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PRACTICAL EXT JS PROJECTS WITH GEARS

Apress Discover Ext JS, one of today's most powerful and highly regarded JavaScript frameworks, with perhaps the best set of GUI widgets around, and a whole host of components that make developing client-side applications a breeze. Using a pragmatic approach, you'll dissect seven full-fledged applications, covering How Ext JS allows you to create these applications with a slick user interface with a minimum of effort How the other parts of Ext JS aside from the GUI widgets provide many of the capabilities modern applications need, such as Ajax and data mechanisms How other technologies such as Gears can be brought in to make the applications more powerful

ACCELERATED DOM SCRIPTING WITH AJAX, APIS, AND LIBRARIES

Apress If you're a web developer with previous JavaScript and DOM scripting experience, Pro DOM Scripting with Ajax, APIs, and Libraries is perfect for you to take your knowledge up to the next level. It provides a thorough walkthrough of all the fundamentals needed to build effective dynamic web applications. The first part of the book focuses on methodology and technologies for rapid development with JavaScript, including OOP and events, but also Ajax frameworks and JavaScript libraries. The second part includes three complete projects for you to learn from: form validation, mashups, and UI design.

REACTJS

WEB APP DEVELOPMENT: LEARN ONE OF THE MOST POPULAR JAVASCRIPT LIBRARIES

Createspace Independent Publishing Platform REACT JS: Web Application Development Learn to one of the most popular JavaScript library Some years, developers, and especially the web developers experienced numerous problems when developing single page web applications. This problem persisted until JavaScript React was introduced. This is a JavaScript library which helps in solving problems experienced by programmers when creating web applications which are worth only a single page. The good thing with the library is that it can be integrated with other JavaScript libraries so as to enhance the functionality of your final web application. Here is a preview of what you'll learn: Creating Components in React Comment Box in React Breaking the User Interface into an Hierarchy of components Animations in React Two-way Binding Helpers in React etc. Download your copy of " REACT JS: Web Application Development " by scrolling up and clicking "Buy Now With 1-Click" button.

REACT - THE ROAD TO ENTERPRISE

The Road To Enterprise "React - The Road To Enterprise" is an advanced book that revolves around best practices, advanced patterns and techniques for the development of React and Next applications in TypeScript. It's a one-stop resource for many crucial concepts that should help you solve and avoid many pain-points when developing React applications. This book covers many advanced topics to help you build maintainable, scalable and performant React applications, such as scalable project architecture, useful techniques for handling async operations and API states, advanced component patterns, performance optimisation, local and global state management patterns, static site generation (SSG) and server side rendering (SSR) with Next.js and more.

DATA VISUALIZATION WITH JAVASCRIPT

No Starch Press You've got data to communicate. But what kind of visualization do you choose, how do you build it, and how do you ensure that it's up to the demands of the Web? In Data Visualization with JavaScript, you'll learn how to use JavaScript, HTML, and CSS to build the most practical visualizations for your data. Step-by-step examples walk you through creating, integrating, and debugging different types of visualizations and will have you building basic visualizations, like bar, line, and scatter graphs, in no time. Then you'll move on to more advanced topics, including how to: Create tree maps, heat maps, network graphs, word clouds, and timelines Map geographic data, and build sparklines and composite charts Add interactivity and retrieve data with AJAX Manage data in the browser and build data-driven web applications Harness the power of the Flotr2, Flot, Chronoline.js, D3.js, Underscore.js, and Backbone.js libraries If you already know your way around building a web page but aren't quite sure how to build a good visualization, Data Visualization with JavaScript will help you get your feet wet without throwing you into the deep end. Before you know it, you'll be well on your way to creating simple, powerful data visualizations.

CLOJURESCRIPT

UP AND RUNNING

"O'Reilly Media, Inc." Learn how to build complete client-side applications with ClojureScript, the Clojure language variant that compiles to optimized JavaScript. This hands-on introduction shows you how ClojureScript not only has similarities to JavaScript—without the flaws—but also supports the full semantics of its parent language. You'll delve into ClojureScript's immutable data structures, lazy sequences, first-class functions, macros, and support for JavaScript libraries. No previous experience with Clojure or ClojureScript is necessary. If you're familiar with JavaScript, HTML, CSS, and the DOM, you'll quickly discover that ClojureScript has the same reach as JavaScript, but with more power. Start writing ClojureScript code with the Leiningen build system Learn how the ClojureScript compiler works to produce optimized JavaScript Use JavaScript functions and libraries directly from ClojureScript code Explore functions in Clojure's sequence library such as map, reduce, and filter Use macros to define new control structures or embed domain-specific languages Compile manually or script your own workflow with ClojureScript's compiler tools Integrate ClojureScript with Clojure on the JVM to build powerful client-server applications

EXPERT SHAREPOINT 2010 PRACTICES

Apress Expert SharePoint 2010 Practices is a valuable compendium of best practices, tips, and secrets straight from the most knowledgeable SharePoint gurus in the industry. Learn from the experts as you dive into topics like multitenancy, solution deployment, business intelligence, and administration. Our team of carefully chosen contributors, most with Microsoft's Most Valuable Professional (MVP) designation bestowed upon them, shares with you the secrets and practices that have brought them success in a wide variety of SharePoint scenarios. Each contributor is passionate about the power of SharePoint and wants to help you leverage the capabilities of the platform in your business—but in the proper way. Go beyond procedures and manuals, and benefit from hundreds of years of combined experience, which the authors of Expert SharePoint 2010 Practices provide in these pages. Learn from the masters and take control of SharePoint 2010 like you never have before with Expert SharePoint 2010 Practices!

BEGINNING JAVASCRIPT CHARTS

WITH JQPLOT, D3, AND HIGHCHARTS

Apress Beginning JavaScript Charts shows how to convert your data into eye-catching, innovative, animated, and highly interactive browser-based charts. This book is suitable for developers of all experience levels and needs: for those who love fast and effective solutions, you can use the jqPlot library to generate charts with amazing effects and animations using only a few lines of code; if you want more power and need to create data visualization beyond traditional charts, then D3 is the JavaScript library for you; finally, if you need a high-performance, professional solution for interactive charts, then the Highcharts library is also covered. If you are an experienced developer and want to take things further, then Beginning JavaScript Charts also shows you how to develop your own graphics library starting from scratch using jQuery. At the end of the book, you will have a good knowledge of all the elements needed to manage data from every possible source, from high-end scientific instruments to Arduino boards, from PHP SQL databases queries to simple HTML tables, and from Matlab calculations to reports in Excel. You will be able to provide cutting-edge charts exploiting the growing power of modern browsers. Create all kinds of charts using the latest technologies available on browsers (HTML5, CSS3, jQuery, jqPlot, D3, Highcharts, and SVG) Full of step-by-step examples, Beginning JavaScript Charts introduces you gradually to all aspects of chart development, from the data source to the choice of which solution to apply. This book provides a number of tools that can be the starting point for any project requiring graphical representations of data, whether using commercial libraries or your own

JQUERY

VISUAL QUICKSTART GUIDE

Peachpit Press jQuery is a popular JavaScript library that simplifies event handling, animating, and Ajax interactions for rapid web development. Many companies are using jQuery including: Amazon, Google, Twitter, Bank of America, BBC, ESPN, CBS News, Digg, Reuters, IBM, Netflix, Dell, Oracle, Slashdot, Tecnorati, and Intuit. Even casual web designers, who create web pages for fun, want to add the latest cool effects to their sites, and jQuery--the fast, flexible JavaScript library--is a tool of choice. Just as CSS separates "display" characteristics from the HTML structure, jQuery separates the "behavior" characteristics from the HTML structure. From visual effects, special controls, and Ajax made easy, the jQuery Visual QuickStart Guide will teach readers how to make the most of jQuery using the task-based, step-by-step, visual format they love. It's crammed with examples and there's a special section on widgets.

GOOGLE SCRIPT: ENTERPRISE APPLICATION ESSENTIALS

ADDING FUNCTIONALITY TO YOUR GOOGLE APPS

"O'Reilly Media, Inc." How can you extend Google Apps to fit your organization's needs? This concise guide shows you how to use Google Scripts, the JavaScript-based language that provides a complete web-based development platform—with no downloads, configuration, or compiling required. You'll learn how to add functionality to Gmail, spreadsheets, and other Google services, or build data-driven apps that run from a spreadsheet, in a browser window, or within a Google Site. If you have some JavaScript experience, getting started with Google Scripts is easy. Through code examples and step-by-step instructions, you'll learn how to build applications that authenticate users, display custom data from a spreadsheet, send emails, and many more tasks. Learn Google Script's built-in debugger, script manager, and other features Create a user interface as a pop-up window, a web page, or a Google Sites gadget Use data objects and CSS to build effective product pages Automatically generate web forms from key values you specify in your Google Docs Create a database UI that works as a mobile app and Google Site gadget Use Google Docs and Gmail to create a document revision workflow

BUILDING BIOINFORMATICS SOLUTIONS 2ND EDITION

Oxford University Press This book introduces the reader to all the key concepts and technologies needed to begin developing their own bioinformatics tools. The new edition includes more bioinformatics-specific content and a new chapter on good software engineering practices to help people working in teams.

MAPPING IN THE CLOUD

Guilford Publications This engaging text provides a solid introduction to mapmaking in the era of cloud computing. It takes students through both the concepts and technology of modern cartography, geographic information systems (GIS), and Web-based mapping. Conceptual chapters delve into the meaning of maps and how they are developed, covering such topics as map layers, GIS tools, mobile mapping, and map animation. Methods chapters take a learn-by-doing approach to help students master application programming interfaces and build other technical skills for creating maps and making them available on the Internet. The companion website offers invaluable supplementary materials for instructors and students. Pedagogical features: End-of-chapter summaries, review questions, and exercises. Extensive graphics illustrating the concepts and procedures. Downloadable PowerPoints for each chapter. Downloadable code files (where applicable) for the exercises.

THE POWER OF JAVASCRIPT

Cavendish Square Publishing, LLC JavaScript is characterized by enabling interaction, the language was created so that anyone surfing the internet could engage with a website instantaneously without downloading files or refreshing a page. This book looks at the early history of web browsers, traces the evolution of JavaScript, and explains the many applications of the language today, including Adobe Photoshop and online quizzes.

250 AJAX INTERVIEW QUESTIONS AND ANSWERS

Vamsee Puligadda Knowledge for Free... Get that job, you aspire for! Want to switch to that high paying job? Or are you already been preparing hard to give interview the next weekend? Do you know how many people get rejected in interviews by preparing only concepts but not focusing on actually which questions will be asked in the interview? Don't be that person this time. This is the most comprehensive Ajax interview questions book that you can ever find out. It contains: 250 most frequently asked and important Ajax interview questions and answers Wide range of questions which cover not only basics in Ajax but also most advanced and complex questions which will help freshers, experienced professionals, senior developers, testers to crack their interviews.

JAVASCRIPT: THE WEB WARRIOR SERIES

Cengage Learning Now in its sixth edition, JAVASCRIPT guides beginning programmers through web application development using the JavaScript programming language. As with previous editions of the book, the authors introduce key web authoring techniques with a strong focus on industry application. New coverage includes developing for touchscreen and mobile devices, and using the jQuery library. A real-world project, similar to what students would encounter in a professional setting, is developed chapter by chapter. Because professional web development jobs often require programmers to add features to existing sites, each chapter project uses a professionally designed web site. After completing a course using this textbook, students will be able to use JavaScript to build professional quality, dynamic web sites. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

PRO PHP AND JQUERY

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

USING MICROFORMATS

"O'Reilly Media, Inc." Microformats let you share structured information in HTML web pages. Although the information is visible to human readers--as it should be--software can also extract structured information. This Short Cut is a general introduction to the history of microformats and an explanation why these ideas are rocketing to the forefront of technology. It includes information and examples on how to add all of the popular microformats used and consumed today to your documents. Also included is discussion of where the idea behind microformats originated and why the microformats process is so open for everyone to contribute. With millions of instances of microformats on the Web, isn't it about time to learn what it's all about?

BEGINNING HTML AND CSS

John Wiley & Sons Everything you need to build websites with the newestversions of HTML and CSS If you develop websites, you know that the goal posts keepmoving, especially now that your website must work on not onlytraditional desktops, but also on an ever-changing range ofsmartphones and tablets. This step-by-step book efficiently guidesyou through the thicket. Teaching you the very latest bestpractices and techniques, this practical reference walks youthrough how to use HTML5 and CSS3 to develop attractive, modernwebsites for today's multiple devices. From handling text, forms,and video, to implementing powerful JavaScript functionality, thisbook covers it all. Serves as the ultimate beginners guide for anyone who wants tobuild websites with HTML5 and CSS3, whether as a hobbyist oraspiring professional developer Covers the basics, including the different versions of HTML andCSS and how modern websites use structure and semantics to describetheir contents Explains core processes, such as marking up text, images,lists, tables, forms, audio, and video Delves into CSS3, teaching you how to control or change the wayyour pages look and offer tips on how to create attractivedesigns Explores the jQuery library and how to implement powerfulJavaScript features, such as tabbed content, image carousels, andmore Get up to speed on HTML5, CSS3, and today's website design withthis practical guide. Then, keep it on your desk as areference!

JAVASCRIPT COOKBOOK

"O'Reilly Media, Inc." Why reinvent the wheel every time you run into a problem with JavaScript? This cookbook is chock-full of code recipes for common programming tasks, along with techniques for building apps that work in any browser. You'll get adaptable code samples that you can add to almost any project--and you'll learn more about JavaScript in the process. The recipes in this book take advantage of the latest features in ECMAScript 2020 and beyond and use modern JavaScript coding standards. You'll learn how to: Set up a productive development environment with a code editor, linter, and test server Work with JavaScript data types, such as strings, arrays, and BigInts Improve your understanding of JavaScript functions, including arrow functions, closures, and generators Apply object-oriented programming concepts like classes and inheritance Work with rich media in JavaScript, including audio, video, and SVGs Manipulate HTML markup and CSS styles Use JavaScript anywhere with Node.js Access and manipulate remote data with REST, GraphQL, and Fetch Get started with the popular Express application-building framework Perform asynchronous operations with Promises, async/await, and web workers

HTML, XHTML AND CSS ALL-IN-ONE FOR DUMMIES

John Wiley & Sons A complete and fully updated reference for these key Web technologies HTML, XHTML, and CSS are essential tools for creating dynamic Web sites. This friendly, all-in-one guide covers what programmers need to know about each of the technologies and how to use them together. Like the bestselling first edition, HTML, XHTML, and CSS All-in-One For Dummies, 2nd Edition makes it easy to grasp the fundamentals and start building effective Web pages. With new information about Web 2.0 and Ajax, it's the perfect reference as well. HTML, XHTML, and CSS are the key technologies for building dynamic Web pages This friendly, all-in-one guide explains each technology, shows how to use them together, and examines quality Web design and layout Six self-contained minibooks cover HTML, CSS, design and layout, client-side JavaScript, Ajax and server-side, and putting it all together Covers new Web development advancements including new technologies and changes to the standards Includes a CD with additional valuable Web development programs and a companion Web site featuring the code used in the book Web programmers and designers will find what they most need to know in HTML, XHTML, and CSS All-in-One For Dummies, 2nd Edition, helping them create the type of Web sites that today's market demands. CD-ROM and other supplementary materials are not included as part of eBook file. These materials will be made available for download upon purchase of the digital edition

BEGINNING PROGRESSIVE WEB APP DEVELOPMENT

CREATING A NATIVE APP EXPERIENCE ON THE WEB

Apress Build fast, reliable web applications using the latest web development technologies. This book provides step-by-step learning through the process of transforming a "traditional" web app into a high-performing progressive web app, leveraging principles and lessons taught throughout the book. You will learn to improve the performance, reliability, reach, and user engagement of mobile web applications through the use of specific, practical examples. Because most non-trivial web applications developed today use JavaScript frameworks, you will learn about the most popular frameworks offering a PWA right out of the box, including React, Preact, Vue.js, Angular, and Ionic. You also will learn which tools to enlist to measure your application's performance, such as Google's Lighthouse. Beginning Progressive Web App Development includes best practices to make your app work even when an end user has a poor or no Internet connection, and to send notifications and reminders with the Notification and Push APIs to keep your users engaged. You will come away with an understanding of the technologies—application shells, server push technology, and caching—that will allow you to rapidly deliver content to your users. As important as it is to provide mobile users with a great experience, the principles of PWAs are not limited to smartphones. Most of what you will learn in this book is directly applicable to web applications on all screen sizes. What You'll Learn Achieve nearly instant loading times Implement service workers to make your app load faster and work while users are offline Keep users engaged with web notifications Measure the performance and reach of your web applications Transform your existing web app into a progressive web app Create a progressive web app from scratch Understand what building a truly fast web app entails with Google's PRPL pattern Who This Book Is For Web developers with prior JavaScript experience

LEARN JAVASCRIPT WITH P5.JS

CODING FOR VISUAL LEARNERS

Apress Learn coding from scratch in a highly engaging and visual manner using the vastly popular JavaScript with the programming library p5.js. The skills you will acquire from this book are highly transferable to a myriad of industries and can be used towards building web applications, programmable robots, or generative art. You'll gain the proper context so that you can build a strong foundation for programming. This book won't hinder your momentum with irrelevant technical or theoretical points. The aim is to build a strong, but not overly excessive knowledge to get you up and running with coding. If you want to program creative visuals and bring that skill set to a field of your your choice, then Learn JavaScript with p5.js is the book for you. What You'll Learn Code from scratch and create computer graphics with JavaScript and the p5.js library Gain the necessary skills to move into your own creative projects Create graphics and interactive experiences using Processing Program using JavaScript and p5.js and secondarily in creating visuals Who This Book is For Artists or a visual designers. Also, those who want to learn the fundamentals of programming through visual examples.

PROFESSIONAL CLOJURE

John Wiley & Sons Annotation 'Professional Clojure' is the experienced developer's guide to functional programming using the Clojure language. Designed specifically to meet the needs of professional developers, it briefly introduces functional programming before skipping directly to the heart of using Clojure in a real-world setting.

THE ESSENTIAL GUIDE TO DREAMWEAVER CS4 WITH CSS, AJAX, AND PHP

Apress Dreamweaver CS4 is a massive step forward in terms of integration with the rest of the CS4 suite (Flash, Fireworks, Photoshop, etc.), and also includes whole host of exciting features of its own. The Essential Guide to Dreamweaver CS4 with CSS, Ajax, and PHP concentrates on getting the most out of Dreamweaver CS4, rather than going into every menu item and toolbar icon. The emphasis is on developing websites compliant with the latest web standards, using CSS, JavaScript libraries (with particular emphasis on Spry, Adobe's implementation of Ajax), and PHP. The book covers all aspects of the new user interface, including workspace layouts, iconic panels, the related documents feature, Live View, Code Navigator, and Live Code. It also shows how to use the improved CSS editing features, and JavaScript code introspection. There is also coverage of other new features, such as version control through Subversion integration, and the improved support for Photoshop integration through the use of Smart Objects. Takes you through your development environment set up Covers everything you need to create both standards compliant web sites, and dynamic web applications Teaches real world techniques using a series of step by step tutorials

BUILDING WEBSITES ALL-IN-ONE FOR DUMMIES

John Wiley & Sons Ten minibooks in one! The perfect reference for beginning web builders This hefty, 800+ page book is your start-to-finish roadmap for building a web site for personal or professional use. Even if you're completely new to the process, this book is packed with everything you need to know to build an attractive, usable, and working site. In addition to being a thorough reference on the basics, this updated new edition also covers the very latest trends and tools, such as HTML5, mobile site planning for smartphones and tablets, connecting with social media, and more. Packs ten minibooks into one hefty reference: Preparation, Site Design, Site Construction, Web Graphics, Multimedia, Interactive Elements, Form Management, Social Media Integration, Site Management, and Case Studies Covers the newest trends and tools, including HTML5, the new Adobe Create Suite, and connecting with social media Offers in-depth reviews and case studies of existing sites created for a variety of purposes and audiences, such as blog sites and non-profit sites Walks you through essential technologies, including Dreamweaver, HTML, CSS, JavaScript, PHP, and more Plan, build, and maintain a site that does exactly what you need, with Building Web Sites All-In-One For Dummies, 3rd Edition.

LEARNING JAVASCRIPT

ADD SPARKLE AND LIFE TO YOUR WEB PAGES

"O'Reilly Media, Inc." If you're new to JavaScript, or an experienced web developer looking to improve your skills, Learning JavaScript provides you with complete, no-nonsense coverage of this quirky yet essential language for web development. You'll learn everything from primitive data types to complex features, including JavaScript elements involved with Ajax and dynamic page effects. By the end of the book, you'll be able to work with even the most sophisticated libraries and web applications. Complete with best practices and examples of JavaScript use, this new edition shows you how to integrate the language with the browser environment, and how to practice proper coding techniques for standards-compliant websites. This book will help you: Learn the JavaScript application structure, including basic statements and control structures Identify JavaScript objects—String, Number, Boolean, Function, and more Use browser debugging tools and troubleshooting techniques Understand event handling, form events, and JavaScript applications with forms Develop with the Browser Object Model, the Document Object Model, and custom objects you create Learn about browser cookies and more modern client-side storage techniques Get details for using XML or JSON with Ajax applications Learning JavaScript follows proven learning principles to help you absorb the concepts at an easy pace, so you'll learn how to create powerful and responsive applications in any browser.

LEARNING THREE.JS – THE JAVASCRIPT 3D LIBRARY FOR WEBGL - SECOND EDITION

Packt Publishing Ltd If you know JavaScript and want to start creating 3D graphics that run in any browser, this book is a great choice for you. You don't need to know anything about math or WebGL; all that you need is general knowledge of JavaScript and HTML.

DECODING JAVASCRIPT

A SIMPLE GUIDE FOR THE NOT-SO-SIMPLE JAVASCRIPT CONCEPTS, LIBRARIES, TOOLS, AND FRAMEWORKS (ENGLISH EDITION)

BPB Publications Mastering advanced JavaScript to build modern next-generation web applications. KEY FEATURES ● A simplified explanation of complex concepts to create powerful and flexible web applications. ● Learn testing JavaScript code, regular expressions, fetching data, and many more with ES6. ● A full-fledged section dedicated to developing an application using JavaScript. DESCRIPTION Decoding JavaScript will take the users on an eventful journey of simplifying and understanding advanced concepts of JavaScript. Since JavaScript is the core programming language for almost every interaction on the web, this book will make it easier for readers to develop modern cutting-edge web applications. The book begins with a quick recap of the fundamental JavaScript (JS) concepts like the syntax of JS, data types, operators, conditionals, looping, functions, arrays, objects, and so on. The readers will also explore the handy Chrome Developers' Tools. This book will also help readers learn and implement important concepts like how to connect to the servers, fetching data like images, user information, videos, etc. from the server, and displaying it on the web page. Besides that, users will learn about impactful concepts like testing JavaScript code, regular expressions, and exploring the popular ES6 and the versions beyond. Most importantly, this book will help you with the best JavaScript practices followed by companies like Google, Facebook, Twitter, etc. to develop a live application right from scratch. WHAT YOU WILL LEARN ● Build dynamic web applications interacting with servers using Vanilla. ● Improve code efficiency by learning advanced concepts of JavaScript. ● Get acquainted with best practices adopted by industry leaders, including Google and Facebook. ● Get access to work with popular libraries like ReactJS, jQuery, Angular, Ember, and Vue. WHO THIS BOOK IS FOR This book is for aspiring web developers and fairly experienced JavaScript developers who want to create modern web and server applications. Prior knowledge of HTML and CSS is essential to begin with this book. TABLE OF CONTENTS 1. Introduction to JavaScript 2. The Developer's Tools 3. Functions 4. Arrays 5. Objects 6. ES6 7. Classes 8. Callbacks and Promises 9. AJAX and Interacting with Servers 10. Developing a Live Application! 11. Storing Data in Browsers 12. Debugging and Error Handling 13. Testing and Test Frameworks 14. Regular Expressions 15. Life after ES6 16. Tips and Tricks

PROGRAMMING JAVASCRIPT APPLICATIONS

ROBUST WEB ARCHITECTURE WITH NODE, HTML5, AND MODERN JS LIBRARIES

"O'Reilly Media, Inc." 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

THE 2021 WEB ALMANAC

HTTP ARCHIVE'S ANNUAL STATE OF THE WEB REPORT

HTTP Archive The Web Almanac is an annual research project by the web development community to better understand how the web is built and experienced. Industry experts and a team of peer reviewers and data analysts research the state of the web, one chapter at a time, focused in areas of web page composition, user experience, content publishing, and content delivery. The result is a richly detailed report brimming with insightful analysis written by subject matter experts built on a solid foundation of statistics aggregated over millions of top websites.

BEGINNING WINDOWS STORE APPLICATION DEVELOPMENT: HTML AND JAVASCRIPT EDITION

Apress Beginning Windows Store Application Development – HTML and JavaScript Edition introduces you to the Windows 8 modern app design paradigm and the new Windows 8 programming model developed around this paradigm. You'll learn to build rich, immersive applications designed to run on the many devices powered by Windows 8. The authors draw on their extensive practical experience to provide not only a comprehensive introduction to the model and its features, but guidance on best practices and a real-world sample application that you develop over the course of the book. Beginning Windows Store Application Development – HTML and JavaScript Edition also emphasizes how devices will be used and applications will be built in a world that has become far more connected. The book takes you beyond the syntax of any development language and examines factors such as application design, user experience, social integration, and maintaining data and settings across multiple devices.

SMASHING MOBILE WEB DEVELOPMENT

John Wiley & Sons

PRACTICAL DWR 2 PROJECTS

Apress Practical DWR Web 2.0 Projects addresses the needs of most developers who would rather learn by example and by doing. This book contains several projects that developers can sink their teeth into doing. Written by accomplished Ajax and Java Web developer and author, Frank Zammetti, this book explores DWR and all it offers. It features six full, working applications that use DWR. This book allows you to lean by example, as you tear the applications apart, you see what makes them tick, and even discover how to extend them at your own pace.

PROFESSIONAL WEBGL PROGRAMMING

DEVELOPING 3D GRAPHICS FOR THE WEB

John Wiley & Sons Everything you need to know about developing hardware-accelerated 3D graphics with WebGL! As the newest technology for creating 3D graphics on the web, in both games, applications, and on regular websites, WebGL gives web developers the capability to produce eye-popping graphics. This book teaches you how to use WebGL to create stunning cross-platform apps. The book features several detailed examples that show you how to develop 3D graphics with WebGL, including explanations of code snippets that help you understand the why behind the how. You will also develop a stronger understanding of WebGL development from coverage that: •Provides a comprehensive overview of WebGL and shows how it relates to other graphics-related technologies •Addresses important topics such as the WebGL graphics pipeline, 3D transformations, texturing and lighting •Teaches you how to write vertex shaders and fragment shaders for WebGL •Includes a lot of useful guidelines, tips, and tricks for WebGL performance optimizations Professional WebGL Programming is the first book on the market to delve into this fascinating topic and it puts you on your way to mastering the possibilities that exist with WebGL.

BEGINNING PROGRAMMING IN 24 HOURS, SAMS TEACH YOURSELF

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CREATING WEB PAGES ALL-IN-ONE FOR DUMMIES

John Wiley & Sons Learn all the core tools needed to create Web pages Businesses, special-interest groups, families, and individuals are all relying on Web sites to communicate. This all-in-one guide offers one-stop shopping for all the information you need to put together powerful Web pages to get your point across and keep visitors coming back. Nine individual minibooks cover best design practices, online tools, Microsoft Expression Web, Dreamweaver, cascading style sheets, HTML and XHTML, graphics and multimedia, scripting, and Flash, arming you to create professional-looking pages. Knowing how to build an effective Web site is important to businesses, groups, and even individuals today; this guide teaches how to use all the basic Web page tools Explains what goes into a well-designed page and how to use available online tools such as Google Page Builder and Blogger as well as Microsoft's popular Expression Web tool, Dreamweaver, and CSS Covers the core language behind Web sites, using graphics and multimedia, JavaScript, and Flash Creating Web Pages All-in-One For Dummies prepares anyone to build Web pages that get attention.

WEB ENGINEERING

10TH INTERNATIONAL CONFERENCE, ICWE 2010, VIENNA, AUSTRIA, JULY 5-9, 2010. PROCEEDINGS

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A BUSINESS ECOLOGY PERSPECTIVE ON COMMUNITY-DRIVEN OPEN SOURCE

THE CASE OF THE FREE AND OPEN SOURCE CONTENT MANAGEMENT SYSTEM JOOMLA

Linköping University Electronic Press This thesis approaches the phenomenon of open source software (OSS) from a managerial and organisational point of view. In a slightly narrower sense, this thesis studies commercialisation aspects around community-driven open source. The term 'community-driven' signifies open source projects that are managed, steered, and controlled by communities of volunteers, as opposed to those that are managed, steered, and controlled by single corporate sponsors. By adopting a business ecology perspective, this thesis places emphasis on the larger context within which the commercialisation of OSS is embedded (e.g., global and collaborative production regimes, ideological foundations, market characteristics, and diffuse boundary conditions). Because many business benefits arise as a consequence of the activities taking place in the communities and ecosystems around open source projects, a business ecology perspective may be a useful analytical guide for understanding the opportunities, challenges, and risks that firms face in commercializing OSS. There are two overarching themes guiding this thesis. The first theme concerns the challenges that firms face in commercialising community-driven open source. There is a tendency in the literature on business ecosystems and open source to emphasise the benefits, opportunities, and positive aspects of behaviour, at the expense of the challenges that firms face. However, business ecosystems are not only spaces of opportunity, they may also pose a variety of challenges that firms need to overcome in order to be successful. To help rectify this imbalance in the literature, the first theme particularly focuses on the challenges that firms face in commercialising community-driven open source. The underlying ambition is to facilitate a more balanced and holistic understanding of the collaborative and competitive dynamics in ecosystems around open source projects. The other theme concerns the complex intertwining of community engagement and profit-oriented venturing. As is acknowledged in the literature, the subject of firm-community interaction has become increasingly important because the survival, success, and sustainability of peer production communities has become of strategic relevance to many organisations. However, while many strategic benefits may arise as a consequence of firm-community interaction, there is a lack of research studying how the value-creating logics of firm–community interaction are embedded within the bigger picture in which they occur. Bearing this bigger picture in mind, this thesis explores the intertwining of volunteer community engagement and profit-oriented venturing by focusing on four aspects that are theorised in the literature:

reinforcement, complementarity, synergy, and reciprocity. This thesis is designed as a qualitative exploratory single-case study. The empirical case is Joomla, a popular open source content management system. In a nutshell, the Joomla case in this thesis comprises the interactions in the Joomla community and the commercial activities around the Joomla platform (e.g., web development, consulting, marketing, customisation, extensions). In order to achieve greater analytical depth, the business ecology perspective is complemented with ideas and propositions from other theoretical areas, such as stakeholder theory, community governance, organizational identity, motivation theory, pricing, and bundling. The findings show that the common challenges in commercialising community-driven open source revolve around nine distinct factors that roughly cluster into three domains: the ecosystem, the community, and the firm. In short, the domain of the ecosystem comprises the global operating environment, the pace of change, and the cannibalisation of ideas. The domain of the community comprises the platform policy, platform image, and the voluntary nature of the open source project. And finally, the domain of the firm comprises the blurring boundaries between private and professional lives, the difficulty of estimating costs, and firm dependencies. Based on these insights, a framework for analysing community-based value creation in business ecosystems is proposed. This framework integrates collective innovation, community engagement, and value capture into a unified model of value creation in contexts of firm–community interaction. Furthermore, the findings reveal demonstrable effects of reinforcement, complementarity, synergy, and reciprocity in the intertwining of volunteer community engagement and profit-oriented venturing. By showing that this intertwining can be strong in empirical cases where commercial activities are often implicitly assumed to be absent, this thesis provides a more nuanced understanding of firm involvement in the realm of open source. Based on the empirical and analytical insights, a number of further theoretical implications are discussed, such as the role of intersubjective trust in relation to the uncertainties that commercial actors face, an alternative way of classifying community types, the metaphor of superorganisms in the context of open source, issues pertaining to the well-being of community participants, and issues in relation to the transitioning of open source developers from a community-based to an entrepreneurial self-identity when commercialising an open source solution. Furthermore, this thesis builds on six sub-studies that make individual contributions of their own. In a broad sense, this thesis contributes to the literature streams on the commercialisation of OSS, the business value and strategic aspects of open source, the interrelationships between community forms of organising and entrepreneurial activities, and the nascent research on ecology perspectives on peer-production communities. A variety of opportunities for future research are highlighted. Denna avhandling undersöker fenomenet öppen källkod, 'open source', ur ett lednings och styrningsperspektiv. Mer konkret studeras aspekter på kommersialisering av ett community-drivet open source projekt (OSS, open source software). Uttrycket 'community-drivet' hänvisar till open source projekt som drivs och styrs av volontärgrupper, till skillnad från open source projekt som drivs och styrs av enskilda företag. Genom att tillämpa ett affärsekologiperspektiv fokuserar denna avhandling på det vidare sammanhang som karaktäriserar kommersialisering av OSS, såsom globala och kollaborativa produktionssystem, värderingarna öppenhet och samarbete, marknadsstrukturer, och diffusa organisationsgränser. Aktiviteterna i open source communityn och dess kringliggande ekosystem kan bidra till många fördelar för företag, och därför kan ett affärsekologiperspektiv vara en användbar analytisk lins för att förstå de möjligheter, utmaningar och risker som företag står inför när de kommersialiserar OSS. Två övergripande teman lyfts fram i denna avhandling. Det första temat handlar om de utmaningar som företag står inför när de kommersialiserar community-driven OSS. Det finns i litteraturen om affärsekologier och open source en tendens att betona fördelar, möjligheter och positiva aspekter på beteende på bekostnad av att undersöka utmaningar som företag står inför. Affärsekologier innebär dock inte enbart möjligheter för företag, utan kan också orsaka en rad utmaningar som företag behöver hantera för att lyckas. Med utgångspunkt i denna obalans i litteraturen fokuserar det första temat på de utmaningar med kommersialisering av community-driven OSS. Detta görs för att bidra till en mer balanserad och holistisk förståelse av den på samma gång kollaborativa och konkurrerande dynamiken i affärsekologin runt ett open source projekt. Det andra temat handlar om sammanflätningen (intertwining) mellan community-deltagande och vinstdrivande verksamhet. Såsom det framgår i litteraturen har frågan om samverkan mellan företag och communities blivit allt viktigare, eftersom communityernas överlevnad, framgång och hållbarhet har blivit strategiskt viktiga för många organisationer. Även om många strategiska fördelar kan uppstå som en följd av samverkan mellan företag och communities saknas forskning om hur värdeskapande uppstår i en vidare kontext. Med ett bredare perspektiv i åtanke undersöker denna avhandling sammanflätningen av frivilligt community-deltagande och en vinstdrivande verksamhet genom att fokusera på fyra aspekter av sammanflätning som förekommer i litteraturen: förstärkning, komplementaritet, synergi, och ömsesidighet. Denna avhandling är utformad som en kvalitativ utforskande fallstudie. Det empiriska fallet är Joomla, ett innehållshanteringssystem som bygger på open source. Inom ramen för avhandlingen undersöks fallet i termer av samspel inom Joomla-communityn och de kommersiella aktiviteterna som sker runt Joomla-plattformen (t.ex., webbutveckling, rådgivning, marknadsföring, anpassningar, och extensions). För att uppnå ett analytiskt djup kompletteras affärsekologiperspektivet med idéer och förslag från andra teoretiska områden, såsom intressentmodellen, community-styrning, företagsidentitet, motivationsteori, prissättning, och buntning. Resultaten visar att utmaningarna med kommersialisering av community-driven OSS kretsar kring nio olika faktorer som kan grupperas i tre områden: ekosystemet, communityn, och företaget. Ekosystemsfaktorerna innefattar den globala verksamma miljön, förändringshastigheten och kannibalisering av idéer. Community-faktorerna innefattar plattformspolicy, plattformsimage, och att deltagandet i open source projektet sker på frivillig basis. Slutligen innefattar företagsfaktorerna suddiga gränser mellan privatliv och arbetsliv, svårigheten att uppskatta kostnader samt beroendeförhållanden mellan företag. Baserat på dessa insikter föreslås en modell för att analysera communitybaserad värdeskapande i affärsekologier. Modellen integrerar kollektiv innovation, community-deltagande, och value capture i en holistisk modell för community-baserad värdeskapande i kontexten samverkan mellan företag och communities. Vidare beskrivs effekterna av sammanflätningen av frivilligt community-deltagande och vinstdrivande verksamhet i termer av förstärkning, komplementaritet, synergi, och ömsesidighet. Genom att visa att sammanflätningen av frivilligt community-deltagande och vinstdrivande verksamhet kan vara stark i fall där det ofta antas implicit att kommersiella aktiviteter inte förekommer ger denna avhandling en mer nyanserad förståelse av företags roll i kontexten open source. Baserat på empiriska och analytiska insikter diskuterar denna avhandling ett antal teoretiska konsekvenser, såsom rollen som intersubjektiv tillit spelar i förhållande till den ovisshet som kommersiella aktörer står inför, ett alternativt sätt att klassificera community-typer, metaforen superorganismer i kontexten open source, community-deltagares välbefinnande, samt hur open source utvecklare hanterar övergången från en community-baserad självidentitet till en entreprenöriell självidentitet vid kommersialisering av OSS. Dessutom ger de sex delstudier som avhandlingen bygger på egna bidrag som presenteras i respektive delstudie. I stora drag bidrar denna avhandling till litteraturen om kommersialisering av OSS, affärsmässiga och strategiska aspekter på open source, samspelet mellan community-driven entreprenörsverksamhet samt den framväxande forskning som använder ett affärsekologiperspektiv för att studera kollegial produktion baserad på allmännytta. En mängd olika möjligheter för framtida forskning lyfts fram.

HTML5 PROGRAMMING WITH JAVASCRIPT FOR DUMMIES

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