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Nathaniel Schutta,Ryan Asleson

Hands-on Guide to Flash Video Stefan Richter,Jan Ozer,2007 A complete resource for a Flash Video developer from production to delivery.

Pro Windows 8 Development with HTML5 and JavaScript Adam Freeman,2013-01-28 Apps are at the heart of Windows 8, bringing rich and engaging experiences to both tablet and desktop users. Windows 8 uses the Windows Runtime (WinRT), a complete reimagining of Windows development that supports multiple programming languages and is built on HTML5, CSS and JavaScript. These applications are the future of Windows development and JavaScript is perfect language to take advantage of this exciting and flexible environment. Seasoned author Adam Freeman explains how to get the most from WinRT and Windows 8 by focusing on the features you need for your project. He starts with the nuts-and-bolts and shows you everything through to advanced features, going in-depth to give you the knowledge you need. 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 contain examples that demonstrate both the power and the subtlety of Windows 8, Windows Runtime and Javascript.

Professional JavaScript Hugo Di Francesco,Siyuan Gao,Vinicius Isola,Philip Kirkbride,2019-09-30 Develop your JavaScript programming skills by learning strategies and techniques commonly used in modern full-stack application development Key FeaturesWrite and deploy full-stack applications efficiently with JavaScriptDelve into JavaScript’s multiple programming paradigmsGet up to speed with core concepts such as modularity and functional programming to write efficient codeBook Description In depth knowledge of JavaScript makes it easier to learn a variety of other frameworks, including React, Angular, and related tools and libraries. This book is designed to help you cover the core JavaScript concepts you need to build modern applications. You'll start by learning how to represent an HTML document in the Document Object Model (DOM). Then, you'll combine your knowledge of the DOM and Node.js to create a web scraper for practical situations. As you read through further lessons, you'll create a Node.js-based RESTful API using the Express library for Node.js. You'll also understand how modular designs can be used for better reusability and collaboration with multiple developers on a single project. Later lessons will guide you through building unit tests, which ensure that the core functionality of your program is not affected over time. The book will also demonstrate how constructors, async/await, and events can load your applications quickly and efficiently. Finally, you'll gain useful insights into functional programming concepts such as immutability, pure functions, and higher-order functions. By the end of this book, you'll have the skills you need to tackle any real-world JavaScript development problem using a modern JavaScript approach, both for the client and server sides. What you will learnApply the core concepts of functional programmingBuild a Node.js project that uses the Express.js library to host an APICreate unit tests for a Node.js project to validate itUse the Cheerio library with Node.js to create a basic web scraperDevelop a React interface to build processing flowsUse callbacks as a basic way to bring control backWho this book is for If you want to advance from being a frontend developer to a full-stack developer and learn how Node.js can be used for hosting full-stack applications, this is an ideal book for you. After reading this book, you'll be able to write better JavaScript code and learn about the latest trends in the language. To easily grasp the concepts explained here, you should know the basic syntax of JavaScript and should've worked with popular frontend libraries such as jQuery. You should have also used JavaScript with HTML and CSS but not necessarily Node.js.

JavaScript from Beginner to Professional Laurence Lars Svekis,Maaike van Putten,Codestars By Rob Percival,2021-12-15 Start your journey towards becoming a JavaScript developer with the help of more than 100 fun exercises and projects. Purchase of the print or Kindle book includes a free eBook in the PDF format. Key Features Write eloquent JavaScript and employ fundamental and advanced features to create your own web apps Interact with the browser with HTML and JavaScript, and add dynamic images, shapes, and text with HTML5 Canvas Build a password checker, paint web app, hangman game, and many more fun projects Book Description This book demonstrates the capabilities of JavaScript for web application development by combining theoretical learning with code exercises and fun projects that you can challenge yourself with.

The guiding principle of the book is to show how straightforward JavaScript techniques can be used to make web apps ranging from dynamic websites to simple browser-based games. JavaScript from Beginner to Professional focuses on key programming concepts and Document Object Model manipulations that are used to solve common problems in professional web applications. These include data validation, manipulating the appearance of web pages, working with asynchronous and concurrent code. The book uses project-based learning to provide context for the theoretical components in a series of code examples that can be used as modules of an application, such as input validators, games, and simple animations. This will be supplemented with a brief crash course on HTML and CSS to illustrate how JavaScript components fit into a complete web application. As you learn the concepts, you can try them in your own editor or browser console to get a solid understanding of how they work and what they do. By the end of this JavaScript book, you will feel confident writing core JavaScript code and be equipped to progress to more advanced libraries, frameworks, and environments such as React, Angular, and Node.js. What you will learn Use logic statements to make decisions within your code Save time with JavaScript loops by avoiding writing the same code repeatedly Use JavaScript functions and methods to selectively execute code Connect to HTML5 elements and bring your own web pages to life with interactive content Make your search patterns more effective with regular expressions Explore concurrency and asynchronous programming to process events efficiently and improve performance Get a head start on your next steps with primers on key libraries, frameworks, and APIs Who this book is for This book is for people who are new to JavaScript (JS) or those looking to build up their skills in web development. Basic familiarity with HTML & CSS would be beneficial. Whether you are a junior or intermediate developer who needs an easy-to-understand practical guide for JS concepts, a developer who wants to transition into working with JS, or a student studying programming concepts using JS, this book will prove helpful.

Pro Ajax and Java Frameworks Nathaniel Schutta,Ryan Asleson,2006-12-06 Ajax (Asynchronous JavaScript and XML) is the ultimate web programming methodology for producing dynamic, rich web experiences. Java developers are crying out for guides showing how to add Ajax functionality to web applications, and this book meets their needs with Pro Ajax and Java. This is the book every Java developer needs to become expert in Ajax. The authors provide the reader with the perfect Java/Ajax toolkit to get started quickly, exploring Ajax development in detail using the 4 most popular Java web application frameworks: Struts, Spring, JSF, and Tapestry.

After Effects Apprentice Chris and Trish Meyer,2012-09-10 If you're new to After Effects and want to get up to speed quickly, After Effects Apprentice was created just for you. With 11 core lessons plus a fun final project, you'll quickly get into the program and learn how to tap its potential - whether you want to create motion graphics for a network program, your company's video, or your own independent production. In this book, you'll get a professional perspective on the most important features a motion graphics artist needs to learn to use this program effectively. You'll learn to creatively edit and combine layers, animate eye-catching titles, replace a screen on a computer monitor, place a studio shot in anew environment, manipulate 3D space, and use effects to generate excitement or enhance the realism of a scene. Easy to follow step-by-step instructions take you through each technique, including projects that encourage you to express it in your own way. You'll learn more than just the tools; you'll learn skills that you can immediately put to work in your own projects. Topics include how to: * Animate, layer, and composite images and text. * Manipulate keyframes to create more refined animations. * Use masks, mattes, stencils and modes to add depth. * Manage layers to make them easier to coordinate. * Add 3D to your animations. * Use tracking and keying to create special effects. * Includes new CS3 features; Shape layers, the Puppet tool, Brainstorm, and Per-Character 3D Text. DVD contains: All exercise source material and projects in AE7 and CS3, video guided tours, and movies of the finished projects.

InfoWorld ,1996-04-22 InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Pro Netbeans IDE 6 Rich Client Platform Edition Adam Myatt,2008-03-28 This book will enable you to rapidly develop Java front ends of applications using API buttons, functions, and features mostly based in the Java SE 6 platform. It covers working with rich client platform features available in NetBeans for building web-based application front ends. The book also shows you the web-tier development plug-ins available including JSF, Struts Action Framework 2.0, and JRuby for bringing the Ruby on Rails feature set to Java via NetBeans.

Exploring Computer Science Class 8 Sayan Banerjee,Swati Goel,Goyal Brothers Prakashan,2020-04-01 Goyal Brothers Prakashan

Pro SharePoint with jQuery Phill Duffy,2012-06-09 Pro SharePoint with jQuery is all about how to work seamlessly with the two popular technologies to create rich and interactive web parts, application pages, and more. In this book, author Phill Duffy provides complete, meaningful and realistic examples to really help you understand the key concepts and their integration points. Inside, you'll find all the tools and resources you need to use jQuery to provide the next level of SharePoint functionality. Learn what it takes to get ready to use jQuery, how to create rich, responsive, and highly functional user interfaces, how to call the SharePoint web services and work with HTML elements, and much more with Pro SharePoint with jQuery. Takes you through the different ways of integrating jQuery into your SharePoint environment Provides various levels of projects to show off the extensive capabilities of jQuery within SharePoint Teaches you how to provide rich, fluent and interactive jQuery-enabled user interfaces

The Official BBC micro:bit User Guide Gareth Halfacree,2017-10-04 The go-to guide to getting started with the BBC micro:bit and exploring all of its amazing capabilities. The BBC micro:bit is a pocket-sized electronic development platform built with education in mind. It was developed by the BBC in partnership with major tech companies, communities, and educational organizations to provide kids with a fun, easy, inexpensive way to develop their digital skills. With it, kids (and grownups) can learn basic programming and coding while having fun making virtual pets, developing games, and a whole lot more. Written by internationally bestselling tech author Gareth Halfacree and endorsed by the Micro:bit Foundation, The Official BBC micro:bit User Guide contains what you need to know to get up and running fast with the BBC micro:bit. Learn everything from taking your first steps with the BBC micro:bit to writing your own programs. You'll also learn how to expand its capabilities with add-ons through easy-to-follow, step-by-step instructions. Set up your BBC micro:bit and develop your digital skills Write code in JavaScript Blocks, JavaScript, and Python Discover the BBC micro:bit’s built-in sensors Connect the BBC micro:bit to a Raspberry Pi to extend its capabilities Build your own circuits and create hardware The Official BBC micro:bit User Guide is your go-to source for learning all the secrets of the BBC micro:bit. Whether you're just beginning or have some experience, this book allows you to dive right in and experience everything the BBC micro:bit has to offer.

Windows XP Hacks Preston Gralla,2003 Offering the tips, tools, and bottled know-how to get under the hood of Windows XP, this book won't make anyone feel like a dummy. It covers both XP Home and XP Pro editions.

JavaScript Paul Kooros,Michele DeWolfe,1996 Many webmasters don't have time to learn a high level programming language, yet every webmaster needs his site to be as content rich and interactive as possible. JavaScript is the answer to these needs--a simple scripting language that allows the administrator to use the vast majority of the functionality of the Java language. Extensive examples and code are presented where appropriate. enchant.js スマートフォンゲーム開発講座 PRO対応 phi,株式会社ユビキタスエンターテインメント,2012-09-14 HTML5 とJavaScript で作るはじめてのスマートフォンゲーム 「enchant.js」は、スマートフォンのブラウザ上で動作するゲームを作成できるゲーム制作エンジンです。HTML5/JavaScriptベースで作成でき、かつ無料で利用できるため、次世代のゲーム制作エンジンとして注目を集めています。本書は、そんなenchant.jsの使い方を、基礎から丁寧に解説しました。サンプルをベースに作りながら学べるため、初学者でも直感的に、楽しみながら学習することができます。サンプルは全てWebからダウンロード可能。また、enchant.jsの有償ライセンスである「enchant PRO」についても網羅しています。enchant.js ＆ PROをゼロから学びたい全てのユーザーに、ぜひ手に取ってほしい1冊です。

Getting Started with P5.js Lauren McCarthy,Casey Reas,Ben Fry,2015-10-12 Processing opened up the world of programming to artists, designers, educators, and beginners. The p5.js JavaScript implementation of Processing reinterprets it for today's web. This short book gently introduces the core concepts of computer programming and working with Processing. Written by the co-founders of the Processing project, Reas and Fry, along with Lauren

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McCarthy, one of the minds behind p5.js, Getting Started with Processing gets you in on the fun!

Scripting InDesign with JavaScript Peter Kahrel,2006-08-25 This Short Cut covers only InDesign CS2. For coverage of InDesign CS3 and CS4, see the version at http://oreilly.com/catalog/9780596802523/. InDesign provides a powerful set of tools for producing beautiful documents. While you can certainly do all your work by hand through InDesign's graphical interface, there are many times when it's much easier to write a script. Once you've automated a task, you can run it over the whole document, ensuring consistency, or just when you need it, simplifying and speeding your layout process. All it takes is a bit of JavaScript knowledge and a willingness to explore InDesign's programming features. (This version covers only InDesign CS2. For coverage of InDesign CS3 and CS4, see the version at http://oreilly.com/catalog/9780596802523/.)

Professional HTML5 Mobile Game Development Pascal Rettig,2012-08-29 Create mobile game apps for the lucrative gaming market If you're an experienced developer seeking to break into the sizzling mobile game market, this is the book for you. Covering all mobile and touchscreen devices, including iPhones, iPads, Android, and WP7.5, this book takes you through the steps of building both single- and multi-player mobile games. Topics include standard patterns for building games in HTML5, what methods to choose for building (CSS3, SVG, or Canvas), popular game engines and frameworks, and much more. Best of all, code for six basic games is provided, so you can modify, further develop, and make it your own. Shows intermediate developers how to develop games in HTML5 and build games for iPhone, iPad, Android, and WP7.5 mobile and touchscreen devices Explains single-player and multi-player mobile game development Provides code for six basic games in a GitHub repository, so readers can collaborate and develop the code themselves Explores specific APIs to make games even more compelling, including geolocation, audio, and device orientation Reviews three popular open-source HTML5 game engines--crafty.js, easel.js, and enchant.js Covers simple physics as well as using an existing physics library The world is going mobile, as is the game industry. Professional HTML5 Mobile Game Development helps savvy developers join in this exploding market.

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HTML 4 For Dummies Ed Tittel,Mary Burmeister,2005-05-13 Now features a full-color, six-panel tear-out Cheat Sheet that's packed with information-an HTML command and syntax reference, a chart of Web-safe colors, and an alphabetical listing of CSS elements.

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