

Javascript Reference Guide

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.

Create dynamic, interactive Web pages with the latest upgrade to this flexible development tool. Coverage includes event handling, object oriented programming, IE specific content, XML, and sample code that lets you work through projects and provides groundwork for your own creations. Provides information for new and non-professional developers and also more advanced coverage for experienced JS developers who want a comprehensive reference.

This book enables readers to quickly develop a working knowledge of HTML, JavaScript and PHP. The text emphasizes a hands-on approach to learning and makes extensive use of examples. A detailed science, engineering, or mathematics background is not required to understand the material, making the book ideally suitable for self-study or an introductory course in programming. Features: describes the creation and use of HTML documents; presents fundamental concepts of client-side and server-side programming languages; examines JavaScript and PHP implementation of arrays, built-in and user-defined methods and functions, math capabilities, and input processing with HTML forms; extends programming fundamentals to include reading and writing server-based files, command-line interfaces, and an introduction to GD graphics; appendices include a brief introduction to using a "pseudocode" approach to organizing solutions to computing problems; includes a Glossary and an extensive set of programming exercises.

JavaScript is an object-oriented scripting language that enables you to modify a document's structure, styling, and content in response to user actions. This handy pocket serves as both a quick introduction to the language and acts a valuable reference. It's packed with tips as well as JavaScript syntax, methods, and properties. Concise and inexpensive, it's exactly the guide many web designers and developers need.

JavaScript for Impatient Programmers

JavaScript Programmer's Reference

JavaScript for PHP Developers

Learning JavaScript Design Patterns

Web Developer's Reference Guide

Learn everything about utilizing the JavaScript language with the next generation of Rich Internet Applications from the accessible information in JavaScript Programmer ' s Reference, both a tutorial and a reference guide for web developers. Master methods for using Java with applications like Microsoft ' s Silverlight, Ajax, Flex, Flash and AIR by practicing with hands-on examples with practical, usable code. Employ this complete JavaScript reference to help you understand JavaScript Data Types, Variables, Operators, Expressions and Statements, work with JavaScript Frameworks and data, and improve performance with Ajax.

JavaScript Programmer's Reference is an invaluable resource that won't stray far from your desktop (or your tablet!). It contains detailed information on every JavaScript object and command, and combines that reference with practical examples showcasing how you can use those commands in the real world. Whether you're just checking the syntax of a method or you're starting out on the road to JavaScript mastery, the JavaScript Programmer's Reference will be an essential aid. With a detailed and informative tutorial section giving you the ins and outs of programming with JavaScript and the DOM followed by a command-by-command reference, your next project will pop with interactivity and keep your audience coming back for more. JavaScript Programmer's Reference is your one-stop source for everything you'll need to know to become a cutting edge web developer using the latest tools and techniques available today. In depth explanations and activities to explain not just the command in question, but why it is used in that way Progressive learning curve to not overwhelm and confuse you Handy and extremely informative quick-reference of every command within the JavaScript & DOM specifications

Learn JavaScript from scratch! Packed with numerous examples, JavaScript: Novice to Ninja is a fun, step-by-step and comprehensive introduction to development in JavaScript. Discover how to use JavaScript to solve real-world problems, build smarter forms, track user events, and design eye-catching animations. Learn JavaScript's built-in functions, methods, and properties. Use JavaScript to validate form entries and interact with your users. Understand how to respond to user events and add interactivity to your applications. Create animations that bring your web site to life. Start programming using the DOM And much more!

This book teaches you the basic web UI technologies including HTML, CSS, and JavaScript. Instead of just giving only an overview of them, or being a reference material, this book explains how these technologies work together, and lets you get acquainted with all the fundamentals, so that you'll be able to create your own web pages with HTML5 markup, CSS3-based design, and interactions built with and JavaScript. Contents At a Glance: Chapter1: A Short Tour of HTML, CSS, and JavaScript Chapter 2: Getting to Know HTML5 Chapter 3: Achieving Richer User Experience with HTML Chapter 4: Forms and Controls Chapter 5: A Few More Things about HTML Chapter 6: Exploring the Document Object Model Chapter 7: Getting to Know JavaScript Chapter 8: Advanced JavaScript Programming Chapter 9: Getting to Know Cascading Style Sheets Chapter 10: Basic Style Patterns

JavaScript Pocket Reference

The Ultimate Beginners Guide with Over 170 Samp

The Definitive Guide

JQuery 1.4 Reference Guide

Eloquent JavaScript

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-imagining 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.

If you want to significantly expand your web development skills beyond PHP, this practical, hands-on book teaches you ECMAScript—the core JavaScript language—from the ground up. You'll discover some similarities between JavaScript and PHP, such as conditions and loops, but the primary focus is on JavaScript's unique object creation, classes, prototypes, and inheritance. JavaScript knowledge is essential for working with today's Web, whether you're building applications for the client, the server, or for mobile use—and your PHP experience gives you a head start. This book will help you become fluent with JavaScript quickly, and then serve as a handy reference once you start coding. Explore JavaScript syntax, including variables, arrays, loops, and conditions Learn how functions are important in JavaScript—and why they're actually objects Delve into JavaScript's object-oriented features, including prototypes, code reuse, and inheritance Examine the built-in API and explore its global functions, properties, and objects Learn about updates in ECMAScript5, the latest version of the standard Use common design patterns to organize your code in large applications

"From library user to JavaScript developer"--Cover.

Most programming languages contain good and bad parts, but JavaScript has more than its share of the bad, having been developed and released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented programming language—ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making its popularity almost completely independent of its qualities as a programming language. In JavaScript: The Good Parts, Crockford finally digs through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including: Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult any other JavaScript book. With JavaScript: The Good Parts, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to get Ajax to run fast. If you develop sites or applications for the Web, this book is an absolute must.

Master the World's Most-Used Programming Language

For Scientists and Engineers

Even More Excellent HTML with Reference Guide

Head First JavaScript Programming

The Good Parts

JavaScript Allongé solves two important problems for the ambitious JavaScript programmer. First, JavaScript Allongé gives you the tools to deal with JavaScript bugs, hitches, edge cases, and other potential pitfalls. There are plenty of good directions for how to write JavaScript programs. If you follow them without alteration or deviation, you will be satisfied. Unfortunately, software is a complex thing, full of interactions and side-effects. Two perfectly reasonable pieces of advice when taken separately may conflict with each other when taken together. An approach may seem sound at the outset of a project, but need to be revised when new requirements are discovered. When you “leave the path” of the directions, you discover their limitations. In order to solve the problems that occur at the edges, in order to adapt and deal with changes, in order to refactor and rewrite as needed, you need to understand the underlying principles of the JavaScript programming language in detail. You need to understand why the directions work so that you can understand how to modify them to work properly at or beyond their original limitations. That’s where JavaScript Allongé comes in. JavaScript Allongé is a book about programming with functions, because JavaScript is a programming language built on flexible and powerful functions. JavaScript Allongé begins at the beginning, with values and expressions, and builds from there to discuss types, identity, functions, closures, scopes, and many more subjects up to working with classes and instances. In each case, JavaScript Allongé takes care to explain exactly how things work so that when you encounter a problem, you’ll know exactly what is happening and how to fix it. Second, JavaScript Allongé provides recipes for using functions to write software that is simpler, cleaner, and less complicated than alternative approaches that are object-centric or code-centric. JavaScript idioms like function combinators and decorators leverage JavaScript’s power to make code easier to read, modify, debug and refactor, thus avoiding problems before they happen. JavaScript Allongé

*teaches you how to handle complex code, and it also teaches you how to simplify code without dumbing it down. As a result, JavaScript Allongé is a rich read releasing many of JavaScript's subtleties, much like the Café Allongé beloved by coffee enthusiasts everywhere. License: CC BY-SA 3.0 Source is available from Github **

<https://github.com/justinkelly/javascript-allonge>

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to:

-Understand the essential elements of programming: syntax, control, and data -Use object-oriented and functional programming techniques to organize and clarify your programs -Script the browser and make basic Web applications -Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

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.

What will you learn from this book? This brain-friendly guide teaches you everything from JavaScript language fundamentals to advanced topics, including objects, functions, and the browser's document object model. You won't just be reading—you'll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript in ways you never imagined. And you'll write real code, lots of it, so you can start building your own web applications. Prepare to open your mind as you learn (and nail) key topics including: The inner details of JavaScript How JavaScript works with the browser The secrets of JavaScript types Using arrays The power of functions How to work with objects Making use of prototypes Understanding closures Writing and testing applications What's so special about this book? We think your time is too valuable to waste struggling with new concepts.

Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First JavaScript Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep. This book replaces Head First JavaScript, which is now out of print.

Complete Guide and Reference to JavaScript Flash

Eloquent JavaScript, 3rd Edition

Jquery 1.4 Reference Guide

JavaScript

JavaScript: The Complete Reference, 2nd edition

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?/>.)

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 Fifth Edition is completely revised and expanded to cover JavaScript as it is used in today's Web 2.0 applications. This book is both an example-driven programmer's guide and a keep-on-your-desk reference, with new chapters that explain everything you need to know to get the most out of JavaScript, including: Scripted HTTP and Ajax XML processing Client-side graphics using the canvas tag Namespaces in JavaScript--essential when writing complex programs Classes, closures, persistence, Flash, and JavaScript embedded in Java applications Part I explains the core JavaScript language in detail. If you are new to JavaScript, it will teach you the language. If you are already a JavaScript programmer, Part I will sharpen your skills and deepen your understanding of the language. Part II explains the scripting environment provided by web browsers, with a focus on DOM scripting with unobtrusive JavaScript. The broad and deep coverage of client-side JavaScript is illustrated with many sophisticated examples that demonstrate how to: Generate a table of contents for an HTML document Display DHTML animations Automate form validation Draw dynamic pie charts Make HTML elements draggable Define keyboard shortcuts for web applications Create Ajax-enabled tool tips Use XPath and XSLT on XML documents loaded with Ajax And much more Part III is a complete reference for core JavaScript. It documents every class, object, constructor, method, function, property, and constant defined by JavaScript 1.5 and ECMAScript Version 3. Part IV is a reference for client-side JavaScript, covering legacy web browser APIs, the standard Level 2 DOM API, and emerging standards such as

the XMLHttpRequest object and the canvas tag. More than 300,000 JavaScript programmers around the world have made this their indispensable reference book for building JavaScript applications. "A must-have reference for expert JavaScript programmers...well-organized and detailed." -- Brendan Eich, creator of JavaScript

Like it or not, JavaScript is everywhere these days—from browser to server to mobile—and now you, too, need to learn the language or dive deeper than you have. This concise book guides you into and through JavaScript, written by a veteran programmer who once found himself in the same position. Speaking JavaScript helps you approach the language with four standalone sections. First, a quick-start guide teaches you just enough of the language to help you be productive right away. More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth. Complete contents include: JavaScript quick start: Familiar with object-oriented programming? This part helps you learn JavaScript quickly and properly. JavaScript in depth: Learn details of ECMAScript 5, from syntax, variables, functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in. Background: Understand JavaScript's history and its relationship with other programming languages. Tips, tools, and libraries: Survey existing style guides, best practices, advanced techniques, module systems, package managers, build tools, and learning resources.

Speaking JavaScript

JavaScript: Novice to Ninja

JavaScript The Complete Reference 3rd Edition

JavaScript Bible

Unraveling HTML5, CSS3, and JavaScript (2nd)

The essential JavaScript resource—fully updated Design, debug, and publish high-performance web pages and applications using tested techniques and best practices from expert developers. The all-new edition of this comprehensive guide has been thoroughly revised and expanded to cover the latest JavaScript features, tools, and programming methods. JavaScript: The Complete Reference, Third Edition provides illustrative examples, line-by-line code samples, and practical development advice—from the core of the language to the various standard and emerging APIs supported by modern web browsers. This in-depth resource covers everything you need to know, whether you're trying to understand the fundamentals of weak typing in JavaScript, reduce your confusion over closures, or perform common tasks like form validation or Ajax calls. Explore core JavaScript syntax and data types Investigate often confusing concepts such as weak typing and closures Use object-oriented programming the JavaScript way See what changes come from ECMAScript 5 Perform dynamic content updates using DOM methods Handle user-generated events with modern event models Modernize form handling with HTML5 and JavaScript Use the XMLHttpRequest object to create Ajax applications Control animation and multimedia content with JavaScript Generate bitmap graphics with the Canvas API Learn methods to handle the challenges of cross-browser coding Discover defensive development and error handling

A comprehensive exploration of the popular JavaScript library Quickly look up features of the jQuery library Step through each function, method, and selector expression in the jQuery library with an easy-to-follow approach Understand the anatomy of a jQuery script Write your own plug-ins using jQuery's powerful plug-in architecture In Detail To make optimal use of jQuery, it's good to keep in mind the breadth of capabilities it provides. You can add dynamic, interactive elements to your sites with reduced development time using jQuery. If you are looking for a comprehensive reference guide to this popular JavaScript library, this book is for you. Revised and updated for version 1.4 of jQuery, this book offers an organized menu of every jQuery method, function, and selector. Each method and function is introduced with a summary of its syntax and a list of its parameters and return value, followed by a discussion, with examples where applicable, to assist in getting the most out of jQuery and avoiding the pitfalls commonly associated with JavaScript and other client-side languages. In this book you will be provided information about the latest features of jQuery that include Sizzle Selector, Native event delegation, Event triggering, DOM manipulation, and many more. You won't be confined to built-in functionality, you'll be able to examine jQuery's plug-in architecture and we discuss both how to use plug-ins and how to write your own. If you're already familiar with JavaScript programming, this book will help you dive right into advanced jQuery concepts. You'll be able to experiment on your own, trusting the pages of this book to provide information on the intricacies of the library, where and when you need it. This book is a companion to Learning jQuery 1.3. Learning jQuery 1.3 begins with a tutorial to jQuery, where the authors share their knowledge, experience, and enthusiasm about jQuery to help you get the most from the library and to make your web applications shine. jQuery 1.4 Reference Guide digs deeper into the library, taking you through the syntax specifications and following up with detailed discussions.

You'll discover the untapped possibilities that jQuery 1.4 makes available, and polish your skills as you return to this guide time and again. In this book, the creators of the popular jQuery learning resource, learningjquery.com, share their knowledge, experience, and enthusiasm to bring you a comprehensive reference to this popular ... Get the definitive guide on Gatsby, the JavaScript framework for building blazing fast websites and applications. Used by Nike, Costa Coffee, and other companies worldwide, Gatsby is emerging as one of the key technologies in the Jamstack (JavaScript, APIs, and markup) ecosystem. With this comprehensive guide, you'll learn how to architect, build, and deploy Gatsby sites independently or with CMSs, commerce systems, and other data sources. Author Preston So begins by showing you how to set up a Gatsby site from scratch. From there, you'll learn ways to use Gatsby's declarative rendering and GraphQL API, build complex offline-enabled sites, and continuously deploy Gatsby sites on a variety of platforms, including Gatsby Cloud. Discover how Gatsby integrates with many data sources and plug-ins Set up, configure, and architect Gatsby sites using Gatsby's CLI, React, JSX, and GraphQL with high performance out of the box Build an independent Gatsby site based on Markdown and data- and content-driven Gatsby sites that integrate with CMSs and commerce platforms Deploy Gatsby sites with full CI/CD and test coverage on a variety of platforms, including Netlify, Vercel, and Gatsby Cloud

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.

A Modern Introduction to Programming

JavaScript Quick Reference Guide

An In-Depth Guide for Programmers

A Comprehensive Exploration of the Popular JavaScript Library

Guide to HTML, JavaScript and PHP

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.

The book is a detailed reference guide, and an invaluable resource for answers to all your queries about jQuery. It is intended to be a quick reference to help at times when you need to quickly confirm a feature of the library This book is for you if you are a web developer who wants a broad, organized view of all that jQuery library has to offer or a quick reference on their desk to refer to for particular details. Basic knowledge of HTML and CSS is required. You should be comfortable with the syntax of JavaScript, but no knowledge of jQuery is assumed. This is a reference guide, not an introductory title and if you are looking to get started with jQuery (or JavaScript libraries in general) then you are looking for the companion title Learning jQuery 1.3.

A guide to JavaScript covers such topics as working with images, form handling, Regular Expressions, DOM, Ajax, jQuery, and bookmarklets. HTML texts from other academic publishers treat HTML in a step-by-step cookbook fashion, as though it were a simple software application, limiting the amount of material and concepts covered. Unique in the marketplace, Gottleber and Trainor's Even More Excellent HTML combines the pedagogical support of academic texts with the comprehensive coverage found in trade books. No previous knowledge of HTML or Web design is assumed.

The JavaScript Pocket Guide

Visual QuickStart Guide

Gatsby: The Definitive Guide

Scripting InDesign with JavaScript

JavaScript: The Good Parts

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

A guide for experienced programmers demonstrates the core JavaScript language, offers examples of common tasks, and contains an extensive reference to JavaScript commands, objects, methods, and properties.

JavaScript Quick Syntax Reference is a condensed syntax reference to the JavaScript language. It presents the essentials of JavaScript in a well-organized format

that can be used as a handy reference. This includes the latest ECMAScript 5, JSON (JavaScript Object Notation) and DOM (Document Object Model) specifications and implementations. You won't find any technical jargon, bloated samples, drawn out history lessons or witty stories in this book. What you will find is a JavaScript reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any JavaScript programmer or Web developer. In JavaScript Quick Syntax Reference, you will find a concise reference to JavaScript programming language syntax; has short, simple and focused code examples; and includes a well laid out table of contents and a comprehensive index allowing easy review.

A one-stop guide to the essentials of web development including popular frameworks such as jQuery, Bootstrap, AngularJS, and Node.js About This Book

Understand the essential elements of HTML, CSS, and JavaScript, including how and when to use them Walk through three of the best and most popular web development frameworks - jQuery, Bootstrap, and AngularJS References for any function you will need in your day-to-day web development Who This Book Is For This book is perfect for beginners but more advanced web developers will also benefit. Laid out so you can refer to as much or as little as you need to, with this book you can exhaustively explore essential concepts for modern web developers. **What You Will Learn** Explore detailed explanations of all the major HTML elements and attributes, illustrated with examples Take a deep dive into CSS properties and functions and master their usage Find clear, concise descriptions of JavaScript syntax and expressions Recognize various JavaScript design patterns and learn the basics of JavaScript object-orientated programming Implement the latest ECMAScript 6 for client-side scripting in your web applications Discover new ways to develop your website's front end quickly and easily using Bootstrap Write JavaScript extensibly using jQuery-JavaScript's feature-rich library Delve into the key Node.js modules used in JavaScript server-side programming Access AngularJS 's important modules, controllers, directives, and services quickly In Detail This comprehensive reference guide takes you through each topic in web development and highlights the most popular and important elements of each area. Starting with HTML, you will learn key elements and attributes and how they relate to each other. Next, you will explore CSS pseudo-classes and pseudo-elements, followed by CSS properties and functions. This will introduce you to many powerful and new selectors. You will then move on to JavaScript. This section will not just introduce functions, but will provide you with an entire reference for the language and paradigms. You will discover more about three of the most popular frameworks today—Bootstrap, which builds on CSS, jQuery which builds on JavaScript, and AngularJS, which also builds on JavaScript. Finally, you will take a walk-through Node.js, which is a server-side framework that allows you to write programs in JavaScript. **Style and approach** This book is an easy-to-follow, comprehensive reference guide. Each topic, function, or element is listed methodically along with parameters, return values, and descriptions. Examples are also included to help you put the concepts to use quickly in the real world.

JavaScript Enlightenment

JavaScript: The Definitive Guide

JavaScript Allongé

A strong cup of functions, objects, combinators, and decorators

Professional JavaScript for Web Developers

Completely revised and updated, this best-selling introduction to programming in JavaScript focuses on writing real applications. JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful, effective code. It has been updated to reflect the current state of JavaScript and web browsers and includes brand-new material on features like class notation, arrow functions, iterators, async functions, template strings, and block scope. A host of new exercises have also been added to test your skills and keep you on track. As with previous editions, Haverbeke continues to teach through extensive examples and immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. You start by learning the basic structure of the JavaScript language as well as control structures, functions, and data structures to help you write basic programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to: - Understand the essential elements of programming, including syntax, control, and data - Organize and clarify your code with object-oriented and functional programming techniques - Script the browser and make basic web applications - Use the DOM effectively to interact with browsers - Harness Node.js to build servers and utilities Isn't it time you became fluent in the language of the Web? * All source code is available online in an interactive sandbox, where you can edit the code, run it, and see its output instantly.

Provides an overview of the scripting language, covering topics including JavaScript objects, methods, properties, and events.

* Learn the new, powerful features in the new release of Flash. Covers all new areas of extensibility: commands, tools, timeline effects, behaviors, and advanced topics. This book will allow you to streamline day-to-day development by showing you how to custom-build your own commands and tools. Plenty of useful examples are included throughout to demonstrate each area. * Two books in one: first part will actually get the person to understand and be able to use the Extensibility features, not just copy and paste the code in the book, but have a conceptual understanding of how it works and be able to create their own extensions. The second part of the book will be a complete reference guide, that one will want to keep around to look up commands, syntax, parameters, etc. * At this time, it's the only book covering the subject, and this book actually covers extensibility in both Flash MX 2004 and Flash MX Professional 2004. * The reference content and example files will be available from the book's companion site, www.flashextensibility.com – this site aims to be the premier site for designers and developers to go to for Flash extensibility material.

A Brain-Friendly Guide

jQuery Reference Guide

JavaScript Quick Syntax Reference

Extending Flash MX 2004

A JavaScript and jQuery Developer's Guide