

Javascript Core Web Programming Course Notes

"One stop shopping" for Web programmers, this book covers everything on how to build killer programming skills. Coverage is given of all major Web constructs (including HTML, Java, CGI-BIN, VBScript, VRML, and distributed object concepts like CORBA and ActiveX). The CD-ROM includes sample code, examples from the book, Java, JavaScript, VBScript, and CGI Scripts, applets, and modifiable HTML templates and tags.

Master the art of building dynamic, modern web applications with React About This Book Learn the hot new frontend web framework from Facebook – ReactJS, an easy way of developing the V in MVC and a better approach to software engineering in JavaScript A fast-paced guide to designing and building scalable and maintainable web apps with React.js Learn all the new ES6 features and be among the most prominent JavaScript developers who can write efficient JS programs as per the latest standards Master the art of building modern web applications using React Learn to build modern native iOS and Android applications using JavaScript and the incredible power of React Who This Book Is For This course is for web developers that want to unlock high performance dynamism in the applications that they create. If you want a comprehensive

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journey into one of the most important JavaScript frameworks around today, dive into this course. What You Will Learn Take control of the front end with reactive JavaScript programming Discover what ReactJS offers your development - before mastering it Create React elements with properties and children Use JSX to speed up your React development process Test your React components with the Jest test framework Learn the latest syntax of ES6 Execute ES6 in a non-supported ES6 environment Learn the principles of object-oriented programming Create a complete single-page application Use an application design plan to write smarter, more meaningful code Learn how to use animations to give extra style to your application Get to grips with the React Native environment Write your own custom native UI components Integrate native modules in Objective-C and Java that interact with JavaScript In Detail ReactJS has helped to transform the web as we know it. Designed by Facebook to help developers build rapid, responsive UI that can deal with data-intensive usage, it's an essential component in any web developer's skillset. This ReactJS course, in five connected modules, provides you with a fast, engaging and practical route into ReactJS—so you can build powerful, elegant, and modern web applications. Beginning with the Reactive Programming with JavaScript module, you will learn how to take advantage of a reactive and functional programming paradigm to

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rethink how you approach your JavaScript code. It's built to help you understand the concepts, relevant and applicable for any frontend developer. You'll then dive a little deeper into ReactJS. The second module gives you a rapid look through the fundamentals of ReactJS, showing you how to build a basic application and demonstrating how to implement the Flux architecture. In the third module you will get to grips with ES6—this will make you a more fluent JavaScript developer, giving you control over ReactJS. You can put your old JavaScript hacks aside and instead explore how to create ES6 custom iterators. In the final two modules you'll learn how to fully master ReactJS, exploring its wider ecosystem of tools that have helped to make it one of the most important tools in web development today. Ending with insights and guidance on React Native, the tool built for today's demand for native, intuitive user experiences and interfaces, with this course you can be confident in building dynamic and modern apps with React. Style and approach Consisting of five separate modules, journey from the fundamentals of reactive programming to the exciting possibilities of React Native. Each module builds on each other, helping you to incrementally develop your skills and knowledge.

Offers real-world examples demonstrating a variety of Web development programming languages and tools, covering HTML 3.2, Netscape and Internet

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Explorer extensions, CGI programming, and Java.

Internet Programming with VBScript and JavaScript provides a thorough introduction to Web programming by providing coverage on Internet scripting from both the client and server side. This title also covers the core concepts Internet programmers need to master in order to bridge the gap between Web programming languages and Web architecture.

This book gathers papers presented at the 22nd International Conference on Interactive Collaborative Learning (ICL2019), which was held in Bangkok, Thailand, from 25 to 27 September 2019. Covering various fields of e-learning and distance learning, course and curriculum development, knowledge management and learning, real-world learning experiences, evaluation and outcomes assessment, computer-aided language learning, vocational education development and technical teacher training, the contributions focus on innovative ways in which higher education can respond to the real-world challenges related to the current transformation in the development of education. Since it was established, in 1998, the ICL conference has been devoted to new approaches in learning with a focus on collaborative learning. Today, it is a forum for sharing trends and research findings as well as presenting practical experiences in learning and engineering pedagogy. The book appeals to policymakers,

academics, educators, researchers in pedagogy and learning theory, school teachers, and other professionals in the learning industry, and further and continuing education.

With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written. Understand different pattern categories, including creational, structural, and behavioral. Walk through more than 20 classical and modern design patterns in JavaScript. Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS. Discover design patterns implemented in the jQuery library. Learn popular design patterns for writing maintainable jQuery plug-ins. "This book should be in every JavaScript

developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

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 No matter how much experience you have with JavaScript, odds are you don't

fully understand the language. This concise yet in-depth guide takes you inside scope and closures, two core concepts you need to know to become a more efficient and effective JavaScript programmer. You'll learn how and why they work, and how an understanding of closures can be a powerful part of your development skillset. Like other books in the "You Don't Know JS" series, *Scope and Closures* dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can achieve true JavaScript mastery. Learn about scope, a set of rules to help JavaScript engines locate variables in your code Go deeper into nested scope, a series of containers for variables and functions Explore function- and block-based scope, "hoisting", and the patterns and benefits of scope-based hiding Discover how to use closures for synchronous and asynchronous tasks, including the creation of JavaScript libraries

Develop your JavaScript programming skills by learning strategies and techniques commonly used in modern full-stack application development Key Features Write and deploy full-stack applications efficiently with JavaScript Delve into JavaScript's multiple programming paradigms Get up to speed with core concepts such as modularity and functional programming to write efficient code Book Description In depth knowledge of JavaScript makes it easier to learn a variety of other frameworks, including React,

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Angular, and related tools and libraries. This book is designed to help you cover the core JavaScript concepts you need to build modern applications. You'll start by learning how to represent an HTML document in the Document Object Model (DOM). Then, you'll combine your knowledge of the DOM and Node.js to create a web scraper for practical situations. As you read through further lessons, you'll create a Node.js-based RESTful API using the Express library for Node.js. You'll also understand how modular designs can be used for better reusability and collaboration with multiple developers on a single project. Later lessons will guide you through building unit tests, which ensure that the core functionality of your program is not affected over time. The book will also demonstrate how constructors, async/await, and events can load your applications quickly and efficiently. Finally, you'll gain useful insights into functional programming concepts such as immutability, pure functions, and higher-order functions. By the end of this book, you'll have the skills you need to tackle any real-world JavaScript development problem using a modern JavaScript approach, both for the client and server sides.

What you will learn

- Apply the core concepts of functional programming
- Build a Node.js project that uses the Express.js library to host an API
- Create unit tests for a Node.js project to validate it
- Use the Cheerio library with Node.js to create a basic web scraper
- Develop a React interface to build processing flows
- Use callbacks as a basic way to bring control back

Who this book is for

If you want to advance from being a frontend developer to a full-stack developer and learn how Node.js can be used for

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hosting full-stack applications, this is an ideal book for you. After reading this book, you'll be able to write better JavaScript code and learn about the latest trends in the language. To easily grasp the concepts explained here, you should know the basic syntax of JavaScript and should've worked with popular frontend libraries such as jQuery. You should have also used JavaScript with HTML and CSS but not necessarily Node.js.

"Learn how to create websites. A step by step process is used to show everything from setting up to essential HTML features. Gain a good understanding of the following concepts: HTML programming, Web programming, Basic/essential HTML tags, Website basics, integrating media into a website, Basic CSS and JavaScript. HTML is one of the core universal programming languages of the web that is essential for any web development journey. The web is growing on a daily basis and knowing HTML is more crucial than ever. You will be provided with the full source code to aid in development during and after this course. The source code is free to use in as many projects as you wish."--Resource description page.

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

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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 JavaScript 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

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its output instantly.

A web map is an interactive display of geographic information, in the form of a web page, that you can use to tell stories and answer questions. Web maps have numerous advantages over traditional mapping techniques, such as the ability to display up-to-date or even real-time information, easy distribution to end users, and highly customized interactive content. Introduction to Web Mapping teaches you how to develop online interactive web maps and web mapping applications, using standard web technologies: HTML, CSS and JavaScript. The core technologies are introduced in Chapters 1-5, focusing on the specific aspects which are most relevant to web mapping. Chapters 6-13 then implement the material and demonstrate key concepts for building and publishing interactive web maps.

Create scalable, reusable high-quality JavaScript applications and libraries

What people are saying about Building iPhone Apps w/ HTML, CSS, and JavaScript

"The future of mobile development is clearly web technologies like CSS, HTML and JavaScript. Jonathan Stark shows you how to leverage your existing web development skills to build native iPhone applications using these technologies." --John Allsopp, author and founder of Web Directions "Jonathan's book is the most comprehensive documentation available for developing web applications for mobile Safari. Not just great tech coverage, this book is an easy read of purely fascinating mobile tidbits in a fun colloquial style. Must have for all PhoneGap developers." -- Brian LeRoux, Nitobi

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Software It's a fact: if you know HTML, CSS, and JavaScript, you already have the tools you need to develop your own iPhone apps. With this book, you'll learn how to use these open source web technologies to design and build apps for the iPhone and iPod Touch on the platform of your choice-without using Objective-C or Cocoa. Device-agnostic mobile apps are the wave of the future, and this book shows you how to create one product for several platforms. You'll find guidelines for converting your product into a native iPhone app using the free PhoneGap framework. And you'll learn why releasing your product as a web app first helps you find, fix, and test bugs much faster than if you went straight to the App Store with a product built with Apple's tools. Build iPhone apps with tools you already know how to use Learn how to make an existing website look and behave like an iPhone app Add native-looking animations to your web app using jQTouch Take advantage of client-side data storage with apps that run even when the iPhone is offline Hook into advanced iPhone features -- including the accelerometer, geolocation, and vibration -- with JavaScript Submit your applications to the App Store with Xcode This book received valuable community input through O'Reilly's Open Feedback Publishing System (OFPS).

With this visual guide to computer programming for beginners, it has never been easier to learn how to code. Coding skills are in high demand and the need for programmers is still growing. Covering three of the most popular languages for new coders, this book uses a graphic method to break complex subjects into user-friendly chunks, bringing

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essential skills within easy reach. Each chapter contains tutorials on practical projects designed to teach you the main applications of each language, such as building websites, creating games, and designing apps. The book also looks at many of the main coding languages that are out there, outlining the key applications of each language, so you can choose the right language for you. You'll learn to think like a programmer by breaking a problem down into parts, before turning those parts into lines of code. Short, easy-to-follow steps then show you, piece by piece, how to build a complete program. There are challenges for you to tackle to build your confidence before moving on. Written by a team of expert coders and coding teachers, Beginner's Step-by-Step Coding Course is the ideal way to get to set you on the road to code. 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. Through four complete sprints, this book takes you through every step needed to build brand new cross-platform web apps with ASP.NET Core, and make them available on the Internet. You won't just master Microsoft's revolutionary open source ASP.NET Core technology: you'll learn how to integrate the immense power of MVC, Docker, Azure Web Apps, Visual Studio and Visual Studio Code, C#, JavaScript, TypeScript, and Entity Framework. Working through the authors' carefully designed sprints, you'll start with a blank canvas, move through software architecture and design, adjusting to user feedback, recovering from mistakes, builds, testing, deployment, maintenance,

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refactoring, and more. Along the way, you'll learn techniques for delivering state-of-the-art software to users more rapidly and repeatably than ever before.

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

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you develop sites or applications for the Web, this book is an absolute must.

Learn more about JavaScript and how JavaScript ES6 can be applied to create amazing JavaScript projects. Course is loaded with JavaScript Examples and perfect JavaScript for Beginners to learn more about JavaScript Online. Writing JavaScript Code using vanilla JavaScript - no libraries no tricks this JavaScript tutorial the JavaScript Course will walk you through creating your own JavaScript code and provide many JavaScript Code Snippets for use in JavaScript programming. Learn JavaScript with this step by step JavaScript Course. What you'll learn How to apply JavaScript How to use OOP in JavaScript Create simple applications with JavaScript Objects in JavaScript Requirements HTML CSS and JavaScript core knowledge Computer Access and Internet Access Use of Web editor and knowledge to setup web development environment Who this course is for: Web developers Anyone who wants to learn more about applying JavaScript Web masters JavaScript coders who want to learn more about using JavaScript Anyone who wants to do interesting applications with JavaScript Frontend code writers.

This custom edition is published for Swinburne University.

Designed specifically for the CS-1 Introductory Programming Course, "Programming with JavaScript: Algorithms and Applications for Desktop and Mobile Browsers" introduces students to computer science and programming using a modern approach.

Explore data structures and algorithm concepts and their relation to everyday JavaScript development. A basic understanding of these ideas is essential to any JavaScript developer wishing to analyze and build great software solutions. You'll discover how to implement data structures such as hash tables, linked lists, stacks, queues, trees, and graphs. You'll also learn

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how a URL shortener, such as bit.ly, is developed and what is happening to the data as a PDF is uploaded to a webpage. This book covers the practical applications of data structures and algorithms to encryption, searching, sorting, and pattern matching. It is crucial for JavaScript developers to understand how data structures work and how to design algorithms. This book and the accompanying code provide that essential foundation for doing so. With JavaScript Data Structures and Algorithms you can start developing your knowledge and applying it to your JavaScript projects today. What You'll Learn Review core data structure fundamentals: arrays, linked-lists, trees, heaps, graphs, and hash-table Review core algorithm fundamentals: search, sort, recursion, breadth/depth first search, dynamic programming, bitwise operators Examine how the core data structure and algorithms knowledge fits into context of JavaScript explained using prototypical inheritance and native JavaScript objects/data types Take a high-level look at commonly used design patterns in JavaScript Who This Book Is For Existing web developers and software engineers seeking to develop or revisit their fundamental data structures knowledge; beginners and students studying JavaScript independently or via a course or coding bootcamp.

If you are new to both JavaScript and programming, this hands-on book is for you. Rather than staring blankly at gobbledygook, you'll explore JavaScript by entering and running hundreds of code samples in Firebug, a free JavaScript debugger. Then in the last two chapters, you'll leave the safety of Firebug and hand-code an uber cool JavaScript application in your preferred text editor. Written in a friendly, engaging narrative style, this innovative JavaScript tutorial covers the following essentials: Core JavaScript syntax, such as value types, operators, expressions, and statements provided by ECMAScript. Features for manipulating XHTML,

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CSS, and events provided by DOM. Object-oriented JavaScript, including prototypal and classical inheritance, deep copy, and mixins. Closure, lazy loading, advance conditional loading, chaining, currying, memoization, modules, callbacks, recursion, and other powerful function techniques. Encoding data with JSON or XML. Remote scripting with JSON-P or XMLHttpRequest Drag-and-drop, animated scrollers, skin swappers, and other cool behaviors. Optimizations to ensure your scripts run snappy. Formatting and naming conventions to prevent you from looking like a greenhorn. New ECMAScript 5, DOM 3, and HTML 5 features such as `Object.create()`, `Function.prototype.bind()`, strict mode, `querySelector()`, `querySelectorAll()`, and `getElementsByClassName()`. As you can see, due to its fresh approach, this book is by no means watered down. Therefore, over the course of your journey, you will go from JavaScript beginner to wizard, acquiring the skills recruiters desire.

16 + Hours of Video Instruction Overview In JavaScript, jQuery and jQuery UI: An Introduction to Front-End Web Development , expert JavaScript developer, instructor, and author Marty Hall provides a practical, hands-on introduction to front-end Web programming with JavaScript, jQuery, jQuery UI, HTML, and CSS. Description "Front-end" (or "client-side") Web development involves using JavaScript, HTML, and CSS to make interactive applications that run inside a Web browser and can communicate with a Web server running remotely. Of these pieces, JavaScript is by far the most difficult because it is a full-fledged programming language and is the part that connects all the others together. This video course provides thorough coverage of three key components of front-end Web development: The core JavaScript language jQuery, the wildly popular open-source library that dramatically simplifies complex JavaScript applications jQuery UI, a library built on top of jQuery that provides dialog boxes,

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popup calendars, autocompleting text fields, and other rich widgets that are not part of standard HTML. The course also gives briefer introductions to two supporting topics: The HyperText Markup Language (HTML), using HTML 5 syntax Cascading Style Sheets (CSS). Each section of the course provides details on the most important topics, surveys more advanced or lesser-used topics, stresses best practices, and provides plenty of working examples. The course is aimed at two audiences: First-time programmers and Programmers who know other languages but are new to JavaScript. People in the first category should go through every topic in order, whereas programmers in the second category can skim the first two JavaScript topics (and possibly the HTML and CSS sections) before slowing down and going through the other topics in detail. Please visit <http://www.coreservlets.com/javascript-jquery-tutorial/> for the course Web site. This site contains complete source code for all examples in the video, as well as exercises and exercise solutions for each topic. Finally, you can contact the author directly at hall@coreservlets.com with questions or suggestions or to inquire about customized training courses on JavaScript, jQuery, Angular 2, Java 8, JSF, PrimeFaces, Android programming, and other Java EE topics to be held onsite at your organization. About the Author: Marty Hall is the president of coreservlets.com, a training and consulting company focusing on JavaScript, jQuery, server-s...

Whether you are a complete beginner or you have some knowledge in JavaScript, this book will guide you from the basics of the language to all the new features introduced until 2019. At the end of each chapter, test your knowledge with quizzes. After reading this book, Let Const, generators, promises, and async won't be a problem anymore. If you want to experience something new, this book also includes an introduction to the basics of TypeScript, a must-

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know for any JavaScript develop in 2019.

If you know HTML, CSS, and JavaScript, you already have the tools you need to develop Android applications. Now updated for HTML5, the second edition of this hands-on guide shows you how to use open source web standards to design and build apps that can be adapted for any Android device. You'll learn how to create an Android-friendly web app on the platform of your choice, and then use Adobe's free PhoneGap framework to convert it to a native Android app. Discover why device-agnostic mobile apps are the wave of the future, and start building apps that offer greater flexibility and a much broader reach. Convert a website into a web application, complete with progress indicators and other features Add animation with JQTouch to make your web app look and feel like a native Android app Make use of client-side data storage with apps that run when the Android device is offline Use PhoneGap to hook into advanced Android features, including the accelerometer, geolocation, and alerts Test and debug your app on the Web with real users, and submit the finished product to the Android Market

JavaScript is the native language of the Internet. Originally created to make web pages more dynamic, it is now used for software projects of all kinds, including scientific visualization and data services. However, most data scientists have little or no experience with JavaScript, and most introductions to the language are written for people who want to build shopping carts rather than share maps of coral reefs. This

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book will introduce you to JavaScript's power and idiosyncrasies and guide you through the key features of the language and its tools and libraries. The book places equal focus on client- and server-side programming, and shows readers how to create interactive web content, build and test data services, and visualize data in the browser. Topics include: The core features of modern JavaScript Creating templated web pages Making those pages interactive using React Data visualization using Vega-Lite Using Data-Forge to wrangle tabular data Building a data service with Express Unit testing with Mocha All of the material is covered by the Creative Commons Attribution-Noncommercial 4.0 International license (CC-BY-NC-4.0) and is included in the book's companion website at <http://js4ds.org> . Maya Gans is a freelance data scientist and front-end developer by way of quantitative biology. Toby Hodges is a bioinformatician turned community coordinator who works at the European Molecular Biology Laboratory. Greg Wilson co-founded Software Carpentry, and is now part of the education team at RStudio

A full-color introduction to the basics of HTML and CSS from the publishers of Wrox! Every day, more and more people want to learn some HTML and CSS. Joining the professional web designers and programmers are new audiences who need to know a little bit of code at work (update a content management system or e-commerce store) and those who want to make their personal blogs more attractive. Many books teaching HTML and CSS are dry and only written for those who want to become programmers,

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which is why this book takes an entirely new approach. Introduces HTML and CSS in a way that makes them accessible to everyone—hobbyists, students, and professionals—and it's full-color throughout Utilizes information graphics and lifestyle photography to explain the topics in a simple way that is engaging Boasts a unique structure that allows you to progress through the chapters from beginning to end or just dip into topics of particular interest at your leisure This educational book is one that you will enjoy picking up, reading, then referring back to. It will make you wish other technical topics were presented in such a simple, attractive and engaging way! This book is also available as part of a set in hardcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781119038634; and in softcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781118907443.

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

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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!)

Provides information on how to make more interactive, engaging, and usable Web pages with JavaScript and jQuery, covering core programming concepts in both and such techniques as animation, form validation, and interactive galleries.

Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything

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beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

Explore the engine that drives the internet It takes a powerful suite of technologies to drive the most-visited websites in the world. PHP, mySQL, JavaScript, and other web-building languages serve as the foundation for application development and programming projects at all levels of the web. Dig into this all-in-one book to get a grasp on these in-demand skills, and figure out how to apply them to become a professional web builder. You'll get valuable information from seven handy books covering the pieces of web programming, HTML5 & CSS3, JavaScript, PHP, MySQL, creating object-oriented programs, and using PHP frameworks. Helps you grasp the technologies that power web applications Covers PHP version 7.2 Includes coverage of the latest updates in web development Perfect for developers to use to solve problems This book is ideal for the inexperienced programmer interested in adding these skills to their

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toolbox. New coders who've made it through an online course or boot camp will also find great value in how this book builds on what you already know.

The JavaScript Workshop is a definitive guide to learning JavaScript in a practical way. Starting with JavaScript's core syntax and structure, the book gradually builds up to more advanced concepts like server-side development and functional programming. With this book, you'll gain the confidence to tackle any real-world JavaScript challenge. 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)

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

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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.

Web Programming with HTML5, CSS, and JavaScript is written for the undergraduate, client-side web programming course. It covers the three client-side technologies (HTML5, CSS, and JavaScript) in depth, with no dependence on server-side technologies.

Learn to build and optimize attractive, functional web sites for smartphones Today, mobile devices outnumber desktop and laptop computers three to one. Skill in developing web sites that work on mobile devices is in demand, and this friendly, step-by-step guide shows how to build and optimize sites using HTML5 and other standard

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web development tools. Building web sites that work for all types of smartphones and tablets, including iPhones, iPads, Android devices, and BlackBerry devices is a skill much in demand as mobile devices outpace both desktop and laptop computers, and this book gets you started. Guides you through creating and optimizing mobile sites with HTML, CSS, and JavaScript Covers HTML5, WebKit extensions, platform variations, accommodating different browsers, security issues, and making mobile sites richer with Flash, graphics, and video Includes code for differences in mobile app design and navigation, including touch devices HTML, CSS, and JavaScript Mobile Web Development For Dummies makes it easy to start developing great sites for mobile devices.

Build interactive, data-driven websites with the potent combination of open source technologies and web standards, even if you have only basic HTML knowledge. With the latest edition of this popular hands-on guide, you'll tackle dynamic web programming using the most recent versions of today's core technologies: PHP, MySQL, JavaScript, CSS, HTML5, jQuery, and the powerful React library. Web designers will learn how to use these technologies together while picking up valuable web programming practices along the way--including how to optimize websites for mobile devices. You'll put everything together to build a fully functional social networking site suitable for both desktop and mobile browsers. Explore MySQL from database structure to complex queries Use the MySQL PDO extension, PHP's

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improved MySQL interface Create dynamic PHP web pages that tailor themselves to the user Manage cookies and sessions and maintain a high level of security Enhance JavaScript with the React library Use Ajax calls for background browser-server communication Style your web pages by acquiring CSS skills Implement HTML5 features, including geolocation, audio, video, and the canvas element Reformat your websites into mobile web apps

Web Programming with Dart is for programmers who want to master the new Dart programming language from Google, and also web developers who want to understand how Dart can integrate perfectly with HTML5 and CSS3. With this book you will understand the ins and outs of the language, how the tools work, and how to get the most from the core functions and libraries. Web Programming with Dart is a practical, example-led book, with case studies involving developing UI animations for the web, working with web services such as JSON, server side Dart applications, and the new Polymer.dart library for advanced HTML UI web components generation. Take a full tour of Dart's core features and its advanced functionality Learn the tools that come with Dart SDK and the most important libraries. Additionally you will work with the newest Polymer.dart library for web component creation. Develop your own command-line and server side applications and, of course, web applications with Dart.

This special-sized book teaches all essential web technologies from A to Z. Skillfully written, extremely succinct, with a lot of tables, diagrams, examples and screen output,

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it touches the latest experimental technology in action. Covering some hardly documented 'tricks' beyond the basics, this book guarantees to transform an Internet newcomer to an accomplished web developer. For every web developer, it is a handy must-have. As we know, various web technologies are interconnected and it is impossible to fully master one technology without knowing another. Traditionally, a serious web developer needs to rely on several books or sources when coding a website. This book represents an all-in-one solution. It presents to you a holistic view of all essential web technologies. It means spending less money and time in learning more. The topics include HTML, CSS, JavaScript, PHP, AJAX, SQL, XML, XPath, XSD, XQuery, XSLT, SVG, Canvas, WebGL, Java Applet, Flash ActionScript, Red5, Firebase, WebRTC, htaccess, mod rewrite, jQuery, cURL, WordPress, SEO etc. Please visit the following website for detailed information about the book: <http://webcodingbible.com/?o=15>

PART OF THE NEW JONES & BARTLETT LEARNING INFORMATION SYSTEMS SECURITY & ASSURANCE SERIES! Security Strategies in Web Applications and Social Networking provides a unique, in-depth look at how to secure mobile users as customer-facing information migrates from mainframe computers and application servers to Web-enabled applications. Written by an industry expert, this book provides a comprehensive explanation of the evolutionary changes that have occurred in computing, communications, and social networking and discusses how to secure

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systems against all the risks, threats, and vulnerabilities associated with Web-enabled applications accessible via the Internet. Using examples and exercises, this book incorporates hands-on activities to prepare readers to successfully secure Web-enabled applications.

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