Javascript Definitive 6th Edition

Completely revised and updated, this best-selling introduction to programming in JavaScript focuses on writing real applications. JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful, effective code. It has been updated to reflect the current state of Java¬Script and web browsers and includes brand-new material on features like class notation, arrow functions, iterators, async functions, template strings, and block scope. A host of new exercises have also been added to test your skills and keep you on track. As with previous editions, Haverbeke continues to teach through extensive examples and immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. You start by learning the basic structure of the JavaScript language as well as control structures, functions, and data structures to help you write basic programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to: - Understand the essential elements of programming, including syntax, control, and data - Organize and clarify your code with object-oriented and functional programming techniques - Script the browser and make basic web

applications - Use the DOM effectively to interact with browsers - Harness Node.js to build servers and utilities Isn't it time you became fluent in the language of the Web? * All source code is available online in an inter¬active sandbox, where you can edit the code, run it, and see its output instantly.

A guide for experienced programmers demonstrates the core JavaScript language, offers examples of common tasks, and contains an extensive reference to JavaScript commands, objects, methods, and properties.

JavaScript--the powerful, object-based scripting language that can be embedded directly into HTML pages--has earned its place in the web developer's toolkit, to the extent that it's now considered required knowledge for web developers. You can use JavaScript to create dynamic, interactive applications that run completely within a web browser. JavaScript is also the language of choice for developing Dynamic HTML content. Because its syntax is based on the popular programming languages C, C++, and Java, JavaScript is familiar and easy to learn for experienced programmers. At the same time, it's an interpreted scripting language, providing a flexible, forgiving programming environment for new programmers. The JavaScript Pocket Reference, 2nd Edition, provides a complete overview of the core JavaScript language and client-side scripting environment, as well as quick-reference material on core and client-side objects, methods, and properties. The new edition has been revised to cover JavaScript 1.5, and is particularly useful for developers working with the standards-compliant web browsers, such as Internet Explorer 6, Netscape 7, and Mozilla. Ideal as an introduction for beginners and a quick reference for advanced developers, this pocket-sized book is easy to take anywhere and serves as the perfect companion volume to the bestselling JavaScript: The

Definitive Guide, 4th Edition. O'Reilly's Pocket References have become a favorite among developers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point and need to get to the answer quickly, the new JavaScript Pocket Reference is the book you'll want close at hand.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-

installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

"As someone who uses jQuery on a regular basis, it was surprising to discover how much of the library I'm not using. This book is indispensable for anyone who is serious about using jQuery for non-trivial applications."-- Raffaele Cecco, longtime developer of video games, including Cybernoid, Exolon, and Stormlord jQuery is the "write less, do more" JavaScript library. Its powerful features and ease of use have made it the most popular client-side JavaScript framework for the Web. Ideal for JavaScript developers at all skill levels, this book is jQuery's trusty companion: the definitive "read less, learn more" guide to the library. jQuery Pocket Reference explains everything you need to know about jQuery, completely and comprehensively. You'll learn how to: Select and manipulate document elements Alter document structure Handle and trigger events Create visual effects and animations Script HTTP with Ajax utilities Use jQuery's selectors and selection methods, utilities, plugins and

more The 25-page quick reference summarizes the library, listing all jQuery methods and functions, with signatures and descriptions.

A comprehensive, updated manual for creating cross-platform Web applications includes the latest information on Web specifications, as well as references for HTML tags, CSS2 style attributes, DOM Level 2, browser document objects, core JavaScript 1.5 objects, and the latest versions of Netscape Navigator and Internet Explorer. Original. (Intermediate)

"...lucid, in-depth descriptions of the behavior of every HTML tag on every major browser and platform, plus enough dry humor to make the book a pleasure to read." --Edward Mendelson, PC Magazine "When they say 'definitive' they're not kidding." --Linda Roeder, About.com Put everthing you need to know about HTML & XHTML at your fingertips. For nearly a decade, hundreds of thousands of web developers have turned to HTML & XHTML: The Definitive Guide to master standards-based web development. Truly a definitive guide, the book combines a unique balance of tutorial material with a comprehensive reference that even the most experienced web professionals keep close at hand. From basic syntax and semantics to guidelines aimed at helping you develop your own distinctive style, this classic is all you need to become fluent in the language of web design. The new sixth edition guides you through every element of HTML and XHTML in detail, explaining how each element works and how it interacts with other elements. You'll also find detailed discussions of CSS (Cascading Style Sheets), which is intricately related to web page development. The most all-inclusive, up-to-date book on these languages available, this edition covers HTML 4.01, XHTML 1.0, and CSS2, with a preview of the upcoming XHTML2 and CSS3. Other topics include the newer initiatives in XHTML (XForms, XFrames, and modularization) and the essentials of XML for

advanced readers. You'll learn how to: Use style sheets to control your document's appearance Work with programmatically generated HTML Create tables, both simple and complex Use frames to coordinate sets of documents Design and build interactive forms and dynamic documents Insert images, sound files, video, Java applets, and JavaScript programs Create documents that look good on a variety of browsers The authors apply a natural learning approach that uses straightforward language and plenty of examples. Throughout the book, they offer suggestions for style and composition to help you decide how to best use HTML and XHTML to accomplish a variety of tasks. You'll learn what works and what doesn't, and what makes sense to those who view your web pages and what might be confusing. Written for anyone who wants to learn the language of the Web--from casual users to the full-time design professionals--this is the single most important book on HTML and XHTML you can own. Bill Kennedy is chief technical officer of MobileRobots, Inc. When not hacking new HTML pages or writing about them, "Dr. Bill" (Ph.D. in biophysics from Loyola University of Chicago) is out promoting the company's line of mobile, autonomous robots that can be used for artificial intelligence, fuzzy logic research, and education. Chuck Musciano began his career as a compiler writer and crafter of tools at Harris Corporations' Advanced Technology Group and is now a manager of Unix Systems in Harris' Corporate Data Center.
JavaScript lets you supercharge your HTML with animation, interactivity, and visual effects—but many web designers find the language hard to learn. This easy-to-read guide not only covers JavaScript basics, but also shows you how to save time and effort with the jQuery and jQuery UI libraries of prewritten JavaScript code. You'll build web pages that feel and act like desktop programs—with little or no programming. The important stuff you need to know: Pull back the

curtain on JavaScript. Learn how to build a basic program with this language. Get up to speed on jQuery. Quickly assemble JavaScript programs that work well on multiple web browsers. Transform your user interface. Learn jQuery UI, the JavaScript library for interface features like design themes and controls. Make your pages interactive. Create JavaScript events that react to visitor actions. Use animations and effects. Build drop-down navigation menus, pop-ups, automated slideshows, and more. Collect data with web forms. Create easy-to-use forms that ensure more accurate visitor responses. Practice with living examples. Get step-by-step tutorials for web projects you can build yourself.

Provides information on how to write better JavaScript programs, covering such topics as functions, arrays, library and API design, and concurrency.

Good game design happens when you view your game from as many perspectives as possible. Written by one of the world's top game designers, The Art of Game Design presents 100+ sets of questions, or different lenses, for viewing a game's design, encompassing diverse fields such as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, puzzle design, and anthropology. This Second Edition of a Game Developer Front Line Award winner: Describes the deepest and most fundamental principles of game design Demonstrates how tactics used in board, card, and athletic games also work in top-quality video games Contains valuable insight from Jesse Schell, the former chair of the International Game Developers Association and award-winning designer of Disney online games The Art of Game Design, Second Edition gives readers useful perspectives on how to

make better game designs faster. It provides practical instruction on creating world-class games that will be played again and again.

JSON is becoming the backbone for meaningful data interchange over the internet. This format is now supported by an entire ecosystem of standards, tools, and technologies for building truly elegant, useful, and efficient applications. With this hands-on guide, author and architect Tom Marrs shows you how to build enterprise-class applications and services by leveraging JSON tooling and message/document design. JSON at Work provides application architects and developers with guidelines, best practices, and use cases, along with lots of real-world examples and code samples. You'll start with a comprehensive JSON overview, explore the JSON ecosystem, and then dive into JSON's use in the enterprise. Get acquainted with JSON basics and learn how to model JSON data Learn how to use JSON with Node.js, Ruby on Rails, and Java Structure JSON documents with JSON Schema to design and test APIs Search the contents of JSON documents with JSON Search tools Convert JSON documents to other data formats with JSON Transform tools Compare JSON-based hypermedia formats, including HAL and jsonapi Leverage MongoDB to store and access JSON documents Use Apache Kafka to exchange JSON-based messages between services

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.

This task-based, visual-reference guide has been fully revised and uses step-by-step instructions and plenty of screenshots to give beginning and intermediate scripters what they need to know to keep their skills up-to-date. Readers can start from the beginning to get a tour of the programming language, or look up specific tasks to learn just what they need to know. In this updated eighth edition, readers will find new information on using frameworks and libraries--such as jQuery--and modern coding techniques.

So you're ready to make the leap from writing HTML and CSS web pages to creating dynamic web applications. You want to take your web skills to the next level. And you're finally ready to add "programmer" to the resume. It sounds like you're ready to learn the Web's hottest programming language: JavaScript. Head First JavaScript is your ticket to going beyond copying and pasting the code from someone else's web site, and writing your own interactive web pages. With Head First JavaScript, you learn: The basics of programming, from variables to types to looping How the web browser runs your code, and how you can talk to the browser with your code Why you'll never have to worry about casting, overloading, or polymorphism when you're writing JavaScript code How to use the Document Object Model to change your web pages without making your users click buttons If you've ever read a Head First book, you know what to expect -- a visually rich format designed for the way your brain works. Head First JavaScript is no exception. It starts where HTML and CSS leave off, and takes you

through your first program into more complex programming concepts -- like working directly with the web browser's object model and writing code that works on all modern browsers. Don't be intimidated if you've never written a line of code before! In typical Head First style, Head First JavaScript doesn't skip steps, and we're not interested in having you cut and paste code. You'll learn JavaScript, understand it, and have a blast along the way. So get ready... dynamic and exciting web pages are just pages away. JavaScript is the programming language of the Internet, the secret sauce that makes the Web awesome, your favorite sites interactive, and online games fun! JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like building interactivity with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to: –Create functions to organize and reuse your code –Write and modify HTML to create dynamic web pages –Use the DOM and jQuery to make your web pages react to user input –Use the Canvas element to draw and animate graphics –Program real user-controlled games with collision detection and score keeping With visual examples like bouncing balls, animated bees, and racing cars, you can really see what you're programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own

amazing programs. Make something cool with JavaScript today! Ages 10+ (and their parents!)

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!

Provides information on using Web 2.0 technologies to create a Web site, covering such topics as Web page services, HTML, working with images, site testing and maintenance, using WordPress, and building a wiki.

Make your Web pages stand out above the noise with JavaScript and the expert instruction in this much-anticipated update to the bestselling JavaScript Bible. With renowned JavaScript expert Danny Goodman at your side, you'll get a thorough grounding in JavaScript basics, see how it fits with current Web browsers, and find all the soup-to-nuts detail you'll need. Whether you're a veteran programmer or just starting out, this is the JavaScript book Web developers turn to again and again. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript material on the market. The seventh edition represents a significant update, with new information for ECMAScript 2020, and new chapters on language-specific features. JavaScript: The Definitive Guide is ideal for experienced programmers who want to learn the programming language of the web, and for current JavaScript programmers who want to master it.

Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your

school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter. Grasp the fundamentals of web application development by building a simple database-backed app from scratch, using HTML, JavaScript, and other open source tools. Through hands-on tutorials, this practical guide shows inexperienced web app developers how to create a user interface, write a server, build client-server communication, and use a cloud-based service to deploy the application. Each chapter includes practice problems, full examples, and mental models of the development workflow. Ideal for a college-level course, this book helps you get started with web app development by providing you with a solid grounding in the process. Set up a basic workflow with a text editor, version control system, and web browser Structure a user interface with HTML, and include styles with CSS Use JQuery and JavaScript to add interactivity to your application Link the client to the server with AJAX, JavaScript objects, and JSON Learn the basics of server-side programming with Node.js Store data outside your application with Redis and MongoDB Share your application by uploading it to the cloud with CloudFoundry Get basic tips for writing maintainable code on

both client and server

Arranged in sixteen musical categories, provides entries for twenty thousand releases from four thousand artists, and includes a history of each musical genre. Learn everything you need to master the AdonisJs framework, including topics such as interacting with a database, rendering templates, writing asynchronous code, and hosting sites with SSL. Along the way, you'll see how to build a commerce application, which lists products and allows shoppers to register and purchase those products. The site will feature a product catalog, a shopping cart, user registration and login, and profile management. The Definitive Guide to AdonisJs also covers how to create a front-end build chain, so that you can use a modern front-end framework, such as React. You'll discover how to connect your front end to the server, so that data and transactions can be shared between the two. Finally, you'll see how to secure and deploy the application to a virtual private server, including how to apply for and install an SSL certificate and start accepting payments. After reading and using this book, you'll know all you need about AdonisJs. You'll have the tools to turn that side-project you've been thinking about into a real money-making product. It is written by a web expert and reviewed by the AdonisJs project lead. This is the complete start-to-finish guide you've been waiting for. What You'll Learn Set up Node.js and AdonisJs, so that

you can start building your application Create and use views and template code Implement cooperative multitasking, in JavaScript Represent eventual values with AdonisJs promises Organize and isolate your code in controllers and decorate them with middleware, to do things like authentication Build queries, using the Lucid DSL, and package these database entities up into model classes Validate form data and respond with the appropriate error messages Respond to general framework errors with custom error pages Learn the deeper parts of sessions and cookies Update the state of the user interface with WebSockets Host AdonisJs applications in a modern hosting environment Who This Book Is For Readers should have a functional understanding of JavaScript. HTML and CSS are the workhorses of web design, and using them together to build consistent, reliable web pages requires both skill and knowledge. The task is more difficult if you're relying on outdated, confusing, and unnecessary HTML hacks and workarounds. Author Ben Henick shows you how to avoid those traps by going beyond the standard tips, tricks, and techniques to connect the underlying theory and design of HTML and CSS to your everyday work habits. With this practical book, you'll learn how to work with these tools far more effectively than is standard practice for most web developers. Whether you handcraft individual pages or build templates, HTML & CSS: The Good Parts will

help you get the most out of these tools in all aspects of web page design-from layout to typography and to color. Structure HTML markup to maximize the power of CSS Implement complex multi-column layouts from scratch Improve site production values with advanced CSS techniques Support formal usability and accessibility requirements with tools built into HTML and CSS Avoid the most annoying browser and platform limitations

Dispels the myth that JavaScript is a "baby" language and demonstrates why it is the scripting language of choice used in the design of millions of Web pages and server-side applications Quickly covers JavaScript basics and then moves on to more advanced topics such as object-oriented programming, XML, Web services, and remote scripting Addresses the many issues that Web application developers face, including internationalization, security, privacy, optimization, intellectual property issues, and obfuscation Builds on the reader's basic understanding of HTML, CSS, and the Web in general This book is also available as part of the 4-book JavaScript and Ajax Wrox Box (ISBN: 0470227818). This 4-book set includes: Professional JavaScript for Web Developers (ISBN: 0764579088) Professional Ajax 2nd edition (ISBN: 0470109491) Professional Web 2.0 Programming (ISBN: 0470087889) Professional Rich Internet Applications: Ajax and Beyond (ISBN: 0470082801)

Demonstrates the control and flexibility Cascading Style Sheets bring to Web design, covering selectors and structure, units, text manipulation, colors, backgrounds, borders, visual formatting, and positioning.
If you're a web designer or app developer interested in sophisticated page styling, improved accessibility, and saving time and effort, this book is for you. This revised edition provides a comprehensive guide to CSS implementation, along with a thorough review of the latest CSS specifications. CSS is a constantly evolving language for describing the presentation of web content on screen, printers, speech synthesizers, screen readers, and chat windows. It is used by all browsers on all screen sizes on all types of IoT devices, including phones, computers, video games, televisions, watches, kiosks, and auto consoles. Authors Eric Meyer and Estelle Weyl show you how to improve user experience, speed development, avoid potential bugs, and add life and depth to your applications through layout, transitions and animations, borders, backgrounds, text properties, and many other tools and techniques. This guide covers: Selectors, specificity, and the cascade Values, units, fonts, and text properties Padding, borders, outlines, and margins Colors, backgrounds, and gradients Floats and positioning tricks Flexible box layout The new Grid layout system 2D and 3D transforms, transitions, and animation Filters, blending, clipping, and

masking Media and feature queries

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

JavaScript in easy steps, 6th edition instructs the user how to create exciting web pages that employ the power of JavaScript to provide functionality. You need have no

previous knowledge of any scripting language so it's ideal for the newcomer to JavaScript. By the end of this book you will have gained a sound understanding of JavaScript and be able to add exciting dynamic scripts to your own web pages. JavaScript in easy steps, 6th edition begins by explaining how to easily incorporate JavaScript code in an HTML document. Examples demonstrate how to use built-in JavaScript functions to work with Math, date and time, random numbers, cookies, text strings, and elements of web pages via the Document Object Model (DOM). You will learn how JavaScript is used with HTML submission forms and how JavaScript Object Notation (JSON) is used for asynchronous browser-server communication. The book examples provide clear syntax-highlighted code showing how to create behaviors for an HTML document to endow components with interactive functionality, to illustrate each aspect of JavaScript. JavaScript in easy steps, 6th edition has an easy-to-follow style that will appeal to anyone who wants to add functionality to their web pages. It will appeal to programmers who want to quickly add JavaScript to their skills set, and to the student who is studying website design at school or college, and to those seeking a career in web development who need an understanding of client-side scripting. Fully updated since the previous edition, which was published in 2013. Table of Contents: 1. Get Started in JavaScript 2. Perform Useful Operations 3. Manage the Script Flow 4. Use Script Objects 5. Control Numbers and Strings 6. Address the Window Object 7. Interact with the Document 8. Create Web Applications 9. Produce Script Magic

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. WebAssembly: The Definitive Guide is a thorough and accessible introduction to one of the most transformative technologies hitting our industry. What started as a way to use languages other than JavaScript in the browser has evolved into a comprehensive path toward portability, performance, increased security, and greater code reuse across an impressive collection of deployment targets. Author Brian Sletten introduces elements of this technology incrementally while building to several concrete, code-driven examples of practical, cutting-edge WebAssembly uses. Whether you work with enterprise software or embedded systems, or in entertainment, scientific computing, or startup environments, you'll learn how WebAssembly can have a positive impact on the way you develop software. Use WebAssembly designs to increase code portability across platforms Reuse more of your software assets in a wider number of deployment targets Learn how WebAssembly increases protection against prominent security attacks Use WebAssembly to deploy legacy code in web environments Increase your user base across languages and development environments Integrate JavaScript code with other languages and environments to improve performance, security, and productivity Learn how WebAssembly will affect your career as software developer

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." –Peter Watling, New Zealand, Developer of BubbleWrap

JavaScript is the programming language of the web and is used by more software developers today than any other programming language. For nearly 25 years this best seller has been the go-to guide for JavaScript programmers. The seventh edition is fully

updated to cover the 2020 version of JavaScript, and new chapters cover classes, modules, iterators, generators, Promises, async/await, and metaprogramming. You'll find illuminating and engaging example code throughout. This book is for programmers who want to learn JavaScript and for web developers who want to take their understanding and mastery to the next level. It begins by explaining the JavaScript language itself, in detail, from the bottom up. It then builds on that foundation to cover the web platform and Node.js. Topics include: Types, values, variables, expressions, operators, statements, objects, and arrays Functions, classes, modules, iterators, generators, Promises, and async/await JavaScript's standard library: data structures, regular expressions, JSON, i18n, etc. The web platform: documents, components, graphics, networking, storage, and threads Node.js: buffers, files, streams, threads, child processes, web clients, and web servers Tools and language extensions that professional JavaScript developers rely on

Covering the latest breaking news in Google AdWords, the fifth edition introduces revised, expanded and new chapters covering Enhanced Campaigns, Google AdWord's Express, Google's Product Listing Ads, and the introduction to Google's Universal Analytics. Nuances in Big Data advertising are also revealed and expanded sections and necessary updates have been added throughout. Updates specific to this edition include: Powerful bidding strategies using remarketing lists for search ads New ad extension features Automation capabilities using AdWords scripts Bonus Online

Content that includes links to dozens of resources and tutorials covering: registering a domain name, setting up a website, selecting an email service, choosing a shopping cart service, finding products to sell, and starting up an Google AdWords account Readers are given the latest information paired with current screenshots, fresh examples, and new techniques. Coached by AdWords experts Perry Marshall, Mike Rhodes, and Bryan Todd advertisers learn how to build an aggressive, streamlined AdWords campaign proven to increase their search engine visibility, consistently capture clicks, double their website traffic, and increase their sales. Whether a current advertiser or new to AdWords, this guide is a necessary handbook. Packed with information on the latest Web specifications--including XHTML, CSS, DOM, and JavaScript--this new edition teaches how to master the Ajax approach to Web application development. Learn how to build interactive, data-driven websites—even if you don't have any previous programming experience. If you know how to build static sites with HTML, this popular guide will help you tackle dynamic web programming. You'll get a thorough grounding in today's core open source technologies: PHP, MySQL, JavaScript, and CSS. Explore each technology separately, learn how to combine them, and pick up valuable web programming concepts along the way, including objects, XHTML, cookies, and session management. This book provides review questions in each chapter to help you apply what you've learned. Learn PHP essentials and the basics of

object-oriented programming Master MySQL, from database structure to complex queries Create web pages with PHP and MySQL by integrating forms and other HTML features Learn JavaScript fundamentals, from functions and event handling to accessing the Document Object Model Pick up CSS basics for formatting and styling your web pages Turn your website into a highly dynamic environment with Ajax calls Upload and manipulate files and images, validate user input, and secure your applications Explore a working example that brings all of the ingredients together What will you learn from this book? This brain-friendly guide teaches you everything from JavaScript language fundamentals to advanced topics, including objects, functions, and the browser's document object model. You won't just be reading—you'll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript in ways you never imagined. And you'll write real code, lots of it, so you can start building your own web applications. Prepare to open your mind as you learn (and nail) key topics including: The inner details of JavaScript How JavaScript works with the browser The secrets of JavaScript types Using arrays The power of functions How to work with objects Making use of prototypes Understanding closures Writing and testing applications What's so special about this book? We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning

theory to craft a multi-sensory learning experience, Head First JavaScript Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep. This book replaces Head First JavaScript, which is now out of print.

ECMAScript 6 represents the biggest update to the core of JavaScript in the history of the language. In Understanding ECMAScript 6, expert developer Nicholas C. Zakas provides a complete guide to the object types, syntax, and other exciting changes that ECMAScript 6 brings to JavaScript. Every chapter is packed with example code that works in any JavaScript environment so you'll be able to see new features in action. You'll learn: –How ECMAScript 6 class syntax relates to more familiar JavaScript concepts –What makes iterators and generators useful –How arrow functions differ from regular functions –Ways to store data with sets, maps, and more –The power of inheritance –How to improve asynchronous programming with promises –How modules change the way you organize code Whether you're a web developer or a Node.js developer, you'll find Understanding ECMAScript 6 indispensable on your journey from ECMAScript 5 to ECMAScript 6.

Essential Skills--Made Easy! Create dynamic Web pages complete with special effects using today's leading Web development language. JavaScript: A

Beginner's Guide, Third Edition gives you step-by-step coverage of the fundamentals, including variables, functions, operators, event handlers, objects, arrays, strings, forms, and frames. You'll also learn about more advanced techniques, including debugging and security. This hands-on guide explains how JavaScript works with XHTML Transitional and covers the new features available in JavaScript. Get started using JavaScript right away with help from this fast-paced tutorial. Designed for Easy Learning: Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Ask the Expert--Q & A sections filled with bonus information and helpful tips Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Self Tests--End-of-chapter reviews to test your knowledge Annotated syntax--Example code with commentary that describes the programming techniques being illustrated

This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig

deeper. No prior knowledge of JavaScript is required, but you should know how to program.
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