

This revolution (or more correctly - evolution) has happened for a number of reasons: Browsers have introduced new standards-based APIs allowing web applications to (amongst other things) store data offline, retrieve data from the server dynamically, spawn background processes and interact with the filesystem. Software engineers and programmers have begun to think of the much maligned JavaScript language in a new light, and unlock its potential as a rich and expressive language capable of producing large scale, well-structured applications. The jQuery library has eased the pain of interacting with Document Object Model, and therefore writing applications that dynamically respond to user interaction. The HTML markup language has been overhauled and extended to provide more semantic meaning, and many additional elements and attributes. A Software Engineer Learns HTML5, JavaScript and jQuery guides you through the process I went through as an experienced software engineer, writing a large-scale, standards based web-application for the first time. It is intended to teach you the fundamentals of HTML5, JavaScript and jQuery - without presenting you with long lists of APIs, or intricate details of every feature (these can be found in reference manuals). This book is not a simple introduction to the subject matter: it guides you through the process of building a feature-rich web application. The application begins simple, and becomes gradually more complex as additional APIs and features are introduced. This book includes the following content: An introduction to the HTML5 markup language, and how it differs from HTML4 and XHTML. An introduction to JavaScript, including an in-depth look at its use of objects and functions, along with the design patterns that support the development of robust web applications. An introduction to jQuery selection, traversal, manipulation and events. An in-depth look at the Web storage and IndexedDB APIs for client side data storage. A guide to implementing offline web applications with the Application Cache API. An introduction to the ways JavaScript can interact with the users file-system using the FileReader API. A guide to the use of Web Workers in web applications. An introduction to AJAX, and the jQuery API supporting AJAX. An introduction to Server Sent Events and Web Sockets. This book is intended for anyone with at least a superficial knowledge of HTML and programming (in any language).

Coding with JavaScript For Dummies-Dummies 2015-05-11 Everybody needs to know a little about coding. Whether you're starting from scratch with no coding experience or need to add JavaScript knowledge to your tool set, Coding with JavaScript For Dummies helps you get the job done. The book assumes no prior coding knowledge as it walks you through the basics of JavaScript syntax, applications, and language. Along the way you'll try out some practical application of JavaScript, including creating interactive web elements and basic applications, thanks to the online exercises created by Codecademy.com. This book covers: - The basics of JavaScript, including what it does, how it works, and where it works - Introductions to the core elements of JavaScript - Ways to apply JavaScript to a web project - JavaScript's role in application development

HTML & CSS: The Complete Reference, Fifth Edition-Thomas Powell 2010-01-08 The Definitive Guide to HTML & CSS--Fully Updated Written by a Web development expert, the fifth edition of this trusted resource has been thoroughly revised and reorganized to address HTML5, the revolutionary new Web standard. The book covers all the elements supported in today's Web browsers--from the standard (X)HTML tags to the archaic and proprietary tags that may be encountered. HTML & CSS: The Complete Reference, Fifth Edition contains full details on CSS 2.1 as well as every proprietary and emerging CSS3 property currently supported. Annotated examples of correct markup and style show you how to use all of these technologies to build impressive Web pages. Helpful appendixes cover the syntax of character entities, fonts, colors, and URLs. This comprehensive reference is an essential tool for professional Web developers. Master transitional HTML 4.01 and XHTML 1.0 markup Write emerging standards-based markup with HTML5 Enhance presentation with Cascading Style Sheets (CSS1 and CSS 2.1) Learn proprietary and emerging CSS3 features Learn how to read (X)HTML document type definitions (DTDs) Apply everything in an open standards-focused fashion Thomas A. Powell is president of PINT, Inc. (pint.com), a nationally recognized Web agency. He developed the Web Publishing Certificate program for the University of California, San Diego Extension and is an instructor for the Computer Science Department at UCSD. He is the author of the previous bestselling editions of this book and Ajax: The Complete Reference, and co-author of JavaScript: The Complete Reference.

Effective JavaScript-David Herman 2012-11-26 "It's uncommon to have a programming language wonk who can speak in such comfortable and friendly language as David does. His walk through the syntax and semantics of JavaScript is both charming and hugely insightful; reminders of gotchas complement realistic use cases, paced at a comfortable curve. You'll find when you finish the book that you've gained a strong and comprehensive sense of mastery." —Paul Irish, developer advocate, Google Chrome "This is not a book for those looking for shortcuts; rather it is hard-won experience distilled into a guided tour. It's one of the few books on JS that I'll recommend without hesitation." —Alex Russell, TC39 member, software engineer, Google In order to truly master JavaScript, you need to learn how to work effectively with the language's flexible, expressive features and how to avoid its pitfalls. No matter how long you've been writing JavaScript code, Effective JavaScript will help deepen your understanding of this powerful language, so you can build more predictable, reliable, and maintainable programs. Author David Herman, with his years of experience on Ecma's JavaScript standardization committee, illuminates the language's inner workings as never before—helping you take full advantage of JavaScript's expressiveness. Reflecting the latest versions of the JavaScript standard, the book offers well-proven techniques and best practices you'll rely on for years to come. Effective JavaScript is organized around 68 proven approaches for writing better JavaScript, backed by concrete examples. You'll learn how to choose the right programming style for each project, manage unanticipated problems, and work more successfully with every facet of JavaScript programming from data structures to concurrency. Key features include Better ways to use prototype-based object-oriented programming Subtleties and solutions for working with arrays and dictionary objects Precise and practical explanations of JavaScript's functions and variable scoping semantics Useful JavaScript programming patterns and idioms, such as options objects and method chaining In-depth guidance on using JavaScript's unique "run-to-completion" approach to concurrency

JavaScript: The Good Parts-Douglas Crockford 2008-05-08 Most programming languages contain good and bad parts, but JavaScript has more than its share of the bad, having been developed and released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented programming language—ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making its popularity almost completely independent of its qualities as a programming language. In JavaScript: The Good Parts, Crockford finally digs through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including: Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult any other JavaScript book. With JavaScript: The Good Parts, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to get Ajax to run fast. If you develop sites or applications for the Web, this book is an absolute must.

Front-end Development with ASP.NET Core, Angular, and Bootstrap-Simone Chiaretta 2018-03-07 This book shows you how to integrate ASP.NET Core with Angular, Bootstrap, and similar frameworks, with a bit of Nuget, continuous deployment, Bower dependencies, and Gulp build systems, including development beyond Windows on Mac and Linux.

JavaScript-David Flanagan 2011-04-25 A revised and updated edition offers comprehensive coverage of ECMAScript 5 (the new JavaScript language standard) and also the new APIs introduced in HTML5, with chapters on functions and classes completely rewritten and updated to match current best practices and a new chapter on language extensions and subsets. Original.

Pro PHP and jQuery-Keith Wald 2016-02-01 Take advantage of the improved performance and reduced memory requirements of PHP version 7, and learn to utilize the new built-in PHP functions and features such as typed variable enforcement with declare(strict_types=1) and the new available data types, scalar type declarations for function arguments and return statements, constant arrays using define(), argument unpacking with the ... operator, integer division with intdiv(), the null coalesce operator, the spaceship operator, new exception types, and improvements to existing features. Pro PHP and jQuery, Second Edition is for intermediate level programmers interested in building web applications using jQuery and PHP. Updated for PHP version 7 and the latest version of jQuery, this book teaches some advanced PHP techniques and it shows you how to take your dynamic applications to the next level by adding a JavaScript layer using the jQuery framework and APIs. After reading and using this book, you'll come away having built a fully functional PHP and jQuery web application that you can reapply as a template for your own particular web application. Pro PHP and jQuery, Second Edition is for intermediate level programmers interested in building web applications using jQuery and PHP. Updated for PHP version 7 and the latest version of jQuery, this book teaches some advanced PHP techniques and it shows you how to take your dynamic applications to the next level by adding a JavaScript layer using the jQuery framework and APIs, considered the most popular JavaScript libraries. After reading and using this book, you'll come away understanding a fully functional PHP using jQuery web application case study that you can reapply as a template for your own particular web application. Moreover, from PHP 7, you'll get uniform variable syntax, the AST-based compilation process, the added Closure::call(), bitwise shift consistency across platforms, the (null coalesce) operator, Unicode codepoint escape syntax, return type declarations, and new and easier extensions development with support for redis, MongoDB and much more.

Learning jQuery 3 - Fifth Edition-Adam Boduch 2017-05-29 Create efficient and smart web applications with jQuery 3.0 using this step-by-step practical tutorial About This Book Create a fully featured and responsive client-side application using jQuery Explore all the latest features of jQuery 3.0 and code examples updated to reflect modern JavaScript environments Develop high performance interactive pages Who This Book Is For This book is ideal for client-side JavaScript developers. You do need to have any previous experience with jQuery, although basic JavaScript programming knowledge is necessary. What You Will Learn Create custom interactive elements for your web designs Find out how to create the best user interface for your web applications Use selectors in a variety of ways to get anything you want from a page when you need it Master events to bring your web pages to life Add flair to your actions with a variety of different animation effects Discover the latest features available in jQuery with the latest update of this incredibly popular title Using jQuery npm Packages In Detail If you are a web developer and want to create web applications that look good, are efficient, have rich user interfaces, and integrate seamlessly with any backend using AJAX, then this book is the ideal match for you. We'll show you how you can integrate jQuery 3.0 into your web pages, avoid complex JavaScript code, create brilliant animation effects for your web applications, and create a flawless app. We start by configuring and customizing the jQuery environment, and getting hands-on with DOM manipulation. Next, we'll explore event handling advanced animations, creating optimised user interfaces, and building useful third-party plugins. Also, we'll learn how to integrate jQuery with your favourite back-end framework. Moving on, we'll learn how the ECMAScript 6 features affect your web development process with jQuery. we'll discover how to use the newly introduced JavaScript promises and the new animation API in jQuery 3.0 in great detail, along with sample code and examples. By the end of the book, you will be able to successfully create a fully featured and efficient single page web application and leverage all the new features of jQuery 3.0 effectively. Style and approach Create efficient client-side apps that look great and run seamlessly across all devices with this step-by-step practical guide. There are illustrative examples for those who need extra help to get started with jQuery web development.

Pro jQuery-Adam Freeman 2012-06-12 jQuery is one of the most popular and powerful JavaScript libraries available today. It's widely used to create rich user experiences and to simplify website and application development. It is the tool of choice for web developers everywhere and sets the standard for simplicity, flexibility and extensibility. This book demonstrates how jQuery can be used with HTML5 to achieve excellent results. In Pro jQuery, seasoned author Adam Freeman explains how to get the most from jQuery by focusing on the features you need for your project. He starts with the nuts and bolts and shows you everything through to advanced features, going in depth to give you the knowledge you need. Getting the most from jQuery is essential to truly mastering web development.

Accessible XHTML and CSS-Jon Duckett 2005-04-15 Shows Web developers how to make the transition from HTML toXHTML, an XML-based reformulation of HTML that offers greaterdesign flexibility Demonstrates how to work with CSS (Cascading Style Sheets)-nowsupported by ninety percent of browsers and integral to newsite-building tools from Macromedia and others-and implement aconsistent style throughout and entire site Explains how to make a site accessible to people with impairedvision, limited hand use, dyslexia, and other issues-now a legalrequirement for many sites in the U.S. and the U.K.

Python One-Liners-Christian Mayer 2020-05-12 Python programmers will improve their computer science skills with these useful one-liners. Python One-Liners will teach you how to read and write "one-liners": concise statements of useful functionality packed into a single line of code. You'll learn how to systematically unpack and understand any line of Python code, and write eloquent, powerfully compressed Python like an expert. The book's five chapters cover tips and tricks, regular expressions, machine learning, core data science topics, and useful algorithms. Detailed explanations of one-liners introduce key computer science concepts and boost your coding and analytical skills. You'll learn about advanced Python features such as list comprehension, slicing, lambda functions, regular expressions, map and reduce functions, and slice assignments. You'll also learn how to: • Leverage data structures to solve real-world problems, like using Boolean indexing to find cities with above-average pollution • Use NumPy basics such as array, shape, axis, type, broadcasting, advanced indexing, slicing, sorting, searching, aggregating, and statistics • Calculate basic statistics of multidimensional data arrays and the K-Means algorithms for unsupervised learning • Create more advanced regular expressions using grouping and named groups, negative lookaheads, escaped characters, whitespaces, character sets (and negative characters sets), and greedy/nongreedy operators • Understand a wide range of computer science topics, including anagrams, palindromes, supersets, permutations, factorials, prime numbers, Fibonacci numbers, obfuscation, searching, and algorithmic sorting By the end of the book, you'll know how to write Python at its most refined, and create concise, beautiful pieces of "Python art" in merely a single line.

Beginning Web Programming with HTML, XHTML, and CSS-Jon Duckett 2008-04-15 This beginning guide reviews HTML and also introduces you to using XHTML for the structure of a web page and cascading style sheets (CSS) for controlling how a document should appear on a web page. You'll learn how to take advantage of the latest features of browsers while making sure that your pages still work in older, but popular, browsers. By incorporating usability and accessibility, you'll be able to write professional-looking and well-coded web pages that use the latest technologies.

Responsive Web Design with HTML5 and CSS3-Ben Frain 2012-01-01 This book will lead you, step by step and with illustrative screenshots, through a real example. Are you writing two websites - one for mobile and one for larger displays? Or perhaps you've heard of Responsive Design but are unsure how to bring HTML5, CSS3, or responsive design all together. If so, this book provides everything you need to take your web pages to the next level - before all your competitors do!

Learn JavaScript Visually-Ivelin Demirov 2014-07-18 Beautifully Illustrated book that teaches javascript fundamentals trough metaphors, analogies and easy step-by-step exercises. Visual learners retain information very differently than their left brained counter-parts, and thus benefit from different approaches. Full color illustrations help memory triggers as your brain never forgets an image, metaphor or schema. One page of a visual guide can equal one chapter of a conventional book as illustrations can make a world of difference over strictly words on a page!

Programming JavaScript Applications-Eric Elliott 2014-06-26 Take advantage of JavaScript's power to build robust web-scale or enterprise applications that are easy to extend and maintain. By applying the design patterns outlined in this practical book, experienced JavaScript developers will learn how to write flexible and resilient code that's easier—yes, easier—to work with as your code base grows. JavaScript may be the most essential web programming language, but in the real world, JavaScript applications often break when you make changes. With this book, author Eric Elliott shows you how to add client- and server-side features to a large JavaScript application without negatively affecting the rest of your code. Examine the anatomy of a large-scale JavaScript application Build modern web apps with the capabilities of desktop applications Learn best practices for code organization, modularity, and reuse Separate your application into different layers of responsibility Build efficient, self-describing hypermedia APIs with Node.js Test, integrate, and deploy software updates in rapid cycles Control resource access with user authentication and authorization Expand your application's reach through internationalization

Beginning JavaScript-Paul Wilton 2004-07-12 What is this book about? JavaScript is the language of the Web. Used for programming all major browsers, JavaScript gives you the ability to enhance your web site by creating interactive, dynamic, and personalized pages. Our focus in this book is on client-side scripting, but JavaScript is also hugely popular as a scripting language in server-side environments, a subject that we cover in later chapters. What does this book cover? Beginning JavaScript assumes no prior knowledge of programming languages, but will teach you all the fundamental concepts that you need as you progress. After covering the core JavaScript language, you'll move on to learn about more advanced techniques, including Dynamic HTML, using cookies, debugging techniques, and server-side scripting with ASP. By the end of this book, you will have mastered the art of using JavaScript to create dynamic and professional-looking web pages. Here are a few of the things you'll learn in this book: Fundamental programming concepts Comprehensive practical tutorial in JavaScript Cross-browser scripting, including Netscape 6 Cookie creation and use Plug-ins and ActiveX controls Dynamic HTML Scripting the W3C DOM Server-side JavaScript with ASP Who is this book for? This book is for anyone who wants to learn JavaScript. You will need a very basic knowledge of HTML, but no prior programming experience is necessary. Whether you want to pick up some programming skills, or want to find out how to transfer your existing programming knowledge to the Web, then this book is for you. All you need is a text editor (like Notepad) and a browser, and you're ready to go! Java in 24 Hours, Sams Teach Yourself (Covering Java 9)-Rogers Cadenhead 2017-09-08 Computer programming with Java is easier than it looks. In just 24 lessons of one hour or less, you can learn to write computer programs in Java. Using a straightforward, step-by-step approach, popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, an Android app, and even Minecraft mods in Java. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Full-color figures and clear step-by-step instructions visually show you how to program with Java. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes, Tips, and Cautions provide related information, advice, and warnings. Learn how to... • Set up your Java programming environment • Write your first working program in just minutes • Control program decisions and behavior • Store and work with information • Build straightforward user interfaces • Create interactive web programs • Use threading to build more responsive programs • Read and write files and XML data • Master best practices for object-oriented programming • Use Java 9's new HTTP client • Use Java to create an Android app • Expand your skills with closures • Create Minecraft mods with Java Contents at a Glance Part I Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work Part II Learning the Basics of Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops Part III Working with Information in New Ways 9 Storing Information with Arrays 10 Creating Your First Object 11 Describing What Your Object Is Like 12 Making the Most of Existing Objects Part IV Moving into Advanced Topics 13 Storing Objects in Data Structures 14 Handling Errors in a Program 15 Creating a Threaded Program 16 Using Inner Classes and Closures Part V Programming a Graphical User Interface 17 Building a Simple User Interface in Swing 18 Laying Out a User Interface 19 Responding to User Input Part VI Writing Internet Applications 20 Reading and Writing Files 21 Using Java 9's

New HTTP Client 22 Creating Java2D Graphics 23 Creating Minecraft Mods with Java 24 Writing Android Apps Appendixes A Using the NetBeans Integrated Development Environment B Where to Go from Here Java Resources C This Book's Web Site D Fixing a Problem with the Android Studio Emulator

Learning JQuery 3. 0 - Fifth Edition-Adam Boduch 2017-06-30 Create efficient and smart web applications with jquery 3.0 using this step-by-step practical tutorialAbout This Book* Create a fully featured and responsive client-side application using jquery* Explore all the latest features of jquery 3.0 and code examples updated to reflect modern JavaScript environments* Develop high performance interactive pagesWho This Book Is ForThis book is ideal for client-side JavaScript developers. You do need to have any previous experience with jquery, although basic JavaScript programming knowledge is necessary.What you will learn* Create custom interactive elements for your web designs* Find out how to create the best user interface for your web applications* Use selectors in a variety of ways to get anything you want from a page when you need it* Master events to bring your web pages to life* Add flair to your actions with a variety of different animation effects* Discover the latest features available in jquery with the latest update of this incredibly popular title* Using jquery npm PackagesIn DetailIf you are a web developer and you want to create web applications that look good as well as being efficient, have rich user interfaces, and integrate seamlessly with any back end using AJAX, then this book is the ideal match for you. We'll show you how you can integrate jquery 3.0 into your web pages, avoid complex JavaScript code to create brilliant animation effects for your web applications, and create a flawless app with professional interoperability features.We start with configuring and customising the jquery environment, and getting hands-on with DOM manipulation. Next, we'll explore event handling advanced animations, creating optimised user interfaces for your applications, and building useful third-party plugins. We'll also show you how to integrate jquery with your favourite back-end framework. Moving on, you'll grasp how the ECMAScript 6 features will to affect your web development process with jquery. You'll discover how to use the newly introduced introduced JavaScript promises and the new animation API in jquery 3.0 in great detail, along with sample code as well as examples.By the end of the book, you will be able to successfully create a fully featured and efficient single page web application using jquery and will be able to leverage all the new features of jquery 3.0 effectively.

Learning jquery - Fourth Edition-Jonathan Chaffer 2013-01-01 Step through each of the core concepts of the jquery library, building an overall picture of its capabilities. Once you have thoroughly covered the basics, the book returns to each concept to cover more advanced examples and techniques.This book is for web designers who want to create interactive elements for their designs, and for developers who want to create the best user interface for their web applications. Basic JavaScript programming and knowledge of HTML and CSS is required. No knowledge of jquery is assumed, nor is experience with any other JavaScript libraries.

You Don't Know JS: Up & Going-Kyle Simpson 2015-03-20 It's easy to learn parts of JavaScript, but much harder to learn it completely—or even sufficiently—whether you're new to the language or have used it for years. With the "You Don't Know JS" book series, you'll get a more complete understanding of JavaScript, including trickier parts of the language that many experienced JavaScript programmers simply avoid. The series' first book, Up & Going, provides the necessary background for those of you with limited programming experience. By learning the basic building blocks of programming, as well as JavaScript's core mechanisms, you'll be prepared to dive into the other, more in-depth books in the series—and be well on your way toward true JavaScript. With this book you will: Learn the essential programming building blocks, including operators, types, variables, conditionals, loops, and functions Become familiar with JavaScript's core mechanisms such as values, function closures, this, and prototypes Get an overview of other books in the series—and learn why it's important to understand all parts of JavaScript

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