

# The Architecture Of Open Source Applications Amy Brown

Fundamentals of Software Architecture: Book Review #bookreview #softwarearchitecture #development Top Ten Books for Architecture Best books on Software Architecture Free and Open source Architecture software I wrote an Entire Book with Free and Open-Source Software Books on Software Architecture Books on System Design and System Design Interviews | System Architecture | Top 5 recommendations Fundamentals of Software Architecture — Neal Ford and Mark Richards Generic or Specific? Making Sensible Software Design Decisions • Bert Jan Schrijver • GOTO 2023 How to Create This Urban Diagram Under 10 Minutes | Site Diagram Illustrator Tutorial A Philosophy of Software Design: Book Review and Verdict An Architects Own Home Designed for Him \u0026 His Young Family (House Tour) Project of the Month | Seaview | Voxell A \$9 Introduction to the RISC-V Future of Computing Book Review: Clean Architecture By Robert Martin (Uncle Bob) Architecture BOOK REVIEW | Operative design + Conditional Design Book Review: Working in Public: The Making \u0026 Maintenance of Open Source Software Irma Boom Interview: The Architecture of the Book 256 RR Reading Code and The Architecture of Open Source Applications with Michael DiBernardo Architecture Books | My Library of Essentials Koha, open source and a modular systems architecture: the case of Stockholm University Library The Architecture Reading List: Books You Need to Read to Be a Successful Architect Computer Architecture - Open Source Software Meet MARA — the open source reference architecture for modern applications Cameron Sinclair: A call for open-source architecture OSArch - Open Source Architecture Bespoke Home - Bates Masi Architects : Book Review Open Source Movement in Architecture Open source architecture and building a data driven architecture community.

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Distributed Systems Architecture

Fowler

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Concepts, Methodologies, Tools, and Applications

*The Architecture Of Open Source Applications Amy Brown*

*OMB No. 1961287550028 edited by*

## HOWE PORTER

### DIGITAL PROPERTY

Elsevier

Architect and design highly scalable, robust, clean and highly performant applications in .NET Core About This Book Incorporate architectural soft-skills such as DevOps and Agile methodologies to enhance program-level objectives Gain knowledge of architectural approaches on the likes of SOA architecture and microservices to provide traceability and rationale for architectural decisions Explore a variety of practical use cases and code examples to implement the tools and techniques described in the book Who This Book Is For This book is for experienced .NET developers who are aspiring to become architects of enterprise-grade applications, as well as software architects who would like to leverage .NET to create effective blueprints of applications. What You Will Learn Grasp the important aspects and best practices of application lifecycle management Leverage the popular ALM tools, application insights, and their usage to monitor performance, testability, and optimization tools in an enterprise Explore various authentication models such as social media-based authentication, 2FA and OpenID Connect, learn authorization techniques Explore Azure with various solution approaches for Microservices and Serverless architecture along with Docker containers Gain knowledge about the recent market trends and practices and how they can be achieved with .NET Core and Microsoft tools and technologies In Detail If you want to design and develop enterprise applications using .NET Core as the development framework and learn about industry-wide best practices and guidelines, then this book is for you. The book starts with a brief introduction to enterprise architecture, which will help you to understand what enterprise architecture is and what the key components are. It will then teach you about the types of patterns and the principles of software development, and explain the various aspects of distributed computing to keep your applications effective and scalable. These chapters act as a catalyst to start the practical implementation, and design and develop applications using different architectural approaches, such as layered architecture, service oriented architecture, microservices and cloud-specific solutions. Gradually, you will learn about the different approaches

and models of the Security framework and explore various authentication models and authorization techniques, such as social media-based authentication and safe storage using app secrets. By the end of the book, you will get to know the concepts and usage of the emerging fields, such as DevOps, BigData, architectural practices, and Artificial Intelligence. Style and approach Filled with examples and use cases, this guide takes a no-nonsense approach to show you the best tools and techniques required to become a successful software architect.

[Example Implementations in Mule and ServiceMix](#) Simon and Schuster

Open source provides the competitive advantage in the Internet Age. According to the August Forrester Report, 56 percent of IT managers interviewed at Global 2,500 companies are already using some type of open source software in their infrastructure and another 6 percent will install it in the next two years. This revolutionary model for collaborative software development is being embraced and studied by many of the biggest players in the high-tech industry, from Sun Microsystems to IBM to Intel.The Cathedral & the Bazaar is a must for anyone who cares about the future of the computer industry or the dynamics of the information economy. Already, billions of dollars have been made and lost based on the ideas in this book. Its conclusions will be studied, debated, and implemented for years to come. According to Bob Young, "This is Eric Raymond's great contribution to the success of the open source revolution, to the adoption of Linux-based operating systems, and to the success of open source users and the companies that supply them."The interest in open source software development has grown enormously in the past year. This revised and expanded paperback edition includes new material on open source developments in 1999 and 2000. Raymond's clear and effective writing style accurately describing the benefits of open source software has been key to its success. With major vendors creating acceptance for open source within companies, independent vendors will become the open source story in 2001.

### THE PERFORMANCE OF OPEN SOURCE APPLICATIONS

"O'Reilly Media, Inc."

This topical volume offers a comprehensive review of secret intelligence organizations and activities. Intelligence has been in the news consistently since 9/11 and the Iraqi WMD errors. Leading experts in the field approach the three major missions of intelligence: collection-and-analysis; covert action; and counterintelligence. Within each of these missions, the dynamically

written essays dissect the so-called intelligence cycle to reveal the challenges of gathering and assessing information from around the world. Covert action, the most controversial intelligence activity, is explored, with special attention on the issue of military organizations moving into what was once primarily a civilian responsibility. The authors furthermore examine the problems that are associated with counterintelligence, protecting secrets from foreign spies and terrorist organizations, as well as the question of intelligence accountability, and how a nation can protect its citizens against the possible abuse of power by its own secret agencies. The Handbook of Intelligence Studies is a benchmark publication with major importance both for current research and for the future of the field. It is essential reading for advanced undergraduates, graduate students and scholars of intelligence studies, international security, strategic studies and political science in general.

*Software Architecture for Big Data and the Cloud* Springer

The ubiquity of modern technologies has allowed for increased connectivity between people and devices across the globe. This connected infrastructure of networks creates numerous opportunities for applications and uses. As the applications of the internet of things continue to progress so do the security concerns for this technology. The study of threat prevention in the internet of things is necessary as security breaches in this field can ruin industries and lives. Securing the Internet of Things: Concepts, Methodologies, Tools, and Applications is a vital reference source that examines recent developments and emerging trends in security and privacy for the internet of things through new models, practical solutions, and technological advancements related to security. Highlighting a range of topics such as cloud security, threat detection, and open source software, this multi-volume book is ideally designed for engineers, IT consultants, ICT procurement managers, network system integrators, infrastructure service providers, researchers, academics, and professionals interested in current research on security practices pertaining to the internet of things.

[Open Sources 2.0](#) Packt Publishing Ltd

The quick growth of computer technology and development of software caused it to be in a constant state of change and advancement. This advancement in software development meant that there would be many types of software developed in order to excel in usability and efficiency. Among these different types of software was open source software, one that grants permission for

users to use, study, change, and distribute it freely. Due to its availability, open source software has quickly become a valuable asset to the world of computer technology and across various disciplines including education, business, and library science. The Research Anthology on Usage and Development of Open Source Software presents comprehensive research on the design and development of open source software as well as the ways in which it is used. The text discusses in depth the way in which this computer software has been made into a collaborative effort for the advancement of software technology. Discussing topics such as ISO standards, big data, fault prediction, open collaboration, and software development, this anthology is essential for computer engineers, software developers, IT specialists and consultants, instructors, librarians, managers, executives, professionals, academicians, researchers, and students.

*Working With Stakeholders Using Viewpoints and Perspectives* "O'Reilly Media, Inc."

Apply business requirements to IT infrastructure and deliver a high-quality product by understanding architectures such as microservices, DevOps, and cloud-native using modern C++ standards and features Key Features Design scalable large-scale applications with the C++ programming language Architect software solutions in a cloud-based environment with continuous integration and continuous delivery (CI/CD) Achieve architectural goals by leveraging design patterns, language features, and useful tools Book Description Software architecture refers to the high-level design of complex applications. It is evolving just like the languages we use. Modern C++ allows developers to write high-performance apps in a high-level language without sacrificing readability and maintainability. If you're working with modern C++, this practical guide will help you put your knowledge to work and design distributed, large-scale apps. You'll start by getting up to speed with architectural concepts, including established patterns and rising trends. The book will then explain what software architecture is and help you explore its components. Next, you'll discover the design concepts involved in application architecture and the patterns in software development, before going on to learn how to build, package, integrate, and deploy your components. In the concluding chapters, you'll explore different architectural qualities, such as maintainability, reusability, testability, performance, scalability, and security. Finally, you will get an overview of distributed systems, such as service-oriented architecture, microservices, and cloud-native, and understand how to apply them in application development. By the end of this book, you'll be able to build distributed services using modern C++ and associated tools to deliver solutions as per your clients' requirements. What you will learn Understand how to apply the principles of software architecture Apply design patterns and best practices to meet your architectural goals Write elegant, safe, and performant code using the latest C++ features Build applications that are easy to maintain and deploy Explore the different architectural approaches and learn to apply them as per your requirement Simplify development and operations using application containers Discover various techniques to solve common problems in software design and development Who this book is for This software architecture C++ programming book is for experienced C++ developers who are looking to become software architects or are interested in developing enterprise-grade applications.

*Making Software* Morgan Kaufmann

An account of the life and work of the architect Minoru Yamasaki that leads the author to consider how (and for whom) architectural history is written. Sandfuture is a book about the life of the architect Minoru Yamasaki (1912–1986), who remains on the margins of history despite the enormous influence of his work on American architecture and society. That Yamasaki's most famous projects—the Pruitt-Igoe apartments in St. Louis and the original World Trade Center in New York—were both destroyed on national television, thirty years apart, makes his relative obscurity all the more remarkable. Sandfuture is also a book about an artist interrogating art and architecture's role in culture as New York changes drastically after a decade bracketed by terrorism and natural disaster. From the central thread of Yamasaki's life, Sandfuture spirals outward to include reflections on a wide range of subjects, from the figure of the architect in literature and film and transformations in the contemporary art market to the perils of sick buildings and the broader social and political implications of how, and for whom, cities are built. The result is at once sophisticated in its understanding of material culture and novelistic in its telling of a good story.

*What Really Works, and Why We Believe It* Springer

Beschrijving van vijftientig open source applicaties.

**Open Sources** Marshall & Brainerd

What are the ingredients of robust, elegant, flexible, and maintainable software architecture?

Beautiful Architecture answers this question through a collection of intriguing essays from more than a dozen of today's leading software designers and architects. In each essay, contributors present a notable software architecture, and analyze what makes it innovative and ideal for its purpose. Some of the engineers in this book reveal how they developed a specific project, including decisions they faced and tradeoffs they made. Others take a step back to investigate how certain architectural aspects have influenced computing as a whole. With this book, you'll discover: How Facebook's architecture is the basis for a data-centric application ecosystem The effect of Xen's well-designed architecture on the way operating systems evolve How community processes within the KDE project help software architectures evolve from rough sketches to beautiful systems How creeping featurism has helped GNU Emacs gain unanticipated functionality The magic behind the Jikes RVM self-optimizable, self-hosting runtime Design choices and building blocks that made Tandem the choice platform in high-availability environments for over two decades Differences and similarities between object-oriented and functional architectural views How architectures can affect the software's evolution and the developers' engagement Go behind the scenes to learn what it takes to design elegant software architecture, and how it can shape the way you approach your own projects, with Beautiful Architecture.

### ELEGANCE, EVOLUTION, AND A FEW FEARLESS HACKS

"O'Reilly Media, Inc."

This is a practical guide for software developers, and different than other software architecture books. Here's why: It teaches risk-driven architecting. There is no need for meticulous designs when risks are small, nor any excuse for sloppy designs when risks threaten your success. This book describes a way to do just enough architecture. It avoids the one-size-fits-all process tar pit with advice on how to tune your design effort based on the risks you face. It democratizes architecture. This book seeks to make architecture relevant to all software developers. Developers need to understand how to use constraints as guiderails that ensure desired outcomes, and how seemingly small changes can affect a system's properties. It cultivates declarative knowledge. There is a difference between being able to hit a ball and knowing why you are able to hit it, what psychologists refer to as procedural knowledge versus declarative knowledge. This book will make you more aware of what you have been doing and provide names for the concepts. It emphasizes the engineering. This book focuses on the technical parts of software development and what developers do to ensure the system works not job titles or processes. It shows you how to build models and analyze architectures so that you can make principled design tradeoffs. It describes the techniques software designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail. It provides practical advice. Software design decisions influence the architecture and vice versa. The approach in this book embraces drill-down/pop-up behavior by describing models that have various levels of abstraction, from architecture to data structure design.

### DISTRIBUTED SYSTEMS ARCHITECTURE

CRC Press

The Future of Modular Architecture presents an unprecedented proposal for mass-customized mid- and high-rise modular housing that can be manufactured and distributed on a global scale. Advocating for the adoption of open-source design based on a new modular standard, the book shows how the construction industry and architectural practice may soon be radically reshaped. By leveraging the existing intermodal freight transport system, global supply chains can be harnessed to realize the long-held promise that housing will be a well-designed and affordable industrial product. We are on the cusp of a transformative change in the way we design and build our cities. Author David Wallace argues that modular architecture is profoundly intertwined with globalization, equitable urbanism, and sustainable development. His book addresses these timely issues through a specific approach grounded in fundamental concepts. Going beyond the individual modular building, Wallace forecasts the emergence of a new type of design, manufacturing, and construction enterprise. Written in an approachable style with illustrated examples, the book is a must read for professionals in architecture and design, city planning, construction, real estate, as well as the general reader with an interest in these topics.

**FOWLER**

"O'Reilly Media, Inc."

In today's world, deep learning source codes and a plethora of open access geospatial images are readily available and easily accessible. However, most people are missing the educational tools to make use of this resource. Deep Learning for Remote Sensing Images with Open Source Software is the first practical book to introduce deep learning techniques using free open source tools for processing real world remote sensing images. The approaches detailed in this book are generic and can be adapted to suit many different applications for remote sensing image processing, including landcover mapping, forestry, urban studies, disaster mapping, image restoration, etc. Written with practitioners and students in mind, this book helps link together the theory and practical use of existing tools and data to apply deep learning techniques on remote sensing images and data. Specific Features of this Book: The first book that explains how to apply deep learning techniques to public, free available data (Spot-7 and Sentinel-2 images, OpenStreetMap vector data), using open source software (QGIS, Orfeo ToolBox, TensorFlow) Presents approaches suited for real world images and data targeting large scale processing and GIS applications Introduces state of the art deep learning architecture families that can be applied to remote sensing world, mainly for landcover mapping, but also for generic approaches (e.g. image restoration) Suited for deep learning beginners and readers with some GIS knowledge. No coding knowledge is required to learn practical skills. Includes deep learning techniques through many step by step remote sensing data processing exercises.

**Talk and act like a software architect in one weekend** Pearson Education

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

*Design Patterns for Cloud Native Applications* "O'Reilly Media, Inc."

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

#### **Concepts, Methodologies, Tools, and Applications** Lulu.com

Software Systems Architecture is a practitioner-oriented guide to designing and implementing effective architectures for information systems. It is both a readily accessible introduction to software architecture and an invaluable handbook of well-established best practices. It shows why the role of the architect is central to any successful information-systems development project, and, by presenting a set of architectural viewpoints and perspectives, provides specific direction for improving your own and your organization's approach to software systems architecture. With this book you will learn how to Design an architecture that reflects and balances the different needs of its stakeholders Communicate the architecture to stakeholders and demonstrate that it has met their requirements Focus on architecturally significant aspects of design, including frequently overlooked areas such as performance, resilience, and location Use scenarios and patterns to drive the creation and validation of your architecture Document your architecture as a set of related views Use perspectives to ensure that your architecture exhibits important qualities such as performance, scalability, and security The architectural viewpoints and perspectives presented in the book also provide a valuable long-term reference source for new and experienced architects alike. Whether you are an aspiring or practicing software architect, you will find yourself referring repeatedly to the practical advice in this book throughout the lifecycle of your projects. A supporting Web site containing further information can be found at [www.viewpoints-and-perspectives.info](http://www.viewpoints-and-perspectives.info)

#### **EMBEDDED SYSTEMS AND ROBOTICS WITH OPEN SOURCE TOOLS**

Packt Publishing Ltd

Most modern business systems include independent applications that exchange information with each other—a technique usually called enterprise integration. An architectural approach called the Enterprise Service Bus (ESB) offers developers a way to handle the messages between those independent applications without creating a lot of custom code. While commercial ESB solutions can be quite expensive to implement and maintain, a set of high-quality open source ESB tools offer the same functionality at a substantially lower cost. Open Source ESBs in Action shows you how to implement and use two open source ESB implementations: Mule and ServiceMix. The authors introduce you to these freely-available ESB tools and present practical examples of how to use them in real-world scenarios. You will learn how the various features of an ESB such as transformation, routing, security, connectivity and more can be implemented using Mule and ServiceMix. You will also learn how to solve common enterprise integration problems using a structured approach. Beyond simply learning how Mule and Service Mix work, you'll learn the core techniques of ESB implementation such as Process Choreography, or the implementation of complex business processes through an ESB, and Service Orchestration, or exposing a set of

services as a single service. The book shows you the fundamentals of ESB-based event processing and Quality of Service concerns like security, reliable delivery, and transaction management. Working in integration projects is exciting, with new technologies and paradigms arriving every day. Open Source technologies like Mule and ServiceMix both offer lower-cost solutions and a higher degree of innovation than commercial ESB implementations. Open Source ESBs in Action will help you master ESB-driven integration techniques quickly and will provide you with knowledge you need to work effectively with Mule and ServiceMix. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. *A Middleware Approach* CRC Press

Gathering the Proceedings of the 2018 Intelligent Systems Conference (IntelliSys 2018), this book offers a remarkable collection of chapters covering a wide range of topics in intelligent systems and computing, and their real-world applications. The Conference attracted a total of 568 submissions from pioneering researchers, scientists, industrial engineers, and students from all around the world. These submissions underwent a double-blind peer review process, after which 194 (including 13 poster papers) were selected to be included in these proceedings. As intelligent systems continue to replace and sometimes outperform human intelligence in decision-making processes, they have made it possible to tackle many problems more effectively. This branching out of computational intelligence in several directions, and the use of intelligent systems in everyday applications, have created the need for such an international conference, which serves as a venue for reporting on cutting-edge innovations and developments. This book collects both theory and application-based chapters on all aspects of artificial intelligence, from classical to intelligent scope. Readers are sure to find the book both interesting and valuable, as it presents state-of-the-art intelligent methods and techniques for solving real-world problems, along with a vision of future research directions.

#### **BUILDING EMBEDDED LINUX SYSTEMS**

Routledge

Many claims are made about how certain tools, technologies, and practices improve software development. But which claims are verifiable, and which are merely wishful thinking? In this book, leading thinkers such as Steve McConnell, Barry Boehm, and Barbara Kitchenham offer essays that uncover the truth and unmask myths commonly held among the software development community. Their insights may surprise you. Are some programmers really ten times more productive than others? Does writing tests first help you develop better code faster? Can code metrics predict the number of bugs in a piece of software? Do design patterns actually make better software? What effect does personality have on pair programming? What matters more: how far apart people are geographically, or how far apart they are in the org chart? Contributors include: Jorge Aranda Tom Ball Victor R. Basili Andrew Begel Christian Bird Barry Boehm Marcelo Cataldo Steven Clarke Jason Cohen Robert DeLine Madeline Diep Hakan Erdogmus Michael Godfrey Mark Guzdial Jo E. Hannay Ahmed E. Hassan Israel Herraiz Kim Sebastian Herzig Cory Kapser Barbara Kitchenham Andrew Ko Lucas Layman Steve McConnell Tim Menzies Gail Murphy Nachi Nagappan Thomas J. Ostrand Dewayne Perry Marian Petre Lutz Prechelt Rahul Premraj Forrest Shull Beth Simon Diomidis Spinellis Neil Thomas Walter Tichy Burak Turhan Elaine J. Weyuker Michele A.

Whitecraft Laurie Williams Wendy M. Williams Andreas Zeller Thomas Zimmermann

#### **ENTERPRISE APPLICATION ARCHITECTURE WITH .NET CORE**

Van Haren

Freely available source code, with contributions from thousands of programmers around the world: this is the spirit of the software revolution known as Open Source. Open Source has grabbed the computer industry's attention. Netscape has opened the source code to Mozilla; IBM supports Apache; major database vendors have ported their products to Linux. As enterprises realize the power of the open-source development model, Open Source is becoming a viable mainstream alternative to commercial software. Now in Open Sources, leaders of Open Source come together for the first time to discuss the new vision of the software industry they have created. The essays in this volume offer insight into how the Open Source movement works, why it succeeds, and where it is going. For programmers who have labored on open-source projects, Open Sources is the new gospel: a powerful vision from the movement's spiritual leaders. For businesses integrating open-source software into their enterprise, Open Sources reveals the mysteries of how open development builds better software, and how businesses can leverage freely available software for a competitive business advantage. The contributors here have been the leaders in the open-source arena: Brian Behlendorf (Apache) Kirk McKusick (Berkeley Unix) Tim O'Reilly (Publisher, O'Reilly & Associates) Bruce Perens (Debian Project, Open Source Initiative) Tom Paquin and Jim Hamerly (mozilla.org, Netscape) Eric Raymond (Open Source Initiative) Richard Stallman (GNU, Free Software Foundation, Emacs) Michael Tiemann (Cygnus Solutions) Linus Torvalds (Linux) Paul Vixie (Bind) Larry Wall (Perl) This book explains why the majority of the Internet's servers use open-source technologies for everything from the operating system to Web serving and email. Key technology products developed with open-source software have overtaken and surpassed the commercial efforts of billion dollar companies like Microsoft and IBM to dominate software markets. Learn the inside story of what led Netscape to decide to release its source code using the open-source mode. Learn how Cygnus Solutions builds the world's best compilers by sharing the source code. Learn why venture capitalists are eagerly watching Red Hat Software, a company that gives its key product -- Linux -- away. For the first time in print, this book presents the story of the open-source phenomenon told by the people who created this movement. Open Sources will bring you into the world of free software and show you the revolution.

*Securing the Internet of Things: Concepts, Methodologies, Tools, and Applications* Packt Publishing Ltd

This provocative book argues that it is high time the practice of architecture moved away from the ego-fueled grand visions of starchitects to a networked, collaborative, inclusive model inspired by 21st-century trends such as crowd-sourcing, open access and mass customization. But how can collaborative design avoid becoming design-by-committee? Carlo Ratti and Matthew Claudel deftly navigate this and other vital questions, considering along the way the applications of open-source architecture not only conceptually, but also in practice. Open Source Architecture is a rallying cry to students and open-minded professionals seeking new perspectives on a profession that the authors passionately believe to be moribund.

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