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JavaScript is a powerful, object-based scripting language; JavaScript programs can be embedded directly in HTML web pages. When combined with the Document Object Model (DOM) defined by a web browser, JavaScript allows you to create Dynamic HTML (DHTML) content and interactive client-side web applications. JavaScript syntax is similar to that of other popular programming languages such as C, C++ and Java, which makes it easy to learn for experienced programmers. At the same time, JavaScript is an interpreted scripting language, providing a flexible, forgiving environment in which new programmers can learn. There's no need to buy a JavaScript compiler or interpreter---the JavaScript interpreter is shipped as part of your Internet Browser. With more than 700,000 copies sold to date, Java in a Nutshell from O'Reilly is clearly the favorite resource amongst the legion of developers and programmers using Java technology. And now, with the release of the 5.0 version of Java, O'Reilly has given the book that defined the "in a Nutshell" category another impressive tune-up. In this latest revision, readers will find Java in a Nutshell, 5th Edition, does more than just cover the extensive changes implicit in 5.0, the newest version of Java. It's undergone a complete makeover--in scope, size, and type of coverage--in order to more closely meet the needs of the modern Java programmer. To wit, Java in a Nutshell, 5th Edition now places less emphasis on coming to Java from C and C++, and adds more discussion on tools and frameworks. It also offers new code examples to illustrate the working of APIs, and, of course, extensive coverage of Java 5.0. But faithful readers take comfort: it still hasn't lost any of its core elements that made it such a classic to begin with. This handy reference gets right to the heart of the program with an accelerated introduction to the Javaprogramming language and its key APIs--ideal for developers wishing to start writing code right away. And, as was the case in previous editions, Java in a Nutshell, 5th Edition is once again chock-full of poignant tips, techniques, examples, and practical advice. For as long as Java has existed, Java in a Nutshell has helped developers maximize the capabilities of the program's newest versions. And this latest edition is no different. Your one-stop guide to programming with Java If you've always wanted to program with Java but didn't know where to start, this will be the java-stained reference you'll turn to again and again. Fully updated for the JDK 9, this deep reference on the world's most popular programming language is the perfect starting point for building things with Java—and an invaluable ongoing reference as you continue to deepen your knowledge. Clocking in at over 900 pages, Java All-in-One For Dummies takes the intimidation out of learning Java and offers clear, step-by-step guidance on how to download and install Java tools; work with variables, numbers, expressions, statements, loops, methods, and exceptions; create applets, servlets, and JavaServer pages; handle and organize data; and so much more. Focuses on the vital information that enables you to get up and running

quickly with Java Provides details on the new features of JDK 9 Shows you how to create simple Swing programs Includes design tips on layout, buttons, and labels Everything you need to know to program with Java is included in this practical, easy-to-use guide! Build interactive, data-driven websites with the potent combination of open source technologies and web standards, even if you have only basic HTML knowledge. In this update to this popular hands-on guide, you ' ll tackle dynamic web programming with the latest versions of today ' s core technologies: PHP, MySQL, JavaScript, CSS, HTML5, and key jQuery libraries. Web designers will learn how to use these technologies together and pick up valuable web programming practices along the way—including how to optimize websites for mobile devices. At the end of the book, 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 MySQLi extension, PHP ' s 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 the JavaScript language with jQuery and jQuery mobile libraries Use Ajax calls for background browser-server communication Style your web pages by acquiring CSS2 and CSS3 skills Implement HTML5 features, including geolocation, audio, video, and the canvas element Reformat your websites into mobile web apps The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most comprehensive book on the market, the JavaScript Bible is a classic bestseller that keeps you up to date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. Part tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes: JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tools JavaScript Essentials Your First JavaScript Script Browser and Document Objects Scripts and HTML Documents Programming Fundamentals Window and Document Objects Forms and Form Elements Strings, Math, and Dates Scripting Frames and Multiple Windows Images and Dynamic HTML The String Object The Math, Number, and Boolean Objects The Date Object The Array Object JSON - Native JavaScript Object Notation E4X - Native XML Processing Control Structures and Exception Handling JavaScript Operators Function Objects and Custom Objects Global Functions and Statements Document Object Model Essentials Generic HTML Element Objects Window and Frame Objects Location and History Objects Document and Body Objects Link and Anchor Objects Image, Area, Map, and Canvas Objects Event Objects Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly. This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program. 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 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 A revised and updated edition offers comprehensive coverage of ECMAScript 5 (the new JavaScript language standard) and also the new APIs introduced in HTML5, with chapters on functions and classes completely rewritten and updated to match current best practices and a new chapter on language extensions and subsets. Original. Update your skill set for ES 6 and 7 with the ultimate JavaScript guide for pros Professional JavaScript for Web Developers is the essential guide to next-level JavaScript development. Written for intermediate-to-advanced programmers, this book jumps right into the technical details to help you clean up your code and become a more sophisticated JavaScript developer. From JavaScript-specific object-oriented programming and inheritance, to combining JavaScript with HTML and other markup languages, expert instruction walks you through the fundamentals and beyond. This new fourth edition has been updated to cover ECMAScript 6 and 7 (also known as ES2015 and ES2016) and the major re-imagination and departure from ES 5.1; new frameworks and libraries, new techniques, new testing tools, and more are explained in detail for the professional developer, with a practical focus that helps you put your new skills to work on real-world projects. The latest—and most dramatic—ES release is already being incorporated into JavaScript engines in major browsers; this, coupled with the rise in mobile web traffic increasing demand for responsive, dynamic web design, means that all web developers need to update their skills—and this book is your ideal resource for quick, relevant guidance. Get up to date with ECMAScript 6 and 7, new frameworks, and new libraries Delve into web animation, emerging APIs, and build systems Test more effectively with mocks, unit tests, functional tests, and other tools Plan your builds for future ES releases Even if you think you know JavaScript, new ES releases bring big changes that will affect the way you work. For a professional-level update that doesn't waste time on coding fundamentals, Professional JavaScript for Web Developers is the ultimate resource to bring you up to speed. This guide has been developed jointly by the American Academy of Pediatrics and the American College of Obstetricians and Gynecologists, and is designed for use by all personnel involved in the care of pregnant women, their fetuses, and their neonates. Mac OS X Unwired introduces you to the basics of wireless computing, from the reasons why you'd want to go wireless in the first place, to setting up your wireless network or accessing your wireless services on the road. The book provides a complete introduction to all the wireless technologies supported by Mac OS X, including Wi-Fi (802.11b and g), infrared, Bluetooth, CDMA2000, and GPRS. You'll learn how to set up your first wireless network and how use the Mac OS X software that supports wireless, such as iSync, iChat, and Rendezvous. You'll also get a good understanding of the limitations and liabilities of each wireless technology. Other topics covered in the book include: Using wireless at home, in the office, or on the road Connecting to wireless hotspots Wireless Security Mac OS X Unwired is a one-stop wireless information source for technically savvy Mac users. If you're considering wireless as an alternative to cable and DSL, or using wireless to network computers in your home or office, this book will show you the full-spectrum view of wireless capabilities of Mac OS X, and how to get the most out of them. Developers are hungry for a concise, easy-to-use reference that puts essential code "phrases" at their fingertips. JavaScript, and the related AJAX, is hot and there is little to no information on how to use JavaScript to develop AJAX-based applications. While there are many JavaScript books on the market, most of them are dated and few cover the most recent developments, such as AJAX. JavaScript Phrasebook is the guide to JavaScript and AJAX that you can and will take with you everywhere. Skipping the usual tutorial on JavaScript and introducing AJAX as one of the first published works on the topic, the JavaScript Phrasebook goes straight to practical JavaScript and AJAX tools, providing immediately applicable solutions for frequent tasks and code so flexible that it is easily adapted to the your individual needs. Everything you need to learn JavaScript from Scratch! Packed with numerous examples, Simply JavaScript is a step-by-step introduction to programming in JavaScript the right way. Learn how easy it is to use JavaScript to solve real-world problems, build smarter forms, track user events (such as mouse clicks and key strokes), and design eye-catching animations. Then move into more powerful

techniques using the DOM and Ajax. Learn JavaScript's built-in functions, methods, and properties. Easily integrate JavaScript in your web site. Use JavaScript to validate form entries and interact with your users. Understand how to respond to user events. Create animations that bring your web site to life. Start programming using the DOM and Ajax. Unlike other JavaScript books, modern best practices such as progressive enhancement, accessibility and unobtrusive scripting are used from the very beginning. All the code in the book is also cross-browser compatible and downloadable for free, so you can get started instantly! If you are new to both JavaScript and programming, this hands-on book is for you. Rather than staring blankly at gobbledeygook, 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, 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.

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 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. Today, JavaScript is radically different and more powerful than ever. In an environment where user interfaces are increasingly web-based, it's become the "lingua franca" of the web browser. Frameworks such as Electron and platforms like AWS Lambda are extending its power even further. If you're moving to JavaScript, you need to learn modern JavaScript, but most guides still focus on legacy techniques. In Modern JavaScript for the Impatient, best-selling author Cay Horstmann offers a concise, complete, and practical introduction to today's JavaScript techniques and tools, and shows how to avoid pitfalls from the past. Horstmann shows students how to take full advantage of the Standard Library, modern JavaScript tools, asynchronous and web programming, and much more. Students will find especially valuable coverage of toolchains and frameworks, which often baffle JavaScript newcomers. As in Core Java(R) SE 9 for the Impatient, Horstmann covers plenty of ground, but he presents his techniques in small chunks organized for quick access and easy understanding. This is JavaScript for the projects your students are starting

now - and those they'll be seeing tomorrow. Need to learn HTML and CSS fast? This best-selling reference's visual format and step-by-step, task-based instructions will have you up and running with HTML in no time. In this updated edition author Bruce Hyslop uses crystal-clear instructions and friendly prose to introduce you to all of today's HTML and CSS essentials. The book has been refreshed to feature current web design best practices. You'll learn how to design, structure, and format your website. You'll learn about the new elements and form input types in HTML5. You'll create and use images, links, styles, and forms; and you'll add video, audio, and other multimedia to your site. You'll learn how to add visual effects with CSS3. You'll understand web standards and learn from code examples that reflect today's best practices. Finally, you will test and debug your site, and publish it to the web. Throughout the book, the author covers all of HTML and offers essential coverage of HTML5 and CSS techniques. A hands-on, practical Introduction to coding! Do you want to learn to code? Perhaps you want to learn how to build the next social media sensation or blockbuster game? Or perhaps you just want to get some valuable coding experience under your belt? This easy-to-follow, practical, and fun guide is the perfect place to start on your coding journey. You'll be learning to program with JavaScript - the most popular programming language on Earth. And it runs in web browsers, making it particularly suited to creating web-based apps and games. But the principles and techniques that you'll learn will provide you with a foundation to go on and learn many other languages, too. You'll learn: Programming basics, including data types, variables and more How to use logic to control the flow of a program How to use loops to repeat code over and over again How to write functions that can be used to store code in reusable blocks How to store data in collections such as arrays, sets and maps How to create objects that store properties and actions And much more! Along the way, you'll build a collection of fun applications, including games and interactive web pages. Start learning to code today! A guide to JavaScript covers such topics as working with images, form handling, Regular Expressions, DOM, Ajax, jQuery, and bookmarklets. For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript material on the market. The seventh edition represents a significant update, with new information for ECMAScript 2020, and new chapters on language-specific features. JavaScript: The Definitive Guide is ideal for experienced programmers who want to learn the programming language of the web, and for current JavaScript programmers who want to master it. "Special Edition Using JavaScript" contains an overview of JavaScript, programming fundamentals, basic objects, working with browser windows, working with the document object, working with forms and dynamic HTML . Enrich your software design skills and take a guided tour of the wild, vast, and untamed frontier that is JavaScript development. Especially useful for frontend developers, this revision includes specific chapters on React and VueJS, as well as an updated one on Angular. To help you get the most of your new skills, each chapter also has a "further reading" section. This book will serve as an introduction to both new and well established libraries and frameworks, such as Angular, VueJS, React, Grunt, Yeoman, RequireJS, Browserify, Knockout, Kraken, Async.js, Underscore, and Lodash. It also covers utilities that have gained popular traction and support from seasoned developers and tools applicable to the entire development stack, both client- and server-side. While no single book can possibly cover every JavaScript library of value, JavaScript Frameworks for Modern Web Development focuses on incredibly useful libraries and frameworks that production software uses. You will be treated to detailed analyses and sample code for tools that manage dependencies, structure code in a modular fashion, automate repetitive build tasks, create specialized servers, structure client side applications, facilitate horizontal scaling, and interacting with disparate data stores. What You'll Learn Work with a variety of JavaScript frameworks, such as Angular, Vue, React, RequireJS, Knockout, and more Choose the right framework for different types of projects Employ the appropriate libraries and tools in your projects Discover useful JavaScript development tools such as Grunt, Yeoman, Lodash, etc. Who This Book Is For Web developers of all levels of ability; particularly relevant for front-end developers, server-side coders, and developers interested in learning JavaScript. Create classic data structures and algorithms such as depth-first search and breadth-first search, learn recursion, as well as create and

use a heap data structure using JavaScript Key Features Implement common data structures and the associated algorithms along with the context in which they are used Master existing JavaScript data structures such as arrays, sets, and maps, and learn how to implement new ones such as stacks, linked lists, trees, and graphs in ES 8 Develop abstract data types to make JavaScript a more flexible and powerful programming language Book Description A data structure is a particular way of organizing data in a computer to utilize resources efficiently. Data structures and algorithms are the base of every solution to any programming problem. With this book, you will learn to write complex and powerful code using the latest ES 2017 features. Learning JavaScript Data Structures and Algorithms begins by covering the basics of JavaScript and introduces you to ECMAScript 2017, before gradually moving on to the most important data structures such as arrays, queues, stacks, and linked lists. You will gain in-depth knowledge of how hash tables and set data structures function as well as how trees and hash maps can be used to search files in an HD or represent a database. This book serves as a route to take you deeper into JavaScript. You ' ll also get a greater understanding of why and how graphs, one of the most complex data structures, are largely used in GPS navigation systems in social networks. Toward the end of the book, you ' ll discover how all the theories presented in this book can be applied to solve real-world problems while working on your own computer networks and Facebook searches. What you will learn Declare, initialize, add, and remove items from arrays, stacks, and queues Create and use linked lists, doubly linked lists, and circular linked lists Store unique elements with hash tables, dictionaries, and sets Explore the use of binary trees and binary search trees Sort data structures using algorithms such as bubble sort, selection sort, insertion sort, merge sort, and quick sort Search elements in data structures using sequential sort and binary search Who this book is for If you ' re a JavaScript developer who wants to dive deep into JavaScript and write complex programs using JavaScript data structures and algorithms, this book is for you. JavaScript in easy steps, now in its third edition, instructs the reader how to add functionality (logic) and dynamic effects (DHTML) to web pages. It contains separate chapters on all major features of the JavaScript language. There are code examples and browser screenshots illustrating each aspect of JavaScript. This popular title is updated for the Document Object Model used by modern browsers and includes examples showing how to develop Rich Internet Applications (RIAs) using the latest techniques employing Asynchronous JavaScript And XML (AJAX). · Introducing JavaScript · Performing Operations · Making Statements · Using arrays · Date and Time · Doing Mathematics · Addressing Page Objects · Window Properties · Document Properties · Form Properties · Event Handler · JavaScript in DHTML · JavaScript in e-commerce Presents a guide to using Dreamweaver CC, describing how to design and launch a web site, understand the role of style sheets, add text, create forms, insert tables, and work with content management systems. JavaScript in easy steps, now in its 5th edition, instructs the user how to create exciting web pages that employ the power of JavaScript to provide functionality. You need have no previous knowledge of any scripting language so it's ideal for the newcomer to JavaScript. By the end of this book you will have gained a sound understanding of JavaScript and be able to add exciting dynamic scripts to your own web pages. JavaScript in easy steps begins by explaining how to easily incorporate JavaScript code in an HTML document. Examples demonstrate how to use built-in JavaScript functions to work with Math, date and time, random numbers, cookies, text strings, and components of document content. You will learn how to create effects, such as an automated slide show, learn how JavaScript is used with HTML submission forms, and how to develop Rich Internet Applications (RIAs) using the latest techniques employing Asynchronous JavaScript And XML (AJAX). The book examples provide clear syntax-highlighted code showing how to create behaviors for an HTML document to endow components with interactive functionality, to illustrate each aspect of JavaScript. JavaScript in easy steps has an easy-to-follow style that will appeal to anyone who wants to add functionality to their web pages. It will appeal to programmers who want to quickly add JavaScript to their skills set, and to the student who is studying website design at school or college, and to those seeking a career in web development who need an understanding of client-side scripting. This task-based, visual reference guide has been fully revised. It

uses step-by-step instructions and plenty of screenshots to give beginning and intermediate Web designers what they need to know to learn JavaScript. Readers can start from the beginning to get a tour of the programming language, or look up specific tasks to learn just what they need to know. In this updated seventh edition, readers will find new information on Ajax design and modern coding techniques. This hugely successful cases-and-problems book is acclaimed for its textual clarity, evenhanded perspective, and contemporary, up-to-date character. Easily distinguished from other property casebooks for its clear descriptions of legal doctrine and its variations; its explanations of the social ramifications of property law; its emphasis on both statutory and regulatory interpretation; its comprehensive treatment of public accommodations and fair housing law, current tribal property issues, and property in human bodies; and its use of the problem method to teach legal reasoning and lawyering skills. Thoroughly updated to reflect significant changes in the law of property, the Seventh Edition incorporates multiple new Supreme Court cases, including: Texas Department of Housing & Community Affairs v. Inclusive Communities Project, Inc., Obergefell v. Hodges, and Reed v. Town of Gilbert, and three decided or pending cases with implications for regulatory takings, Horne v. Dep't of Agriculture, Marvin M. Brandt Revocable Trust v. United States, and Murr v. State.

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. Clear, lucid, and extremely accessible, Problems and Materials on the Sale and Lease of Goods, Eighth Edition by Douglas J. Whaley and Stephen M. McJohn helps students understand black letter law and the statutory language of Articles 2, 2A, 5, and 7 in the Uniform Commercial Code and related federal statutes. A sensible, flexible organization follows the order of the UCC, and is adaptable to many teaching styles. Drawing on experience in both teaching and writing, the authors provide thorough and practical coverage using a popular problems approach. The text's effective format, manageable length, and inclusion of the most important cases make Problems and Materials on the Sale and Lease of Goods concise and efficient. New to the Eighth Edition: New cases in most chapters examining hot topics Expanded discussion of boilerplate clauses Review Questions added as a summary to each chapter Updates discussion of Restatement 3d changes to strict product liability standards Professors and students will benefit from: Concise, effective format—makes black letter law accessible and helps students understand statutory language in the Uniform Commercial Code Thorough and up-to-date coverage Sensible, flexible organization—follows the order of UCC Articles 2, 2A, 5, and 7 Adaptability to many teaching styles Popular problems approach—straightforward and practical problems, with interesting fact patterns, illustrate the relevant issues and their resolution and help to put the commercial sales statutes and regulations into context Distinguished authorship—draws on experience in both teaching and writing Manageable length and clear writing style Case selection—the most important cases are selected to illustrate the reactions of the courts to pressing issues Work with Typescript and get the most from this versatile open source language. Author Adam Freeman begins this book by describing Typescript and the benefits it offers, and goes on to show you how to use TypeScript in realistic scenarios, going in-depth to give you the knowledge you need. Starting from the nuts-and-bolts and building up to the most advanced and sophisticated features, you will learn how TypeScript builds on the JavaScript type system to create a safer and more productive development experience and understand how TypeScript can be used to create applications using popular frameworks, including Node.js, Angular, React, and Vue.js. Each topic is covered clearly and concisely and is packed with the details you need to learn to be truly effective. The most important features are given a no-nonsense in-depth treatment and chapters include common problems and details of how to avoid them. What You Will Learn Gain a solid understanding of the TypeScript language and tools Use TypeScript for client- and server-side development Extend and customize TypeScript Debug and unit test your TypeScript code Who This Book Is For Developers who want to start using TypeScript, for example to create rich web applications using Angular, React, or Vue.js Adam Freeman is an experienced IT professional who has held senior positions in a range of companies, most recently serving as chief technology officer

and chief operating officer of a global bank. Now retired, he spends his time writing and long-distance running. Alphabetically organized and easy to use, its nearly 400 entries provide guidance for the most common types of professional documents and correspondence, including reports, proposals, manuals, memos, and white papers. Abundant sample documents and visuals throughout the book demonstrate effective technical communication, reflecting current practices for formatting documents and using e-mail. In addition, advice on organizing, researching, writing, and revising complements thorough treatment of grammar, usage, style, and punctuation to provide comprehensive help with writing skills. This task-based, visual-reference guide has been fully revised and uses step-by-step instructions and plenty of screenshots to give beginning and intermediate scripters what they need to know to keep their skills up-to-date. Readers can start from the beginning to get a tour of the programming language, or look up specific tasks to learn just what they need to know. In this updated eighth edition, readers will find new information on using frameworks and libraries--such as jQuery--and modern coding techniques. JavaScript--the powerful, object-based scripting language that can be embedded directly into HTML pages--has earned its place in the web developer's toolkit, to the extent that it's now considered required knowledge for web developers. You can use JavaScript to create dynamic, interactive applications that run completely within a web browser. JavaScript is also the language of choice for developing Dynamic HTML content. Because its syntax is based on the popular programming languages C, C++, and Java, JavaScript is familiar and easy to learn for experienced programmers. At the same time, it's an interpreted scripting language, providing a flexible, forgiving programming environment for new programmers. The JavaScript Pocket Reference, 2nd Edition, provides a complete overview of the core JavaScript language and client-side scripting environment, as well as quick-reference material on core and client-side objects, methods, and properties. The new edition has been revised to cover JavaScript 1.5, and is particularly useful for developers working with the standards-compliant web browsers, such as Internet Explorer 6, Netscape 7, and Mozilla. Ideal as an introduction for beginners and a quick reference for advanced developers, this pocket-sized book is easy to take anywhere and serves as the perfect companion volume to the bestselling JavaScript: The Definitive Guide, 4th Edition. O'Reilly's Pocket References have become a favorite among developers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point and need to get to the answer quickly, the new JavaScript Pocket Reference is the book you'll want close at hand. JavaScript Frameworks for Modern Web Dev is your guide to the wild, vast, and untamed frontier that is JavaScript development. The JavaScript tooling landscape has grown and matured drastically in the past several years. This book will serve as an introduction to both new and well established libraries, frameworks, and utilities that have gained popular traction and support from seasoned developers. It covers tools applicable to the entire development stack, both client- and server-side. While no single book can possibly cover every JavaScript library of value, JavaScript Frameworks for Modern Web Dev focuses on incredibly useful libraries and frameworks that production software uses. You will be treated to detailed analyses and sample code for tools that manage dependencies, structure code in a modular fashion, automate repetitive build tasks, create specialized servers, structure client side applications, facilitate horizontal scaling, and interacting with disparate data stores. The libraries and frameworks covered include Bower, Grunt, Yeoman, PM2, RequireJS, Browserify, Knockout, AngularJS, Kraken, Mach, Mongoose, Knex, Bookshelf, Faye, Q, Async.js, Underscore, and Lodash. Written from first-hand experience, you will benefit from the glorious victories and innumerable failures of two experienced professionals, gain quick insight into hurdles that aren't always explicitly mentioned in API documentation or Readmes, and quickly learn how to use JavaScript frameworks and libraries like a Pro. Enrich your development skills with JavaScript Frameworks for Modern Web Dev today. "This task-based, visual-reference guide has been fully revised and uses step-by-step instructions and plenty of screenshots to give beginning and intermediate scripters what they need to know to keep their skills up-to-date. Readers can start from the beginning to get a tour of the programming language, or look up specific

tasks to learn just what they need to know. In this updated eighth edition, readers will find new information on using frameworks and libraries--such as jQuery--and modern coding techniques."--Resource description page. Web development has grown to become vital in shaping how humans interact, work, learn, and consume. Practical Web Development provides you with a roadmap of web development today, giving you the tools you need and the guidance to keep you creative and productive in a world of disruption and innovation. Beginning with the structure of the Web and the principles of building basic websites with HTML, you will learn about CSS, JavaScript, and PHP, before taking a closer look at some of the leading technologies used to build the modern Web. You will integrate jQuery, Ajax, and JSON into your projects before moving on to the latest tools and techniques in responsive web design, including Zurb Foundation or Bootstrap, to help you meet the challenges of developing for multiple devices, and explore how Node.js offers a powerful solution to server-side application development. This book is for anyone that wants to get to grips with the broader picture of web development today. The new edition of a bestseller, this book is one of the leading educational resources for energy manager or energy professional as well as new people enter the field of energy management and energy engineering. It is the most widely used college and university textbook, as well as one of the most widely used books for professional development training. New topics include energy auditing, energy bills, life cycle costing, electrical distribution systems, boilers, steam distribution systems, control systems and computers, energy systems maintenance, insulation, compressed air, renewable energy sources and water management, distributed generation, and creating green buildings. JavaScript is one of the easiest, most straightforward ways to enhance a website with interactivity. Sams Teach Yourself JavaScript in 24 Hours, 4th Edition serves as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and personable style with an extensive use of practical, complete examples. It also includes material on the latest developments in JavaScript and web scripting. You will learn how to use JavaScript to enhance web pages with interactive forms, objects, and cookies, as well as how to use JavaScript to work with games, animation, and multimedia. Includes Complete Coverage of the OpenGL® Shading Language! Today ' s OpenGL software interface enables programmers to produce extraordinarily high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and programmable shaders. OpenGL® Programming Guide: The Official Guide to Learning OpenGL®, Version 4.3, Eighth Edition, has been almost completely rewritten and provides definitive, comprehensive information on OpenGL and the OpenGL Shading Language. This edition of the best-selling " Red Book " describes the features through OpenGL version 4.3. It also includes updated information and techniques formerly covered in OpenGL® Shading Language (the " Orange Book "). For the first time, this guide completely integrates shader techniques, alongside classic, functioncentric techniques. Extensive new text and code are presented, demonstrating the latest in OpenGL programming techniques. OpenGL® Programming Guide, Eighth Edition, provides clear explanations of OpenGL functionality and techniques, including processing geometric objects with vertex, tessellation, and geometry shaders using geometric transformations and viewing matrices; working with pixels and texture maps through fragment shaders; and advanced data techniques using framebuffer objects and compute shaders. New OpenGL features covered in this edition include Best practices and sample code for taking full advantage of shaders and the entire shading pipeline (including geometry and tessellation shaders) Integration of general computation into the rendering pipeline via compute shaders Techniques for binding multiple shader programs at once during application execution Latest GLSL features for doing advanced shading techniques Additional new techniques for optimizing graphics program performance

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