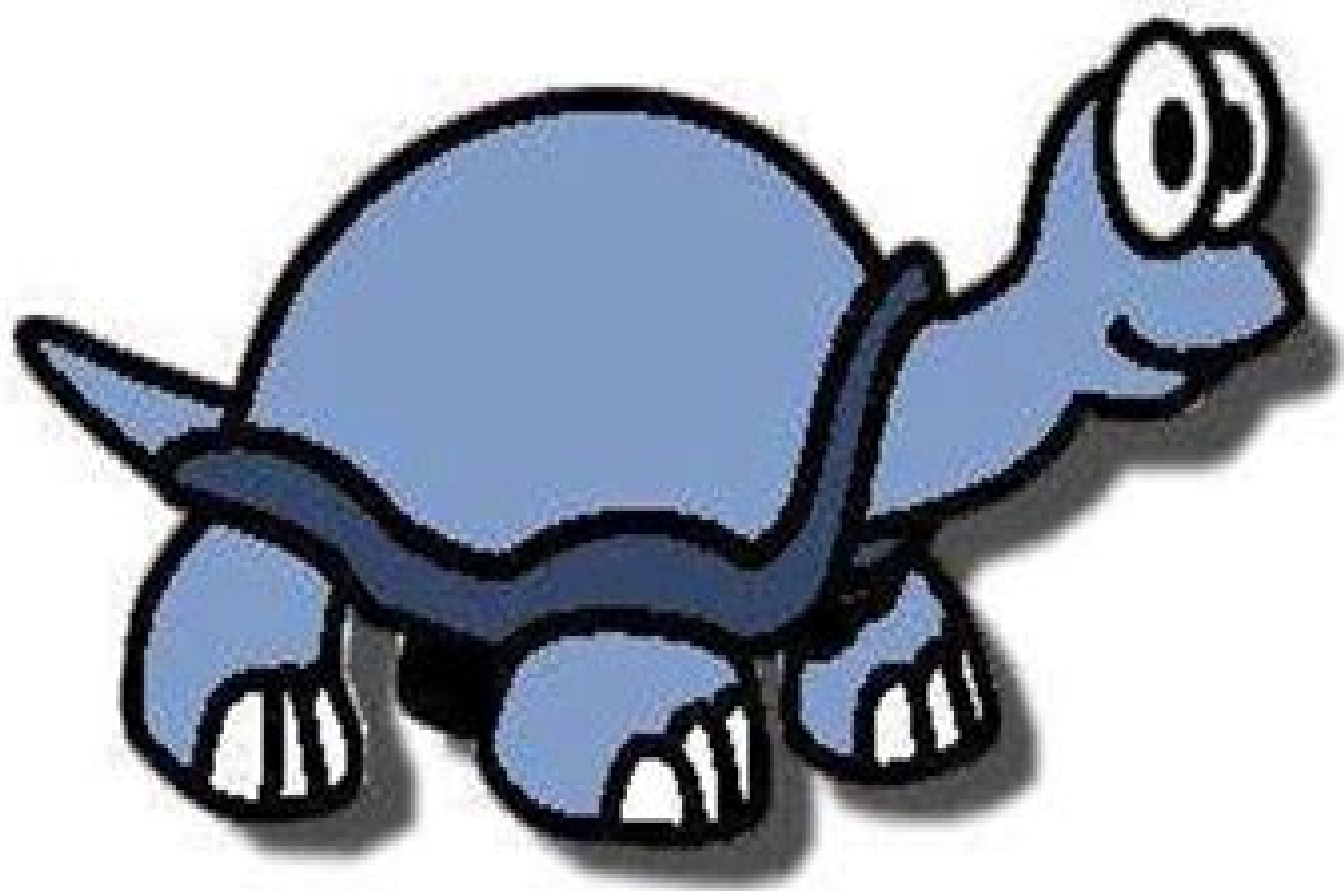




TortoiseSVN

Tortoise Subversion Manual

Edward Crookshanks



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Rails on Windows Curt Hibbs, Brian Hogan, Brian P. Hogan, 2007 It's no secret that the entire Ruby on Rails core team uses OS X as their preferred development environment. Because of this it is very easy to find authoritative information on the web about using Rails on OS X. But the truth is that Windows developers using Rails probably outnumber those using other platforms. A Windows development environment can be just as productive as any other platform. This is a guide to developing with Ruby on Rails under Windows. It won't teach you how to write Ruby on Rails web applications but it will show you what tools to use and how to set them up to create a complete Rails development environment. Practical Software Development Techniques Edward Crookshanks, 2014-11-12 This book provides an overview of tools and techniques used in enterprise software development many of which are not taught in academic programs or learned on the job. This is an ideal resource containing lots of practical information and code examples that you need to master as a member of an enterprise development team. This book aggregates many of these on the job tools and techniques into a concise format and presents them as both discussion topics and with code examples. The reader will not only get an overview of these tools and techniques but also several discussions concerning operational aspects of enterprise software development and how it differs from smaller development efforts. For example in the chapter on Design Patterns and Architecture the author describes the basics of design patterns but only highlights those that are more important in enterprise applications due to separation of duties, enterprise security, etc. The architecture discussion revolves around how different teams may manage different aspects of the application's components with little or no access to the developer. This aspect of restricted access is also mentioned in the section on logging. Theory of logging and discussions of what to log are briefly mentioned, the configuration of the logging tools is demonstrated along with a discussion of why it's very important in an enterprise environment.

Practical Enterprise Software Development Techniques Edward Crookshanks, 2015-03-03 This expanded and updated edition of *Practical Enterprise Software Development Techniques* includes a new chapter which explains what makes enterprise scale software development different from other development endeavors. Chapter 4 has been expanded with additional coverage of code review, bug tracker systems and agile software applications. The chapter order has been changed in response to feedback from readers and instructors who have taught classes using the previous version which was also published by Apress. This book provides an overview of tools and techniques used in enterprise software development many of which are not taught in academic programs or learned on the job. This is an ideal resource containing lots of practical information and code examples that you need to master as a member of an enterprise development team. This book aggregates many of these on the job tools and techniques into a concise format and presents them as both discussion topics and with code examples. The reader will not only get an overview of these tools and techniques but also several discussions concerning operational aspects of enterprise software development and how it differs from smaller development efforts. For

example in the chapter on Design Patterns and Architecture the author describes the basics of design patterns but only highlights those that are more important in enterprise applications due to separation of duties enterprise security etc The architecture discussion revolves has a similar emphasis different teams may manage different aspects of the application s components with little or no access to the developer This aspect of restricted access is also mentioned in the section on logging Theory of logging and discussions of what to log are briefly mentioned the configuration of the logging tools is demonstrated along with a discussion of why it s very important in an enterprise environment

The Definitive Guide to symfony Francois Zaninotto,Fabien Potencier,2007-04-01 This book authored by project and documentation leads Fabien Potencier and Fran ois Zaninotto serves as a complete guide to all aspects of Symfony Readers are guided through fundamental concepts such as installation configuration and security followed by thorough discussion of advanced concepts such as scaffolding routing caching and internationalization Bundled with numerous tools for helping document debug and test your applications and developed in a manner encouraging agile development principles Symfony is sparking the imagination of thousands of developers around the globe

Level Up! The Guide to Great Video Game Design Henry Harvin,2023-10-04 Level Up The Guide to Great Video Game Design is the ultimate handbook for gamers of all levels Whether you re a casual player or a seasoned pro this book has something for everyone With detailed guides on popular games tips and tricks to improve your skills and insights into the gaming industry you ll be able to take your gaming to the next level Learn how to master your favorite games with step by step instructions and expert advice Discover new games and genres to explore and get insider knowledge on the latest gaming trends From PC to console to mobile gaming this book covers it all But Level Up The Guide to Great Video Game Design isn t just about playing games it s also about building a community around your passion Find out how to connect with other gamers join online communities and even start your own gaming channel or stream Packed with valuable information and entertaining anecdotes Guide to Gaming is a must read for anyone who loves gaming

The Essential Guide to 3D in Flash Richard Olsson,Rob Bateman,2010-08-06 If you are an ActionScript developer or designer and you would like to work with 3D in Flash this book is for you You will learn the core Flash 3D concepts using the open source Away3D engine as a primary tool Once you have mastered these skills you will be able to realize the possibilities that the available Flash 3D engines languages and technologies have to offer you with Flash and 3D Describes 3D concepts in theory and their implementation using Away3D Dives right in to show readers how to quickly create an interactive animated 3D scene and builds on that experience throughout the book Each chapter contains a number of tutorials that focus on one specific feature or group of features

The Hands-on ARM mbed Development Lab Manual Agus Kurniawan, This book helps you to get started with ARM mbed development Several codes samples are provided to illustrate how to work with ARM mbed boards using online mbed Compiler The following is highlight topics in this book Setting Up Development Environment mbed Digital I O ARM mbed UART mbed Analog I O mbed I2C TWI mbed SPI

mbed and Bluetooth Low Energy BLE Controlling Servo Motor **The Art of Lean Software Development** Curt Hibbs, Steve Jewett, Mike Sullivan, 2009-01-15 This succinct book explains how you can apply the practices of Lean software development to dramatically increase productivity and quality Based on techniques that revolutionized Japanese manufacturing Lean principles are being applied successfully to product design engineering the supply chain and now software development With *The Art of Lean Software Development* you'll learn how to adopt Lean practices one at a time rather than taking on the entire methodology at once As you master each practice you'll see significant measurable results With this book you will Understand Lean's origins from Japanese industries and how it applies to software development Learn the Lean software development principles and the five most important practices in detail Distinguish between the Lean and Agile methodologies and understand their similarities and differences Determine which Lean principles you should adopt first and how you can gradually incorporate more of the methodology into your process Review hands-on practices including descriptions benefits trade-offs and roadblocks Learn how to sell these principles to management *The Art of Lean Software Development* is ideal for busy people who want to improve the development process but can't afford the disruption of a sudden and complete transformation The Lean approach has been yielding dramatic results for decades and with this book you can make incremental changes that will produce immediate benefits This book presents Lean practices in a clear and concise manner so readers are motivated to make their software more reliable and less costly to maintain I recommend it to anyone looking for an easy-to-follow guide to transform how the developer views the process of writing good software Bryan Wells Boeing Intelligence Security Systems Mission System If you're new to Lean software development and you're not quite sure where to start this book will help get your development process going in the right direction one step at a time John McClenning software development lead Aclara *TortoiseSVN 1.7 Beginner's Guide* Lesley Harrison, 2010-01-31 Written in an engaging style this book offers step-by-step examples with screenshots offering clear guidance at key steps It uses the example of a small software house called Shiny Moose Software to guide you through the features of TortoiseSVN If you are a software developer translator or documentation writer or if your software house open source project relies on TortoiseSVN for version control then this book is for you No prior experience with TortoiseSVN or version control is required As long as you are a confident user of Windows you will be able to use this book to get started easily with TortoiseSVN *Beginning Smartphone Web Development* Gail Frederick, Rajesh Lal, 2010-04-15 Today's Web 2.0 applications like Facebook and Twitter go far beyond the confines of the desktop and are widely used on mobile devices The mobile Web has become incredibly popular given the success of the iPhone and BlackBerry the importance of Windows Mobile and the emergence of Palm Pre and its webOS platform At Apress we are fortunate to have Gail Frederick of the well-known training site Learn the Mobile Web offer her expert advice in *Beginning Smartphone Web Development* In this book Gail teaches the web standards and fundamentals specific to smartphones and other feature-driven mobile phones and devices Shows you how to build

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[ANALOG '05](#) Wolfgang Mathis,2005 *Foundation Version Control for Web Developers* Chris Kemper,Ian Oxley,2012-06-11 Foundation Version Control for Web Developers explains how version control works what you can do with it and how Using a friendly and accessible tone you will learn how to use the three leading version control systems Subversion Git and Mercurial on multiple operating systems The history and integral concepts of version control are covered so that you will gain a thorough understanding of the subject and why it should be used to manage all changes in web development projects This book covers the valuable knowledge and transferable skills that will enable you use one of the three leading systems as well as easily switch to new systems that will arise in the workplace Topics covered include How to choose the correct software for your needs Creating and working with repositories Understanding trunks branches hooks conflicts and merging Setting up repository servers and integrating with Apache Using Terminal and understanding alternatives Foundation Version Control for Web Developers is a concise beginner s course for designer and developer alike Even if you have no prior knowledge of version control this book will provide you with the knowledge to fully manage projects from start to finish ensuring your projects are as seamless and successful as you need them to be

Empirical Research in Software Engineering Ruchika Malhotra,2016-03-09 Empirical research has now become an essential component of software engineering yet software practitioners and researchers often lack an understanding of how the empirical procedures and practices are applied in the field Empirical Research in Software Engineering Concepts Analysis and Applications shows how to implement empirical research pro

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Assessment of Software Clones Saman Bazrafshan, 2017-06-30 Redundancies in program source code software clones are a common phenomenon Although it is often claimed that software clones decrease the maintainability of software systems and need to be managed research in the last couple of years showed that not all clones can be considered harmful A sophisticated assessment of the relevance of software clones and a cost benefit analysis of clone management is needed to gain a better understanding of cloning and whether it is truly a harmful phenomenon This thesis introduces techniques to model analyze and evaluate versatile aspects of software clone evolution within the history of a system We present a mapping of non identical clones across multiple versions of a system that avoids possible ambiguities of previous approaches Though processing more data to determine the context of each clone to avoid an ambiguous mapping the approach is shown to be efficient and applicable to large systems for a retrospective analysis of software clone evolution The approach has been used in several studies to gain insights into the phenomenon of cloning in open source as well as industrial software systems Our results show that non identical clones require more attention regarding clone management compared to identical clones as they are the dominating clone type for the main share of our subject systems Using the evolution model to investigate costs and benefits of refactorings that remove clones we conclude that clone removals could not reduce maintenance costs for most systems under study

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