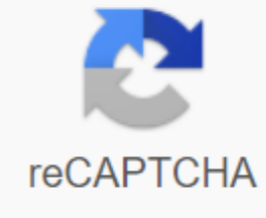




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Building splunk solutions pdf

Gregory Melnik is Splunk's Chief Product Manager, focusing on the Splunk developer platform. It helps software engineers use best practices and promotes software skills. Previously, at Microsoft, it produced templates and practice components, as well as architectural recommendations, to address common software development issues. He also managed the IT Efficiency Design imperative. Before that, he was a researcher and developer - long enough to remember the joy of programming in Fortran. He is Deputy Editor-in-Chief of IEEE Software and Associate Professor of Computer Science at the University of Calgary, Canada. He speaks around the world on operational and business analytics, code reuse, cloud computing, agile methods, and software testing. He holds a PhD in Computer Science from the University of Calgary. Contact him at Dominic Betts is a senior content developer at Microsoft and based in the UK. He has experience in software development, IT training, and content creation for developers, architects, and IT professionals. Previously, in addition to working with Splunk, he co-authored a number of books with microsoft templates and practice teams. His current area of interest is the Internet of Things. David Foster is an experienced Splunk developer who has worked on several Splunk (Exchange, VMware, Twitter, Flurry) applications and on the Splunk Web Framework itself(several SDKs). In addition to Splunk, David has been developing software in a wide variety of languages and environments for more than 20 years. David is currently engaged in inspiring the next generation of schoolchildren to write their own computer programs. Liyen Jiang is a software engineer at Splunk. She joined Splunk in 2013 and has been with Splunk Seattle ever since. It helped send Splunk 6 and various Splunk SDKs and apps. Prior to splunk, Liying worked at Microsoft for seven years as a member of the Billing and Commerce Catalog Group, Office 365. Gregory Melnik is Splunk's Chief Product Manager, focusing on the Splunk developer platform. It helps software engineers use best practices and promotes software skills. Previously, at Microsoft, it produced templates and practice components, as well as architectural recommendations, to address common software development issues. He also managed the IT Efficiency Design imperative. Before that, he was a researcher and developer -- long enough to remember programming in Fortran. He is Deputy Editor-in-Chief of IEEE Software and Associate Professor of Computer Science at the University of Calgary, Canada. He speaks around the world on operational and business analytics, code reuse, cloud computing, agile methods, and software testing. Ensure. holds a PhD in computer science from the University of Calgary. Contact him at Dominic Betts is a senior content developer at Microsoft and based in the UK. He has experience in software development, IT training, and content creation for developers, architects, and IT professionals. Previously, in addition to working with Splunk, he co-authored a number of books with microsoft templates and practice teams. His current area of interest is the Internet of Things. David Foster is an experienced Splunk developer who has worked on several Splunk (Exchange, VMware, Twitter, Flurry) applications and on the Splunk Web Framework itself(several SDKs). In addition to Splunk, David has been developing software in a wide variety of languages and environments for more than 20 years. David is currently engaged in inspiring the next generation of schoolchildren

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So in addition to showing you how best to do things, we emphasize the pitfalls and challenges we face and the solutions we find. The key element of this guide, of course, is the code. We've made the REPOS code public, and we encourage you to examine the source code of reference applications and related tests. In fact, you can see and reproduce the code in motion as it was designed. We recommend that you reuse and learn from it. This guide follows the Splunk software development team on the road to creating solutions with partners, focusing on the real world of use cases to showcase the various technologies of the Splunk developer platform. As a documentary, it reflects our story from foresight and user prototyping for development, packaging, and multiple production deployments. It includes different perspectives of developers and testers, administrators and product owners, security experts, and release engineers. 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We continue to cover the full range of app development, from getting data from Splunk Enterprise to packing and distributing your app. Each theme combines the development and implementation of guidelines in a way that supports the iterative development process. These guidelines not only cover Splunk Enterprise's operational and software concepts, which the application deals with directly, but also address performance, quality, and maintenance issues when recommending specific approaches. Show More Fleur Boeker Inom Programming and programutveckling Format Haftad (Trading Paper) Sprock Engelska Antal Sidor 188 Utgivningsdatum 2015-06-01 Furlagspace Publishing Platform Dimensioner 254 x 2 203 x 12mm Vict 527g Antal komponenter 1 ISBN 9781512356076 Du kanske gillar vi har inte f'tt in n'ggon beskrivning av boken fr'n frlaget. Colla gyorna upp ferlagec (Creating a space publishing platform) hemsida, d'r det kan finnas mer information. Splunk is pleased to announce the publication of a new developer guide: Building Splunk Solutions. This authoritative guide is built by developers for developers. Splunk Enterprise is a highly efficient platform for finding, analyzing and monitoring all of your machine's data from any source. Being very powerful out of the box, there's a lot of extra value that Splunk has to offer through applications and solutions that expand and enrich the capabilities of the Splunk core. This guide follows the Splunk software development team on the way to creating a solution by focusing on real-world partner use cases showcasing the various capabilities of the Splunk developer platform. As a documentary, it reflects our story from the foresight and user experience of prototyping to design, packaging and multiple production deployments. 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