

Generator Sdk For Javascript

Azat Mardan

Beginning API Development with Node.js Anthony

Nandaa,2018-07-24 Using the same framework to build both server and client-side applications saves you time and money. This book teaches you how you can use JavaScript and Node.js to build highly scalable APIs that work well with lightweight cross-platform client applications. It begins with the basics of Node.js in the context of backend development, and ...

Blockchain Development with Hyperledger Salman A.

Baset,Luc Desrosiers,Nitin Gaur,Petr Novotny,Anthony O'Dowd,Venkatraman Ramakrishna,Weimin Sun,Xun (Brian) Wu,2019-03-26 Learn quick and effective techniques for developing blockchain-based distributed ledgers with ease Key FeaturesDiscover why blockchain is a game changer in the technology landscapeSet up blockchain networks using Hyperledger FabricWrite smart contracts at speed with Hyperledger ComposerBook Description Blockchain and Hyperledger are open source technologies that power the development of decentralized applications. This Learning Path is your helpful reference for exploring and building blockchain networks using Ethereum, Hyperledger Fabric, and Hyperledger Composer. Blockchain Development with Hyperledger will start off by giving you an overview of blockchain and demonstrating how you can set up an Ethereum development environment for developing, packaging, building, and testing campaign-decentralized applications. You'll then explore the de facto language Solidity, which you can use to develop decentralized applications in Ethereum. Following this, you'll be able to configure Hyperledger Fabric and use it to build private blockchain networks and applications that connect to them. Toward the later chapters, you'll learn how to design and launch a network, and even implement smart contracts in chain code. By the end of this Learning Path, you'll be able to build and deploy your own decentralized applications by addressing the key pain points

encountered in the blockchain life cycle. This Learning Path includes content from the following Packt products: Blockchain Quick Start Guide by Xun (Brian) Wu and Weimin Sun Hands-On Blockchain with Hyperledger by Nitin Gaur et al. What you will learn Understand why decentralized applications are necessary Develop and test a decentralized application with Hyperledger Fabric and Hyperledger Composer Write and test a smart contract using Solidity Design transaction models and chain code with Golang Deploy the Composer REpresentational State Transfer (REST) Gateway to access Composer transactions Maintain, monitor, and manage your blockchain solutions Who this book is for This Learning Path is designed for blockchain developers who want to build decentralized applications and smart contracts from scratch using Hyperledger. Basic familiarity with or exposure to any programming language will be useful to get started with this course.

Blockchain Quick Start Guide Xun (Brian) Wu, Weimin Sun, 2018-12-27 Learn quick and effective techniques to get up and running with building blockchain including Ethereum and Hyperledger Fabric. Key Features Understand the key concepts of decentralized applications and consensus algorithms Learn key concepts of Ethereum and Solidity programming Practical guide to get started with build efficient Blockchain applications with Ethereum and Hyperledger Book Description Blockchain is a technology that powers the development of decentralized applications. This technology allows the construction of a network with no single control that enables participants to make contributions to and receive benefits from the network directly. This book will give you a thorough overview of blockchain and explain how a blockchain works. You will begin by going through various blockchain consensus mechanisms and cryptographic hash functions. You will then learn the fundamentals of programming in Solidity – the defacto language for developing decentralize, applications in Ethereum. After that, you will set up an Ethereum

development environment and develop, package, build, and test campaign-decentralized applications. The book also shows you how to set up Hyperledger composer tools, analyze business scenarios, design business models, and write a chain code. Finally, you will get a glimpse of how blockchain is actually used in different real-world domains. By the end of this guide, you will be comfortable working with basic blockchain frameworks, and develop secure, decentralized applications in a hassle-free manner. What you will learn

Understand how blockchain hashing works
Write and test a smart contract using Solidity
Develop and test a decentralized application
Build and test your application using Hyperledger Fabric
Implement business network using Hyperledger Composer
Test and interact with business network applications

Who this book is for
The book is for developers, analysts, or anyone looking to learn about Blockchain in a quick and easy manner.

Node.js: Tools & Skills James Hibbard, Michael

Wanyoike, Nilson Jacques, Jay Raj, Manjunath M, 2020-04-24

While there have been quite a few attempts to get JavaScript working as a server-side language, Node.js (frequently just called Node) has been the first environment that's gained any traction. It's now used by companies such as Netflix, Uber and Paypal to power their web apps. Node allows for blazingly fast performance; thanks to its event loop model, common tasks like network connection and database I/O can be executed very quickly indeed. In this book, we'll take a look at a selection of the related tools and skills that will make you a much more productive Node developer. It contains:

- Installing Multiple Versions of Node.js Using nvm
- A Beginner's Guide to npm
- Create New Express.js Apps in Minutes with Express Generator
- An Introduction to Adonis.js, a Laravel-like Node.js Framework
- Top 5 Developer-friendly Node.js API Frameworks
- Using MySQL with Node.js and the mysql JavaScript Client
- Introduction to MongoDB

JavaScript Concurrency Adam Boduch, 2015-12-29 Build better software with concurrent JavaScript programming, and unlock a

more efficient and forward thinking approach to web development

About This Book Apply the core principles of concurrency to both browser and server side development Explore the latest tools and techniques at the forefront of concurrent programming, including JavaScript promises, web workers, and generators Learn how concurrent and parallel programming can help you tackle the challenges of fast, data heavy web development

Who This Book Is For JavaScript Concurrency is written for any JavaScript developer who wants to learn how to write more efficient, powerful, and maintainable applications that utilize the latest developments in the JavaScript language. All aspects of concurrent, asynchronous, and parallel programming are covered from first principles and by the end of the book you'll be able to create a fully-worked application that leverages all the topics covered in the book.

What You Will Learn Understand exactly how JavaScript works in a web browser environment, and how these mechanisms power our event-driven JavaScript code Use promises to turn complex synchronization scenarios into readable and maintainable values Compute values lazily and avoid unnecessary memory allocations using generators. Write concurrent code that doesn't feel like concurrent code by abstracting away boilerplate chores Leverage true hardware parallelism with web workers to get a better performance Get to grips with the NodeJS model of concurrency and learn why it's good for I/O-intensive web applications

In Detail Concurrent programming may sound abstract and complex, but it helps to deliver a better user experience. With single threaded JavaScript, applications lack dynamism. This means that when JavaScript code is running, nothing else can happen. The DOM can't update, which means the UI freezes. In a world where users expect speed and responsiveness – in all senses of the word – this is something no developer can afford. Fortunately, JavaScript has evolved to adopt concurrent capabilities – one of the reasons why it is still at the forefront of modern web development. This book helps you dive into concurrent JavaScript, and demonstrates how

to apply its core principles and key techniques and tools to a range of complex development challenges. Built around the three core principles of concurrency – parallelism, synchronization, and conservation – you'll learn everything you need to unlock a more efficient and dynamic JavaScript, to lay the foundations of even better user experiences. Throughout the book you'll learn how to put these principles into action by using a range of development approaches. Covering everything from JavaScript promises, web workers, generators and functional programming techniques, everything you learn will have a real impact on the performance of your applications. You'll also learn how to move between client and server, for a more frictionless and fully realized approach to development. With further guidance on concurrent programming with Node.js, JavaScript Concurrency is committed to making you a better web developer. The best developers know that great design is about more than the UI – with concurrency, you can be confident every your project will be expertly designed to guarantee its dynamism and power. Style and approach Beginning with the fundamentals of concurrency and how they apply to JavaScript development, the book then takes you through the relevant constructs that will help you implement concurrent code. You'll learn how even the most abstract and theoretical aspects of concurrent programming help you solve real world challenges, with clear and practical demonstrations that show you how concurrent JavaScript will make you a better developer.

RESTful Web API Design with Node.js Valentin

Bojinov,2015-03-25 If you are a web developer wanting to enrich your development skills to create scalable, server-side, RESTful applications based on the Node.js platform, this book is for you. You also need to be aware of HTTP communication concepts and should have a working knowledge of JavaScript. Knowledge of REST would be an added advantage but is definitely not a necessity.

Customizing Microsoft Teams Gopi Kondamedda,2023-04-14

Build customized apps quickly using real-world business scenarios and proven techniques with this all-inclusive guide for Microsoft Teams professionals Purchase of the print or Kindle book includes a free PDF eBook Key Features Customize and extend Microsoft Teams using Power Apps, Power Automate, SharePoint framework, PowerShell, and Microsoft Graph APIs Integrate Microsoft-certified third-party and Dynamics 365 apps with Microsoft Teams Understand the low-code capabilities of Microsoft Teams provided by Dataverse for Teams Book DescriptionIn the evolving remote working arrangement, the demand for custom Microsoft Teams apps is increasing rapidly across businesses. If you are someone who aims to provide users with an exceptional experience through custom-built apps that adhere to industry standards and good governance, Customizing Microsoft Teams is for you! The book starts with an overview of Microsoft Teams customization and configuration prerequisites. It then shows you how to expose functionalities from various solutions through tabs, connectors, messaging extensions, and more before you move on to explore how the PowerShell module can manage multiple aspects of administration and how to use the SharePoint Framework for creating custom Microsoft Teams apps. You'll be able to work with Microsoft Dataverse for Teams to build custom apps, bots, and flows using Power Apps, Power Virtual Agents, and Power Automate. As you publish your production-ready apps on the Teams store and Microsoft AppSource, you'll also understand Teams app analytics and reporting functionalities. By the end of this book, you'll have learned how to develop custom solutions to solve critical business problems and extend the power of Microsoft Teams to develop high-value use cases in the remote working culture.What you will learn Understand Microsoft Teams app architecture and configuration for custom apps Personalize the Teams compose box with your app and develop rich interactive cards Explore the diverse Teams capabilities using Microsoft Graph APIs Manage multiple aspects of Teams administration, including

users, policies, and configuration Build custom apps and bots using Power Apps, Power Virtual Agents, and Power Automate Use community-driven, open source app templates for Microsoft Teams extensibility Publish your app on Microsoft AppSource for global subscribers Who this book is for If you are a business user, Microsoft Teams developer, citizen developer, or Microsoft Teams admin working with Microsoft 365 apps and want to develop custom solutions with Microsoft Teams for multiple business use cases, this book is for you. It is recommended that you have a fundamental understanding of Microsoft 365 technologies to fully benefit from this book.

Mastering ArcGIS Server Development with JavaScript

Ken Doman, 2015-09-18 Transform maps and raw data into full-fledged web mapping applications using the power of the ArcGIS JavaScript API and JavaScript libraries About This Book Create and share modern map applications for desktops, tablets, and mobile browsers Present and edit geographic and related data through maps, charts, graphs, and more Learn the tools, tips, and tricks made available through the API and related libraries with examples of real-world applications Who This Book Is For This book is intended for intermediate developers who want to design web mapping applications. You should have some experience with geographic information systems, especially with ArcGIS products such as ArcGIS Server. It also helps to have some experience with HTML, CSS, and JavaScript. What You Will Learn Create single-page mapping applications, lining up data from different sources Search for and display geographic and tabular information based on locations and attributes Customize maps and widgets to deliver the best user experience Present location data intuitively using charts and graphs Integrate mapping applications with your favorite JavaScript frameworks Test the working of your web map application and take advantage of cloud services such as ArcGIS Online Create modern-looking web maps through styling tips and tricks In Detail ESRI and its ArcGIS line of software have been an

industry leader in digital map production and publication for over 30 years. ArcGIS Server lets you design, configure, and publish maps that can be viewed and edited through the Internet. After designing basic maps, you may want to find out new and innovative ways to represent information using these maps. In this book, you'll work through practical examples, experiencing the pitfalls and successes of creating desktop and mobile map applications for a web browser using the ArcGIS Server platform. The book begins by introducing you to ArcGIS Server and ESRI's JavaScript API. You'll work with your first web map and then move on to learn about ESRI's building blocks. A Dojo AMS style widget will help you create your own widgets for a map and then see how to collect geographic data. Furthermore, you will learn different techniques such as using Dojo Charts to create charts and graphs to represent your data. Then you will see how to use ESRI JavaScript API with other JavaScript libraries and different styling methods to make your map stand out. By the end of the book, you will discover how to make your application compatible with different devices and platforms and test it using testing libraries. Style and approach An in-depth guide that explores web application development using ArcGIS Server and the ArcGIS JavaScript API. Topics are explained in the context of developing two applications for fictional clients. Details of application development, including possible pitfalls and best practices, are included in this book.

Building APIs with Node.js Caio Ribeiro Pereira, 2016-12-10
Learn how to build scalable APIs using the Node.js platform and ES6 (EcmaScript 2015) with this quick, informative guide. Developing systems for the wide range of devices available in the modern world requires the construction of APIs designed to work only with data in a centralized manner, allowing client-side applications to be developed separately and have a unique interface for the final user. Node.js has proven itself to be an excellent platform for building REST APIs because of its single-

thread architecture. It has a low learning curve and can be understood by anyone who has a basic understanding of the JavaScript language. Use Building APIs with Node.js today to understand how Node.js APIs work, and how you can build your own. What You Will Learn Build scalable APIs using the Node.js platform Use ES6, Express, Passport, ApiDoc, Mocha, Helmet and more Integrate an SQL database through Sequelize.js and build a single page application using Vanilla.js Who This Book Is For Ideal for developers who have a basic understanding of JavaScript and Node.js.

Full Stack Development with JHipster Deepu K

Sasidharan, Sendil Kumar N, 2018-03-23 Discover the world of Full Stack Development with real-world examples. Key Features Leverage the full power of the JHipster platform to build complex web applications Create microservices from scratch and convert JHipster monolith apps into microservices Build and deploy applications locally, in Docker and on various cloud platforms. Book Description JHipster is a development platform to generate, develop, and deploy Spring Boot and Angular/React applications and Spring microservices. It provides you with a variety of tools that will help you quickly build modern web applications. This book will be your guide to building full stack applications with Spring and Angular using the JHipster tool set. You will begin by understanding what JHipster is and the various tools and technologies associated with it. You will learn the essentials of a full stack developer before getting hands-on and building a monolithic web application with JHipster. From here you will learn the JHipster Domain Language with entity modeling and entity creation using JDL and JDL studio. Moving on, you will be introduced to client side technologies such as Angular and Bootstrap and will delve into technologies such as Spring Security, Spring MVC, and Spring Data. You will learn to build and package apps for production with various deployment options such as Heroku and more. During the course of the book, you will be

introduced to microservice server-side technologies and how to break your monolithic application with a database of your choice. Next, the book takes you through cloud deployment with microservices on Docker and Kubernetes. Going forward, you will learn to build your client side with React and master JHipster best practices. By the end of the book, you will be able to leverage the power of the best tools available to build modern web applications. What you will learn Build business logic by creating and developing entity models us the JHipster Domain Language Customize web applications with Angular, Bootstrap and Spring Tests and Continuous Integration with Jenkins Utilize the JHipster microservice stack, which includes Netflix Eureka, Spring Cloud config, HashiCorp Consul, and so on. Understand advanced microservice concepts such as API rout, load balancing, rate limit, circuit break, centralized configuration server, JWT authentication, and more Run microservices locally using Docker and Kubernetes (in production) Who this book is for This book will appeal to developers who would like to build modern web applications quickly. A basic knowledge of the Spring ecosystem would be an added advantage.

Facebook All-in-One For Dummies Jamie Crager, Scott Ayres, Melanie Nelson, Daniel Herndon, Jesse Stay, 2014-04-07 Facebook has more than a billion users worldwide. Whether you enjoy spending time on Facebook every day, use it to advertise and market your product, or develop Facebook apps, this go-to guide has something you need. Its six minibooks cover creating a personal timeline, connecting with others, connecting Facebook to other social media, building a fan page, marketing a business on Facebook, and developing Facebook apps. It's fully updated to cover the latest Facebook changes, including Graph Search, mobile apps, Timeline enhancements, and news feed redesign. This complete guide has been fully updated to cover Facebook's latest changes, including Graph Search, mobile apps for both users and page managers, a redesigned news feed, and enhancements

to the timeline. Minibooks cover creating a personal timeline, connecting with others, connecting Facebook to other social media, building a fan page, marketing a business on Facebook, and developing Facebook apps

Learn ECMAScript Narayan Prusty,MEHUL

MOHAN,2018-02-26 Learn ECMAScript explores implementation of the latest ECMAScript features to add to your developer toolbox, helping you to progress to an advanced level. Learn to add 1 to a variable and safely access shared memory data within multiple threads to avoid race conditions.

Developing Node.js Applications on IBM Cloud Ahmed

Azraq,Mohamed Ewies,Ahmed S. Hassan,IBM

Redbooks,2017-12-12 This IBM® Redbooks® publication explains how to create various applications based on Node.js, and deploy and run them on IBM Cloud. This book includes the following exercises: Develop a Hello World application in Node.js on IBM Cloud. Use asynchronous callback to call an external service. Create an Express application. Build a rich front-end application by using React and ES6. During these exercises, you will perform these tasks: Create an IBM SDK for Node.js application. Write your first Node.js application. Deploy an IBM SDK for Node.js application on an IBM Cloud account. Create a Node.js module and use it in your code. Understand asynchronous callbacks and know how to use it to call an external service. Understand IBM Watson™ Language Translator service. Create a Hello World Express application. Create a simple HTML view for your application. Understand Express routing. Use third-party modules in Node.js. Understand IBM Watson® Natural Language Understanding service. Use a Git repository on IBM Cloud DevOps services. Understand Delivery Pipeline. Understand how to clone an IBM Cloud application. Use React to create interactive web pages. Understand the following concepts of ES6: Classes, arrow functions, and promises. This book is for beginner and experienced developers who want to start coding Node.js applications on IBM

Cloud.

Rapid Prototyping with JS Azat Mardan, 2014-05-28 Rapid Prototyping with JS: Agile JavaScript Development is a hands-on book which introduces you to agile JavaScript web and mobile software development using the latest cutting-edge front-end and back-end technologies including: Node.js, Backbone.js, MongoDB and others. More information at <http://rpjs.co>. This book was borne out of frustration. I have been in software engineering for many years, and when I started learning Node.js and Backbone.js, I learned the hard way that their official documentation and the Internet lack in quick start guides and examples. Needless to say, it was virtually impossible to find all of the tutorials for JS-related modern technologies in one place. The best way to learn is to do, right? Therefore, I've used the approach of small simple examples, i.e., quick start guides, to expose myself to the new cool tech. After I was done with the basic apps, I needed some references and organization. I started to write this manual mostly for myself, so I can understand the concepts better and refer to the samples later. Then StartupMonthly and I taught a few 2-day intensive classes on the same subject -- helping experienced developers to jump-start their careers with agile JavaScript development. The manual we used was updated and iterated many times based on the feedback received. The end result is this book. What to Expect A typical reader of RPJS should expect a collection of quick start guides, tutorials and suggestions (e.g., Git workflow). There is a lot of coding and not much theory. All the theory we cover is directly related to some of the practical aspects, and essential for better understanding of technologies and specific approaches in dealing with them, e.g., JSONP and cross-domain calls. In addition to coding examples, the book covers virtually all setup and deployment step-by-step. You'll learn on the examples of Chat web/mobile applications starting with front-end components. There are a few versions of these applications, but by the end we'll put front-end and back-end together and deploy to the production

environment. The Chat application contains all of the necessary components typical for a basic web app, and will give you enough confidence to continue developing on your own, apply for a job/promotion or build a startup! Who This Book is For The book is designed for advanced-beginner and intermediate-level web and mobile developers: somebody who has been (or still is) an expert in other languages like Ruby on Rails, PHP, Perl, Python or/and Java. The type of a developer who wants to learn more about JavaScript and Node.js related techniques for building web and mobile application prototypes fast. Our target user doesn't have time to dig through voluminous (or tiny, at the other extreme) official documentation. The goal of Rapid Prototyping with JS is not to make an expert out of a reader, but to help him/her to start building apps as soon as possible. Rapid Prototyping with JS: Agile JavaScript Development, as you can tell from the name, is about taking your idea to a functional prototype in the form of a web or a mobile application as fast as possible. This thinking adheres to the Lean Startup³⁰ methodology; therefore, this book would be more valuable to startup founders, but big companies' employees might also find it useful, especially if they plan to add new skills to their resumes. What This Book is Not Rapid Prototyping with JS is neither a comprehensive book on several frameworks, libraries or technologies (or just a particular one), nor a reference for all the tips and tricks of web development. Examples similar to ones in this book might be publicly available online. Even more so, if you're not familiar with fundamental programming concepts like loops, if/else statements, arrays, hashes, object and functions, you won't find them in Rapid Prototyping with JS.

Third-Party JavaScript Ben Vinegar, Anton Kovalyov, 2013-03-10
Summary Third-Party JavaScript guides web developers through the complete development of a full-featured third-party JavaScript application. You'll learn dozens of techniques for developing widgets that collect data for analytics, provide helpful overlays and dialogs, or implement features like chat or commenting. The

concepts and examples throughout this book represent the best practices for this emerging field, based on thousands of real-world dev hours and results from millions of users. About this Book There's an art to writing third-party JavaScript—embeddable scripts that can plug into any website. They must adapt easily to unknown host environments, coexist with other applications, and manage the tricky security vulnerabilities you get when code and asset files are served from remote web addresses. Get it right and you have unlimited options for distributing your apps. This unique book shows you how. Third-Party JavaScript guides you through the ins and outs of building full-featured third-party JavaScript applications. You'll learn techniques for developing widgets that collect data for analytics, provide helpful overlays and dialogs, or implement features like chat and commenting. The concepts and examples throughout the book represent the best practices for this emerging field, based on thousands of real-world dev hours and results from millions of users. Written for web developers who know JavaScript, this book requires no prior knowledge of third-party apps. What's Inside Writing conflict-free JavaScript, HTML, and CSS Making cross-domain requests from the browser How to overcome third-party cookie limitations Security vulnerabilities of third-party applications Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Authors Ben Vinegar is an engineer at Disqus, a third-party JavaScript commenting platform. Anton Kovalyov is a software engineer at Mozilla. They are third-party applications experts whose work has been distributed on millions of websites Table of Contents Introduction to third-party JavaScript Distributing and loading your application Rendering HTML and CSS Communicating with the server Cross-domain iframe messaging Authentication and sessions Security Developing a third-party JavaScript SDK Performance Debugging and testing

Node.js 6.x Blueprints Fernando Monteiro, 2016-08-26 Create stunning web applications and Restful APIs from start to finish with

Express, Loopback, MongoDB, and MySQL using this definitive guide About This Book Create stunning applications with Node.js from scratch, no matter the goal Discover a wide variety of applications you can effectively integrate third-party libraries and other front-end frameworks with Node.js Leverage all the new features introduced in Node.js 6.X Who This Book Is For This book caters to developers who are looking to build projects right from a simple website to more complex one such as a blog, chat application, a photography site, and a lot more. A Basic knowledge of JavaScript and Node.js would be extremely beneficial. What You Will Learn Explore MVC design pattern in Node.js Build solid architectures by following test-driven development Look beyond web applications and create your own desktop app with Node.js Develop single page applications using Node.js with the RESTful APIs, MongoDB, and ORM Master the Express framework and build a complete application with a real database Create a real-time and fully functional online chat application with Socket.IO In Detail Node.js is the most popular framework to create server-side applications today. Be it web, desktop, or mobile, Node.js comes to your rescue to create stunning real-time applications. Node.js 6.x Blueprints will teach you to build these types of projects in an easy-to-understand manner. The key to any Node.js project is a strong foundation on the concepts that will be a part of every project. The book will first teach you the MVC design pattern while developing a Twitter-like application using Express.js. In the next chapters, you will learn to create a website and applications such as streaming, photography, and a store locator using MongoDB, MySQL, and Firebase. Once you're warmed up, we'll move on to more complex projects such as a consumer feedback app, a real-time chat app, and a blog using Node.js with frameworks such as loopback.io and socket.io. Finally, we'll explore front-end build processes, Docker, and continuous delivery. By the end of book, you will be comfortable working with Node.js applications and will know the best tools and frameworks to build highly scalable

desktop and cloud applications. Style and approach This is an easy-to-follow guide full of practical examples. This book takes a project-based approach and each chapter contains step-by-step instructions to create stunning applications across different application domains from scratch.

Node.js, 2020

You Don't Know JS: ES6 & Beyond Kyle

Simpson, 2015-12-17 No matter how much experience you have with JavaScript, odds are you don't fully understand the language. As part of the You Don't Know JS series, this compact guide focuses on new features available in ECMAScript 6 (ES6), the latest version of the standard upon which JavaScript is built. Like other books in this series, You Don't Know JS: ES6 & Beyond dives into trickier parts of the language that many JavaScript programmers either avoid or know nothing about. Armed with this knowledge, you can achieve true JavaScript mastery. With this book, you will: Learn new ES6 syntax that eases the pain points of common programming idioms Organize code with iterators, generators, modules, and classes Express async flow control with Promises combined with generators Use collections to work more efficiently with data in structured ways Leverage new API helpers, including Array, Object, Math, Number, and String Extend your program's capabilities through meta programming Preview features likely coming to JS beyond ES6

JavaScript Application Design Nicolas

Bevacqua, 2015-01-29 Summary JavaScript Application Design: A Build First Approach introduces JavaScript developers to techniques that will improve the quality of their software as well as their web development workflow. You'll begin by learning how to establish build processes that are appropriate for JavaScript-driven development. Then, you'll walk through best practices for productive day-to-day development, like running tasks when your code changes, deploying applications with a single command, and monitoring the state of your application once it's in production.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Book The fate of most applications is often sealed before a single line of code has been written. How is that possible? Simply, bad design assures bad results. Good design and effective processes are the foundation on which maintainable applications are built, scaled, and improved. For JavaScript developers, this means discovering the tooling, modern libraries, and architectural patterns that enable those improvements. *JavaScript Application Design: A Build First Approach* introduces techniques to improve software quality and development workflow. You'll begin by learning how to establish processes designed to optimize the quality of your work. You'll execute tasks whenever your code changes, run tests on every commit, and deploy in an automated fashion. Then you'll focus on designing modular components and composing them together to build robust applications. This book assumes readers understand the basics of JavaScript. What's Inside Automated development, testing, and deployment processes JavaScript fundamentals and modularity best practices Modular, maintainable, and well-tested applications Master asynchronous flows, embrace MVC, and design a REST API

About the Author Nicolas Bevacqua is a freelance developer with a focus on modular JavaScript, build processes, and sharp design. He maintains a blog at ponyfoo.com.

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PART 1 BUILD PROCESSES

Introduction to Build First Composing build tasks and flows Mastering environments and the development workflow Release, deployment, and monitoring

PART 2 MANAGING COMPLEXITY

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JavaScript Web Development Richie Miller, If you want to discover how to build a Node.js and Express server, this book is for you! The goals for this book is to build a Node.js and Express

server. We're going to then create endpoints for retrieving, inserting, updating, patching, and the deleting data within our Express server. We're going to add exception handling and learn to use the XMLHttpRequest object in JavaScript. **BUY THIS BOOK NOW AND GET STARTED TODAY!** In this book you will discover: · How to Get the Right Tools · How to Create Express Server · How to Retrieve and Search for Data Using REST API Methods · How to Create a Module · How to Get a Single Piece of Data · How to Search for Data · How to Create POST Endpoint to Insert Data · How to Create DELETE Endpoint to Delete Data · How to Create PATCH Endpoint to Patch Data · How to Handle Exceptions in REST API Methods · How to Build a Reusable Error Module · How to Call REST API from an HTML Page **BUY THIS BOOK NOW AND GET STARTED TODAY!**

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