
Rust In Action

Rust

Practical Rust Projects

Sea of Rust

Rust in Action

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The Rust Programming Language (Covers Rust 2018)

Programming Rust

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Programming Rust
Lift in Action
Evolution in Action
Rust Attack!
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American Rust
Go in Action
Rust Programming Cookbook
Practical Machine Learning with Rust
Nim in Action
HTML5 in Action
Rust Web Programming
Practical System Programming for Rust Developers
The Green Rust
Taking Action with Teacher Research
Kafka Streams in Action
ASP.NET Core in Action
Rails 4 in Action
AspectJ in Action
Mastering Rust

Rust Servers, Services, and Apps
Rust for Rustaceans
Hands-On Concurrency with Rust

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Rust In Action *by guest*

LESTER MICHAEL

Rust Harper Collins
Railey dreams of winning the drone races with her bio-robotic gecko friend, Atti. But when a bounty hunter crashes their biggest race yet, the pair are forced to flee skywards. The danger is bigger than anything they'd imagined: a huge trash bomb, and its

power-crazed creator, threaten to destroy the world ...

Practical Rust Projects
Packt Publishing Ltd
Summary Revised and updated for Elixir 1.7, Elixir in Action, Second Edition teaches you how to apply Elixir to practical problems associated with scalability, fault tolerance, and high availability. Along the way, you'll develop an appreciation for, and considerable skill

in, a functional and concurrent style of programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology When you're building mission-critical software, fault tolerance matters. The Elixir programming language delivers fast, reliable applications, whether you're building a large-scale distributed

system, a set of backend services, or a simple web app. And Elixir's elegant syntax and functional programming mindset make your software easy to write, read, and maintain. About the Book Elixir in Action, Second Edition teaches you how to build production-quality distributed applications using the Elixir programming language. Author Saša Jurić introduces this powerful language using examples that highlight the benefits of Elixir's functional and concurrent programming.

You'll discover how the OTP framework can radically reduce tedious low-level coding tasks. You'll also explore practical approaches to concurrency as you learn to distribute a production system over multiple machines. What's inside Updated for Elixir 1.7 Functional and concurrent programming Introduction to distributed system design Creating deployable releases About the Reader You'll need intermediate skills with client/server applications and a language like Java,

C#, or Ruby. No previous experience with Elixir required. About the Author Saša Jurić is a developer with extensive experience using Elixir and Erlang in complex server-side systems. Table of Contents First steps Building blocks Control flow Data abstractions Concurrency primitives Generic server processes Building a concurrent system Fault-tolerance basics Isolating error effects Beyond GenServer Working with components Building a distributed system

Running the system
[Sea of Rust](#) Simon and Schuster
ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Summary Fully updated to ASP.NET 5.0, ASP.NET Core in Action, Second Edition is a hands-on primer to building cross-platform web applications with your C# and .NET skills. Even if you've never worked with ASP.NET

you'll start creating productive cross-platform web apps fast. And don't worry about late-breaking changes to ASP.NET Core. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Build full-stack web applications that run anywhere. Developers love ASP.NET Core for its libraries and pre-built components that maximize productivity. Version 5.0 offers new features for server-side apps, as well as

background services for cross-platform development. About the book ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Illustrations and annotated code make learning visual and easy. Master logins, dependency injection, security, and more. This updated edition covers the latest features, including Razor Pages and

the new hosting paradigm. What's inside
 Developing apps for Windows and non-Windows servers
 Configuring applications
 Building custom components Logging, testing, and security
 About the reader For intermediate C# developers. About the author Andrew Lock is a Microsoft MVP who has worked with ASP.NET Core since before its first release. Table of Contents
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Rust in Action Simon and Schuster

Rust is an exciting new programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters - and what better way to learn than by making games. Each chapter in this book presents hands-

on, practical projects ranging from "Hello, World" to building a full dungeon crawler game. With this book, you'll learn game development skills applicable to other engines, including Unity and Unreal. Rust is an exciting programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters. With Rust, you have a shiny new playground where your game ideas can flourish. Each chapter in this book presents

hands-on, practical projects that take you on a journey from "Hello, World" to building a full dungeon crawler game. Start by setting up Rust and getting comfortable with your development environment. Learn the language basics with practical examples as you make your own version of Flappy Bird. Discover what it takes to randomly generate dungeons and populate them with monsters as you build a complete dungeon crawl game. Run game systems concurrently for high-

performance and fast game-play, while retaining the ability to debug your program. Unleash your creativity with magical items, tougher monsters, and intricate dungeon design. Add layered graphics and polish your game with style. What You Need: A computer running Windows 10, Linux, or Mac OS X. A text editor, such as Visual Studio Code. A video card and drivers capable of running OpenGL 3.2.
Elixir in Action Simon and Schuster

Adopt the Rust programming language by learning how to build fully functional web applications and services and address challenges relating to safety and performance Key Features Build scalable web applications in Rust using popular frameworks such as Actix, Rocket, and Warp Create front-end components that can be injected into multiple views Develop data models in Rust to interact with the database Book Description Are safety and high performance a big

concern for you while developing web applications? While most programming languages have a safety or speed trade-off, Rust provides memory safety without using a garbage collector. This means that with its low memory footprint, you can build high-performance and secure web apps with relative ease. This book will take you through each stage of the web development process, showing you how to combine Rust and modern web development principles to build

supercharged web apps. You'll start with an introduction to Rust and understand how to avoid common pitfalls when migrating from traditional dynamic programming languages. The book will show you how to structure Rust code for a project that spans multiple pages and modules. Next, you'll explore the Actix Web framework and get a basic web server up and running. As you advance, you'll learn how to process JSON requests and display data from the web app via HTML, CSS,

and JavaScript. You'll also be able to persist data and create RESTful services in Rust. Later, you'll build an automated deployment process for the app on an AWS EC2 instance and Docker Hub. Finally, you'll play around with some popular web frameworks in Rust and compare them. By the end of this Rust book, you'll be able to confidently create scalable and fast web applications with Rust. What you will learnStructure scalable web apps in Rust in

Rocket, Actix Web, and WarpApply data persistence for your web apps using PostgreSQLBuild login, JWT, and config modules for your web appsServe HTML, CSS, and JavaScript from the Actix Web serverBuild unit tests and functional API tests in Postman and NewmanDeploy the Rust app with NGINX and Docker onto an AWS EC2 instanceWho this book is for This book on web programming with Rust is for web developers who have programmed in

traditional languages such as Python, Ruby, JavaScript, and Java and are looking to develop high-performance web applications with Rust. Although no prior experience with Rust is necessary, a solid understanding of web development principles and basic knowledge of HTML, CSS, and JavaScript are required if you want to get the most out of this book.

Rust Programming By

Example Simon and Schuster
Practical solutions to

overcome challenges in creating console and web applications and working with systems-level and embedded code, network programming, deep neural networks, and much more. Key FeaturesWork through recipes featuring advanced concepts such as concurrency, unsafe code, and macros to migrate your codebase to the Rust programming language Learn how to run machine learning models with Rust Explore error handling, macros, and modularization to

write maintainable codeBook Description Rust 2018, Rust's first major milestone since version 1.0, brings more advancement in the Rust language. The Rust Programming Cookbook is a practical guide to help you overcome challenges when writing Rust code. This Rust book covers recipes for configuring Rust for different environments and architectural designs, and provides solutions to practical problems. It will also take you through Rust's core concepts,

enabling you to create efficient, high-performance applications that use features such as zero-cost abstractions and improved memory management. As you progress, you'll delve into more advanced topics, including channels and actors, for building scalable, production-grade applications, and even get to grips with error handling, macros, and modularization to write maintainable code. You will then learn how to overcome common roadblocks when using

Rust for systems programming, IoT, web development, and network programming. Finally, you'll discover what Rust 2018 has to offer for embedded programmers. By the end of the book, you'll have learned how to build fast and safe applications and services using Rust. What you will learn Understand how Rust provides unique solutions to solve system programming language problems Grasp the core concepts of Rust to develop fast and safe applications Explore the

possibility of integrating Rust units into existing applications for improved efficiency Discover how to achieve better parallelism and security with Rust Write Python extensions in Rust Compile external assembly files and use the Foreign Function Interface (FFI) Build web applications and services using Rust for high performance Who this book is for The Rust cookbook is for software developers looking to enhance their knowledge of Rust and leverage its

features using modern programming practices. Familiarity with Rust language is expected to get the most out of this book.

City of Rust "O'Reilly Media, Inc."

Go beyond the basics and build complete applications using the Rust programming language. The applications in this book include a high-performance web client, a microcontroller (for a robot, for example), a game, an app that runs on Android, and an

application that incorporates AI and machine learning. Each chapter will be organized in the following format: what this kind of application looks like; requirements and user stories of our example program; an introduction to the Rust libraries used; the actual implementation of the example program, including common pitfalls and their solutions; and a brief comparison of libraries for building each application, if there is no clear winner. Practical Rust Projects will open

your eyes to the world of practical applications of Rust. After reading the book, you will be able to apply your Rust knowledge to build your own projects. What You Will Learn Write Rust code that runs on microcontrollers Build a 2D game Create Rust-based mobile Android applications Use Rust to build AI and machine learning applications Who This Book Is For Someone with basic Rust knowledge, wishing to learn more about how to apply Rust in a real-world

scenario.

The Fine Color of Rust

Pragmatic Bookshelf

Explore various Rust features, data structures, libraries, and toolchain to build modern systems software with the help of hands-on examples Key Features Learn techniques to design and build system tools and utilities in Rust Explore the different features of the Rust standard library for interacting with operating systems Gain an in-depth understanding of the Rust programming language by writing low-level

software Book Description Modern programming languages such as Python, JavaScript, and Java have become increasingly accepted for application-level programming, but for systems programming, C and C++ are predominantly used due to the need for low-level control of system resources. Rust promises the best of both worlds: the type safety of Java, and the speed and expressiveness of C++, while also including memory safety without a

garbage collector. This book is a comprehensive introduction if you're new to Rust and systems programming and are looking to build reliable and efficient systems software without C or C++. The book takes a unique approach by starting each topic with Linux kernel concepts and APIs relevant to that topic. You'll also explore how system resources can be controlled from Rust. As you progress, you'll delve into advanced topics. You'll cover network programming, focusing on

aspects such as working with low-level network primitives and protocols in Rust, before going on to learn how to use and compile Rust with WebAssembly. Later chapters will take you through practical code examples and projects to help you build on your knowledge. By the end of this Rust programming book, you will be equipped with practical skills to write systems software tools, libraries, and utilities in Rust. What you will learn Gain a solid understanding of how

system resources are managed Use Rust confidently to control and operate a Linux or Unix system Understand how to write a host of practical systems software tools and utilities Delve into memory management with the memory layout of Rust programs Discover the capabilities and features of the Rust Standard Library Explore external crates to improve productivity for future Rust programming projects Who this book is for This book is for developers with basic

knowledge of Rust but little to no knowledge or experience of systems programming. System programmers who want to consider Rust as an alternative to C or C++ will also find this book useful.

Rust Quick Start Guide

Packt Publishing Ltd
Summary HTML5 in Action provides a complete introduction to web development using HTML5. You'll explore every aspect of the HTML5 specification through real-world examples and code

samples. It's much more than just a specification reference, though. It lives up to the name HTML5 in Action by giving you the practical, hands-on guidance you'll need to use key features. About the Technology HTML5 is not a few new tags and features added to an old standard—it's the foundation of the modern web, enabling its interactive services, single-page UI, interactive games, and complex business applications. With support for standards-driven mobile

app development, powerful features like local storage and WebSockets, superb audio and video APIs, and new layout options using CSS3, SVG, and Canvas, HTML5 has entered its prime time. About the Book HTML5 in Action provides a complete introduction to web development using HTML5. It explores the HTML5 specification through real-world examples and code samples. It earns the name "in Action" by giving you the practical, hands-

on guidance you'll need to confidently build the sites and applications you—and your clients—have been wanting for years. This book concentrates on new HTML5 features and assumes you are familiar with standard HTML. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside New semantic elements and form input types Single-page application design Creating interactive graphics Mobile web apps

About the Authors Rob Crowther is a web developer and blogger and the author of Manning's Hello! HTML5 & CSS3. Joe Lennon is an enterprise mobile application developer. Ash Blue builds award-winning interactive projects. Greg Wanish is an independent web and eCommerce developer. Table of Contents PART 1 INTRODUCTION HTML5: from documents to applications PART 2 BROWSER-BASED APPS Form creation: input widgets, data binding, and

data validation File editing and management: rich formatting, file storage, drag and drop Messaging: communicating to and from scripts in HTML5 Mobile applications: client storage and offline execution PART 3 INTERACTIVE GRAPHICS, MEDIA, AND GAMING 2D Canvas: low-level, 2D graphics rendering SVG: responsive in-browser graphics Video and audio: playing media in the browser WebGL: 3D application development Plus 10 Appendixes Programming

WebAssembly with Rust Pragmatic Bookshelf Design and implement professional level programs by exploring modern data structures and algorithms in Rust. Key Features Use data structures such as arrays, stacks, trees, lists and graphs with real-world examples Learn the functional and reactive implementations of the traditional data structures Explore illustrations to present data structures and algorithms, as well as their analysis, in a clear,

visual manner. Book Description Rust has come a long way and is now utilized in several contexts. Its key strengths are its software infrastructure and resource-constrained applications, including desktop applications, servers, and performance-critical applications, not forgetting its importance in systems' programming. This book will be your guide as it takes you through implementing classic data structures and algorithms in Rust, helping you to get up and

running as a confident Rust programmer. The book begins with an introduction to Rust data structures and algorithms, while also covering essential language constructs. You will learn how to store data using linked lists, arrays, stacks, and queues. You will also learn how to implement sorting and searching algorithms. You will learn how to attain high performance by implementing algorithms to string data types and implement hash structures in algorithm

design. The book will examine algorithm analysis, including Brute Force algorithms, Greedy algorithms, Divide and Conquer algorithms, Dynamic Programming, and Backtracking. By the end of the book, you will have learned how to build components that are easy to understand, debug, and use in different applications. What you will learn Design and implement complex data structures in Rust Analyze, implement, and improve searching and sorting algorithms in Rust Create

and use well-tested and reusable components with Rust. Understand the basics of multithreaded programming and advanced algorithm design. Become familiar with application profiling based on benchmarking and testing. Explore the borrowing complexity of implementing algorithms. Who this book is for: This book is for developers seeking to use Rust solutions in a practical/professional setting; who wants to learn essential Data Structures and Algorithms

in Rust. It is for developers with basic Rust language knowledge, some experience in other programming languages is required.

Rust in Action Random House

A practical guide to AOP and AspectJ. The reusable code examples should enable quick implementation and the use of Java as the base language makes AspectJ a relatively easy language to learn. The book is divided into three parts: introduction, examples and everyday situations in

which to use.

Hands-on Rust Simon and Schuster

An environmental journalist traces the historical war against rust, revealing how rust-related damage costs more than all other natural disasters combined and how it is combated by industrial workers, the government, universities and everyday people.

Hands-On Data Structures and Algorithms with Rust HarperCollins

Master professional-level coding in Rust. For developers who've

mastered the basics, this book is the next step on your way to professional-level programming in Rust. It covers everything you need to build and maintain larger code bases, write powerful and flexible applications and libraries, and confidently expand the scope and complexity of your projects. Author Jon Gjengset takes you deep into the Rust programming language, dissecting core topics like ownership, traits, concurrency, and unsafe code. You'll explore key

concepts like type layout and trait coherence, delve into the inner workings of concurrent programming and asynchrony with `async/await`, and take a tour of the world of `no_std` programming. Gjengset also provides expert guidance on API design, testing strategies, and error handling, and will help develop your understanding of foreign function interfaces, object safety, procedural macros, and much more. You'll Learn: • How to design reliable, idiomatic, and ergonomic Rust

programs based on best principles • Effective use of declarative and procedural macros, and the difference between them • How asynchrony works in Rust – all the way from the `Pin` and `Waker` types used in manual implementations of `Futures`, to how `async/await` saves you from thinking about most of those words • What it means for code to be `unsafe`, and best practices for writing and interacting with `unsafe` functions and traits • How to organize and configure more

complex Rust projects so that they integrate nicely with the rest of the ecosystem • How to write Rust code that can interoperate with non-Rust libraries and systems, or run in constrained and embedded environments

Brimming with practical, pragmatic insights that you can immediately apply, *Rust for Rustaceans* helps you do more with Rust, while also teaching you its underlying mechanisms. [Beginning Rust](#) Manning Publications

Systems programming provides the foundation for the world's computation. Writing performance-sensitive code requires a programming language that puts programmers in control of how memory, processor time, and other system resources are used. The Rust systems programming language combines that control with a modern type system that catches broad classes of common mistakes, from memory management errors to data races between

threads. With this practical guide, experienced systems programmers will learn how to successfully bridge the gap between performance and safety using Rust. Jim Blandy, Jason Orendorff, and Leonora Tindall demonstrate how Rust's features put programmers in control over memory consumption and processor use by combining predictable performance with memory safety and trustworthy concurrency. You'll learn: Rust's fundamental data

types and the core concepts of ownership and borrowing How to write flexible, efficient code with traits and generics How to write fast, multithreaded code without data races Rust's key power tools: closures, iterators, and asynchronous programming Collections, strings and text, input and output, macros, unsafe code, and foreign function interfaces This revised, updated edition covers the Rust 2021 Edition. *The Rust Programming Language (Covers Rust*

2018) Springer Science & Business Media Radiations, or Evolution in Action We have just celebrated the “Darwin Year” with the double anniversary of his 200th birthday and 150th year of his masterpiece, “On the Origin of Species by means of Natural Selection”. In this work, Darwin established the factual evidence of biological evolution, that species change over time, and that new organisms arise by the splitting of ancestral forms into two or more descendant

species. However, above all, Darwin provided the mechanisms by arguing convincingly that it is by natural selection – as well as by sexual selection (as he later added) – that organisms adapt to their environment. The many discoveries since then have essentially confirmed and strengthened Darwin’s central theses, with latest evidence, for example, from molecular genetics, revealing the evolutionary relationships of all life forms through one shared history of descent from a

common ancestor. We have also come a long way to progressively understand more on how new species actually originate, i. e. on speciation which remained Darwin's "mystery of m-teries", as noted in one of his earliest transmutation notebooks. Since speciation is the underlying mechanism for radiations, it is the ultimate causation for the biological diversity of life that surrounds us.

[Programming Rust](#)
Heinemann Educational

Books
Discover the world of Rust programming through real-world examples
Key Features Implement
various features of Rust to build blazingly fast applications
Learn to build GUI applications using Gtk-rs
Explore the multi-threading aspect of Rust to tackle problems in concurrency and in distributed environments
Book Description
Rust is an open source, safe, concurrent, practical language created by Mozilla. It runs blazingly fast, prevents segfaults,

and guarantees safety. This book gets you started with essential software development by guiding you through the different aspects of Rust programming. With this approach, you can bridge the gap between learning and implementing immediately. Beginning with an introduction to Rust, you'll learn the basic aspects such as its syntax, data types, functions, generics, control flows, and more. After this, you'll jump straight into building your first project, a Tetris

game. Next you'll build a graphical music player and work with fast, reliable networking software using Tokio, the scalable and productive asynchronous IO Rust library. Over the course of this book, you'll explore various features of Rust Programming including its SDL features, event loop, File I/O, and the famous GTK+ widget toolkit. Through these projects, you'll see how well Rust performs in terms of concurrency—including parallelism, reliability, improved performance,

generics, macros, and thread safety. We'll also cover some asynchronous and reactive programming aspects of Rust. By the end of the book, you'll be comfortable building various real-world applications in Rust. What you will learn Compile and run the Rust projects using the Cargo-Rust Package manager Use Rust-SDL features such as the event loop, windows, infinite loops, pattern matching, and more Create a graphical interface using Gtk-rs and

Rust-SDL Incorporate concurrency mechanism and multi-threading along with thread safety and locks Implement the FTP protocol using an Asynchronous I/O stack with the Tokio library Who this book is for This book is for software developers interested in system level and application programming who are looking for a quick entry into using Rust and understanding the core features of the Rust Programming. It's assumed that you have a basic understanding of

Java, C#, Ruby, Python, or JavaScript.

Iron and Rust (Throne of the Caesars, Book 1)

Packt Publishing Ltd

When rust begins to attack the famous Automette dancers, Mike and his robot partner Rod must investigate and discover what is causing the rust problem.

Programming Rust Packt Publishing Ltd

Get familiar with writing programs in the trending new systems programming language that brings together the powerful performance of

low-level languages with the advanced features like thread safety in multi-threaded code Key Features Learn the semantics of Rust, which can be significantly different from other programming languages Understand clearly how to work with the Rust compiler which strictly enforces rules that may not be obvious Examples and insights beyond the Rust documentation Book Description Rust is an emerging programming language applicable to

areas such as embedded programming, network programming, system programming, and web development. This book will take you from the basics of Rust to a point where your code compiles and does what you intend it to do! This book starts with an introduction to Rust and how to get set for programming, including the rustup and cargo tools for managing a Rust installation and development workflow. Then you'll learn about the fundamentals of structuring a Rust

program, such as functions, mutability, data structures, implementing behavior for types, and many more. You will also learn about concepts that Rust handles differently from most other languages. After understanding the Basics of Rust programming, you will learn about the core ideas, such as variable ownership, scope, lifetime, and borrowing. After these key ideas, you will explore making decisions in Rust based on data types by learning about match and if let

expressions. After that, you'll work with different data types in Rust, and learn about memory management and smart pointers. What you will learnInstall Rust and write your first program with itUnderstand ownership in RustHandle different data typesMake decisions by pattern matchingUse smart pointersUse generic types and type specializationWrite code that works with many data typesTap into the standard libraryWho this book is for This book is for people who are new to

Rust, either as their first programming language or coming to it from somewhere else.

Familiarity with computer programming in any other language will be helpful in getting the best out of this book.

Lift in Action Packt Publishing Ltd

Summary Go in Action introduces the Go language, guiding you from inquisitive developer to Go guru. The book begins by introducing the unique features and concepts of Go. Then, you'll get hands-on

experience writing real-world applications including websites and network servers, as well as techniques to manipulate and convert data at speeds that will make your friends jealous. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Application development can be tricky enough even when you aren't dealing with complex systems programming problems like web-scale

concurrency and real-time performance. While it's possible to solve these common issues with additional tools and frameworks, Go handles them right out of the box, making for a more natural and productive coding experience. Developed at Google, Go powers nimble startups as well as big enterprises—companies that rely on high-performing services in their infrastructure. About the Book Go in Action is for any intermediate-level developer who has experience with other

programming languages and wants a jump-start in learning Go or a more thorough understanding of the language and its internals. This book provides an intensive, comprehensive, and idiomatic view of Go. It focuses on the specification and implementation of the language, including topics like language syntax, Go's type system, concurrency, channels, and testing. What's Inside Language specification and implementation Go's type system Internals of Go's

data structures Testing and benchmarking About the Reader This book assumes you're a working developer proficient with another language like Java, Ruby, Python, C#, or C++. About the Authors William Kennedy is a seasoned software developer and author of the blog GoingGo.Net. Brian Ketelsen and Erik St. Martin are the organizers of GopherCon and coauthors of the Go-based Skynet framework. Table of Contents Introducing Go Go quick-start Packaging and tooling

Arrays, slices, and maps Go's type system Concurrency Concurrency patterns Standard library Testing and benchmarking *Evolution in Action* No Starch Press Build backend servers, services, and front-ends in Rust to get fast, reliable, and maintainable applications. Rust Servers, Services, and Apps is a hands-on guide to developing modern distributed web applications with Rust. You'll learn how to build efficient services, write

custom web servers, and even build full-stack applications end-to-end in Rust. You'll start with the foundations, using Rust to build an HTTP server, and RESTful API that you'll secure, debug, and evolve with fearless refactoring. You'll then put Rust through its paces to develop a digital storefront service, and a single-page client-side application. This fast-paced book is packed with code samples you can adapt to your own projects, and detailed annotations to help you

understand how Rust works under the hood.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub

formats from Manning Publications.