

Learning JQuery Packt

Build robust full-stack web applications using two of the world's most popular programming languages Python and JavaScript

Key Features

- Discover similarities and differences between JavaScript and Python coding conventions
- Explore frontend web concepts, UI/UX techniques, and JavaScript frameworks to enhance your web development skills
- Put your JS knowledge into practice by developing a full-stack web app with React and Express

Book Description

Knowledge of Python is a great foundation for learning other languages. This book will help you advance in your software engineering career by leveraging your Python programming skills to learn JavaScript and apply its unique features not only for frontend web development but also for streamlining work on the backend. Starting with the basics of JavaScript, you'll cover its syntax, its use in the browser, and its frameworks and libraries. From working with user interactions and ingesting data from APIs through to creating APIs with Node.js, this book will help you get up and running with JavaScript using hands-on exercises, code snippets, and detailed descriptions of JavaScript implementation and benefits. To understand the use of JavaScript in the backend, you'll explore Node.js and discover how it communicates with databases. As you advance, you'll get to grips with creating your own RESTful APIs and connecting the frontend and backend for holistic full-stack development knowledge. By the end of this Python JavaScript book, you'll have the knowledge you need to write full-fledged web applications from start to finish. You'll have also gained hands-on experience of working through several projects, which will help you advance in your career as a JavaScript developer.

What you will learn

- Discover the differences between Python and JavaScript at both the syntactical and semantical level
- Become well versed in implementing JavaScript in the frontend as well as the backend
- Understand the separation of concerns while using Python programming for server-side development
- Get to grips with frontend web development tasks, including UI/UX design, form validation, animations, and much more
- Create modern interaction interfaces for your Python web application
- Explore modern web technologies and libraries for building full-stack applications

Who this book is for

This book is for experienced Python programmers who are looking to expand their knowledge of frontend and backend web development with JavaScript. An understanding of data types, functions, and scope is necessary to get to grips with the concepts covered in the book. Familiarity with HTML and CSS, Document Object Model (DOM), and Flask or Django will help you to learn JavaScript easily.

Enhance your WordPress website with the captivating effects of jQuery. Beginning jQuery is your step-by-step guide to learning the jQuery library. jQuery is the most popular JavaScript library in the web developer's toolkit. Jack Franklin takes you from the basics of getting you started with jQuery, right

through to extending jQuery by writing your own plug-ins. You'll discover best practices you can follow, how you can avoid common mistakes, and you'll learn about so many of the things that jQuery has to offer, including how you can: Use jQuery ' s powerful tools to dynamically update content on your site, including DOM manipulation. Extend jQuery ' s capabilities by writing your own plugins on top of the framework. Animate elements and build your own jQuery slider. Employ best practices and avoid common errors made by beginners. JavaScript is a powerful language but every web developer must navigate the tricky issues around cross-browser inconsistencies. Beginning jQuery teaches you how to use jQuery to avoid spending your time fixing these browser bugs - letting you concentrate on what really matters to you. Throughout Beginning jQuery, you'll discover how expressive yet concise jQuery ' s code is and how much quicker and efficient you can develop with jQuery!

Design interactive graphics and visuals for your data-driven applications using the popular open-source Chart.js data visualization library. Key FeaturesHarness the power of JavaScript, HTML, and CSS to create interactive visualizationsDisplay quantitative information efficiently in the form of attractive charts by using Chart.js A practical guide for creating data-driven applications using open-source JavaScript libraryBook Description Chart.js is a free, open-source data visualization library, maintained by an active community of developers in GitHub, where it rates as the second most popular data visualization library. If you want to quickly create responsive Web-based data visualizations for the Web, Chart.js is a great choice. This book guides the reader through dozens of practical examples, complete with code you can run and modify as you wish. It is a practical hands-on introduction to Chart.js. If you have basic knowledge of HTML, CSS and JavaScript you can learn to create beautiful interactive Web Canvas-based visualizations for your data using Chart.js. This book will help you set up Chart.js in a Web page and show how to create each one of the eight Chart.js chart types. You will also learn how to configure most properties that override Chart ' s default styles and behaviors. Practical applications of Chart.js are exemplified using real data files obtained from public data portals. You will learn how to load, parse, filter and select the data you wish to display from those files. You will also learn how to create visualizations that reveal patterns in the data. This book is based on Chart.js version 2.7.3 and ES2015 JavaScript. By the end of the book, you will be able to create beautiful, efficient and interactive data visualizations for the Web using Chart.js. What you will learnLearn how to create interactive and responsive data visualizations using Chart.jsLearn how to create Canvas-based graphics without Canvas programmingCreate composite charts and configure animated data updates and transitionsEfficiently display quantitative information using bar and line charts, scatterplots, and pie chartsLearn how to load, parse, and filter external files in JSON and CSV formatsUnderstand the benefits of using a

data visualization frameworkWho this book is for The ideal target audience of this book includes web developers and designers, data journalists, data scientists and artists who wish to create interactive data visualizations for the Web. Basic knowledge of HTML, CSS, and JavaScript is required. No Canvas knowledge is necessary.

Jquery Hotshot

jQuery Game Development Essentials

JavaScript Projects for Kids

Beginner's Guide

jQuery Fundamentals

Object-Oriented JavaScript - Second Edition

A full-color introduction to the basics of HTML and CSS from the publishers of Wrox! Every day, more and more people want to learn some HTML and CSS. Joining the professional web designers and programmers are new audiences who need to know a little bit of code at work (update a content management system or e-commerce store) and those who want to make their personal blogs more attractive. Many books teaching HTML and CSS are dry and only written for those who want to become programmers, which is why this book takes an entirely new approach. Introduces HTML and CSS in a way that makes them accessible to everyone—hobbyists, students, and professionals—and it's full-color throughout Utilizes information graphics and lifestyle photography to explain the topics in a simple way that is engaging Boasts a unique structure that allows you to progress through the chapters from beginning to end or just dip into topics of particular interest at your leisure This educational book is one that you will enjoy picking up, reading, then referring back to. It will make you wish other technical topics were presented in such a simple, attractive and engaging way! This book is also available as part of a set in hardcover - Web Design with HTML, CSS, JavaScript and jQuery, 978119038634; and in softcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781118907443.

This book and eBook is a comprehensive exploration of the popular JavaScript library

This book is ideal for anyone who already knows JavaScript and would like to get a broad understanding of Three.js quickly, or for those of you who have a basic grasp of using Three.js but want to really make an impact with your 3D visualizations by learning its advanced features. To apply the recipes in this book you don't need to know anything about WebGL; all you need is some general knowledge about JavaScript and HTML.

This book is a guide to help you create attractive web page animations using jQuery. Written in a friendly and engaging approach this book is designed to be placed alongside your computer as a mentor. If you are a web designer or a frontend developer or if you want to learn how to

animate the user interface of your web applications with jQuery, this book is for you. Experience with jQuery or Javascript would be helpful but solid knowledge base of HTML and CSS is assumed.

Learn Chart.js

Create interactive visualizations for the Web with Chart.js 2

Build Gamified Websites with PHP and jQuery

Learning DHTMLX Suite UI

JQuery Design Patterns

JQuery Reference Guide

This cookbook is organized in a linear, progressive way allowing it to be read from start to finish, as well as to be used as a useful resource for specific tasks. The HTML5 examples and recipes will have you making dynamic, interactive, and animated charts and graphs in no time. You don't need to have a background in HTML5 or Canvas but you do need to have a basic understanding of how HTML works and know how to code in any language (preferably in JavaScript). In this book we will not explain how to learn to code but how to create projects and how to plan and execute them in the process.

This book covers: 1. Basic programming concepts - assuming no prior knowledge of programming beyond an ability to create a web page using HTML & CSS ; 2. Core elements of the JavaScript language - so you can learn how to write your own scripts from scratch ; 3. jQuery - which will allow you to simplify the process of writing scripts (this is introduced half-way through the book once you have a solid understanding of JavaScript) ; 4. How to recreate techniques you will have seen on other web sites such as sliders, content filters, form validation, updating content using Ajax, and more. Each chapter: Breaks subjects down into bite-sized chunks with a new topic on each page ; Contains clear descriptions of syntax, each one demonstrated with inspiring code samples ; Uses diagrams and photography to explain complex concepts in a visual way. This book enables you to use & customize thousands of scripts, JavaScript APIs, and jQuery plugins that are freely available on the web as well as create your own scripts from scratch.

Learning jQuery - Fourth Edition Packt Publishing Ltd

Get the most out of JavaScript for building web applications through a series of patterns, techniques, and case studies for clean coding Key Features Write maintainable JS code using internal abstraction, well-written tests, and well-documented code Understand the agents of clean coding like SOLID principles, OOP, and functional programming Explore solutions to tackle common JavaScript challenges in building UIs, managing APIs, and writing states Book Description Building robust apps starts with creating clean code. In this book, you'll explore techniques for doing this by learning everything from the basics of JavaScript through to the practices of clean code. You'll write functional, intuitive, and maintainable code while also understanding how your code affects the end user and the wider community. The book starts with popular clean-coding principles such as SOLID, and the Law of Demeter (LoD), along with highlighting the enemies of writing clean code such as cargo culting and over-management. You'll then delve into JavaScript, understanding the more complex aspects of the language. Next, you'll create meaningful abstractions using design patterns, such as the Class Pattern and the Revealing Module Pattern. You'll explore real-world challenges such as DOM reconciliation, state management, dependency management, and security, both within browser and server environments. Later, you'll cover tooling and testing methodologies and the importance of documenting code. Finally, the book will focus on advocacy and good communication for improving code cleanliness within teams or workplaces, along with covering a case study for clean coding. By the end of this book, you'll be well-versed with JavaScript and have learned how to create clean abstractions, test them, and communicate about them via documentation. What you

will learn Understand the true purpose of code and the problems it solves for your end-users and colleagues
Discover the tenets and enemies of clean code considering the effects of cultural and syntactic conventions
Use modern JavaScript syntax and design patterns to craft intuitive abstractions
Maintain code quality within your team via wise adoption of tooling and advocating best practices
Learn the modern ecosystem of JavaScript and its challenges like DOM reconciliation and state management
Express the behavior of your code both within tests and via various forms of documentation
Who this book is for This book is for anyone who writes JavaScript, professionally or otherwise. As this book does not relate specifically to any particular framework or environment, no prior experience of any JavaScript web framework is required. Some knowledge of programming is assumed to understand the concepts covered in the book more effectively.

JavaScript and JQuery

Learning jQuery 3 - Fifth Edition

Clean Code in JavaScript

JQuery Mobile First Look

PHP JQuery Cookbook

Smashing jQuery

Annotation To build interesting, interactive sites, developers are turning to JavaScript libraries such as jQuery to automate common tasks and simplify complicated ones. Because many web developers have more experience with HTML and CSS than with JavaScript, the library's design lends itself to a quick start for designers with little programming experience. Experienced programmers will also be aided by its conceptual consistency. LearningjQuery - Fourth Edition is revised and updated version of jQuery. You will learn the basics of jQuery for adding interactions and animations to your pages. Even if previous attempts at writing JavaScript have left you baffled, this book will guide you past the pitfalls associated with AJAX, events, effects, and advanced JavaScript language features. Starting with an introduction to jQuery, you will first be shown how to write a functioning jQuery program in just three lines of code. Learn how to add impact to your actions through a set of simple visual effects and to create, copy, reassemble, and embellish content using jQuery's DOM modification methods. The book will take you through many detailed, real-world examples, and even equip you to extend the jQuery library itself with your own plug-ins.

Being a beginner's guide this book has a very simple and clear approach. It is a practical guide that will help you learn the features of Django and help you build a dynamic website using those features. This book is for web developers who want to see how to build a complete site with Web 2.0 features, using the power of a proven and popular development system, but do not necessarily want to learn how a complete framework functions in order to do this. Basic knowledge of Python development is required for this book, but no knowledge of Django is expected.

Over 60 simple but highly effective recipes to create interactive web applications using PHP with jQuery.

Discover the endless possibilities offered by jQuery Mobile for rapid Mobile Web Development.

Solve complex computational web problems using machine learning

A guided journey through modern CSS

Practical Web Design

Design and Build Websites

Interactive Front-End Web Development Hardcover

Over 60 Simple But Highly Effective Recipes to Create Interactive Web Applications Using PHP with JQuery

Rich Finelli's modern CSS training course, based on his bestselling Mastering CSS video, now available in a book. Master CSS from best practices to practical CSS coding. About This Book Learn CSS directly from Rich Finelli, author of the bestselling Mastering CSS training course From best practices to deep coding, Rich Finelli shares his CSS knowledge with you Rich Finelli covers the latest CSS updates with flexbox and works with retina devices Who This Book Is For This book is for web designers who wish to master the best practices of CSS in their web projects. You already know how to work with a web page, and want to use CSS to master website presentation. What You Will Learn Master fundamental CSS concepts like the anatomy of a rule set, the box model, and the differences between block and inline elements Employ flexbox to layout and align elements simply and cleanly Become proficient with CSS3 properties such as transitions, transforms, gradients, and animations Delve into modular, reusable, and scalable CSS for more organized and maintainable style sheets Understand media queries and other pillars of responsive web design Get creative with the @font-face property, Google Web Fonts, font services such as Typekit, as well as, icon fonts Understand the workflow for HiDPI (retina) devices using 2x images, SVG, and the srcset attribute In Detail Rich Finelli trains you in CSS deep learning and shows you the techniques you need to work in the world of responsive, feature-rich web applications. Based on his bestselling Mastering CSS training video, you can now learn with Rich in this book! Rich shares with you his skills in creating advanced layouts, and the critical CSS insights you need for responsive web designs, fonts, transitions, animations, and using flexbox. Rich begins your CSS training with a review of CSS best practices, such as using a good text editor to automate your authoring and setting up a CSS baseline. You then move on to create a responsive layout making use of floats and stylable drop-down menus, with Rich guiding you toward a modular-organized approach to CSS. Your training with Rich Finelli then dives into detail about working with CSS and the best solutions to make your websites work. You'll go with him into CSS3 properties, transforms, transitions, and animations. You'll gain his understanding of responsive web designs, web fonts, icon fonts, and the techniques used to support retina devices. Rich expands your knowledge of CSS so you can master one of the most valuable tools in modern web design. Style and approach Let Rich Finelli train you in CSS! This book has a direct training style because it is based on Rich's bestselling Mastering CSS training course.

Gear up for a roller-coaster ride into the world of JavaScript and programming with this easy-to-follow, fun, and entertaining project-based guide About This Book Get to know the concepts of HTML and CSS to work with JavaScript Explore the concepts of object-oriented programming Follow this step-by-step guide on the fundamentals of JavaScript programming Who This Book Is For If you've never written code before or you are completely new to the world of web programming, then this book is the right choice for you. This book is for kids of age 10 years and above and parents who are completely new to the world of programming and want to get introduced to programming. What You Will

Learn how to work with Google Developer tools to iterate, debug and profile your code Develop a Battleship game using the basic concepts of HTML and CSS Get to know the fundamentals of JavaScript programming Create our own version of Pac Man game. Discover the vital concepts of object-oriented programming In Detail JavaScript is the most widely-used programming language for web development and that's not all! It has evolved over the years and is now being implemented in an array of environments from websites to robotics. Learning JavaScript will help you see the broader picture of web development. This book will take your imagination to new heights by teaching you how to work with JavaScript from scratch. It will introduce you to HTML and CSS to enhance the appearance of your applications. You'll then use your skills to build on a cool Battleship game! From there, the book will introduce you to jQuery and show you how you can manipulate the DOM. You'll get to play with some cool stuff using Canvas and will learn how to make use of Canvas to build a game on the lines of Pacman, only a whole lot cooler! Finally, it will show you a few tricks with OOP to make your code clean and will end with a few road maps on areas you can explore further. Style and approach This is an easy-to-follow, informative, and fun guide that takes a project-based approach to teaching programming in JavaScript. You will learn everything you need to get started with serious web application development.

Filled with a practical collection of recipes, jQuery UI Cookbook is full of clear, step-by-step instructions that will help you harness the powerful UI framework in jQuery.

Depending on your needs, you can dip in and out of the Cookbook and its recipes, or follow the book from start to finish. If you are a jQuery UI developer looking to improve your existing applications, extract ideas for your new application, or to better understand the overall widget architecture, then jQuery UI Cookbook is a must-have for you. The reader should at least have a rudimentary understanding of what jQuery UI is, and have written some code that uses jQuery UI.

Use React and React Native to build applications for desktop browsers, mobile browsers, and even as native mobile apps About This Book Build React and React Native applications using familiar component concepts Dive deep into each platform, from routing in React to creating native mobile applications that can run offline Use Facebook's Relay, React and GraphQL technologies, to create a unified architecture that powers both web and native applications Who This Book Is For This book is written for any JavaScript developer—beginner or expert—who wants to start learning how to put both of Facebook's UI libraries to work. No knowledge of React is needed, though a working knowledge of ES2015 will help you follow along better. What You Will Learn Craft reusable React components Control navigation using the React Router to help keep your UI in sync with URLs Build isomorphic web applications using Node.js Use the Flexbox layout model to create responsive mobile designs Leverage the native APIs of Android and iOS to build engaging applications with React Native Respond to gestures in a way that's intuitive for the user Use Relay to build a unified data architecture for your React UIs In Detail React and React Native allow you to build cross-platform desktop and mobile applications using Facebook's innovative UI libraries. Combined with the Flux data architecture and Relay, you can now create powerful and feature-complete

applications from just one code base! This book is split into three parts. The first part shows you how to start crafting composable UIs using React, from rendering with JSX and creating reusable components through to routing and creating isomorphic applications that run on Node. We then move on to showing you how to take the concepts of React and apply them to building Native UIs using React Native. You'll find out how to build responsive and streamlined UIs that can properly handle user interactions in a mobile environment. You'll also learn how to access device-specific APIs such as the geolocation API, and how to handle offline development with React Native. Finally, we'll tie all of these skills together and shows you how you can create React applications that run on every major platform. As well as understanding application state in depth, you'll learn how to leverage Relay to make feature-complete, data-driven web and native mobile applications. Style and approach Split into three major sections to help organize your learning, this hands-on, code-first book will help you get up to speed with React and React Native—the UI framework that powers Netflix, Yahoo, and Facebook.

Learn the fundamentals of Node.js, and deploy and test Node.js applications on the web
Mastering Bootstrap 4

Ace web animations, visualizations, and vector graphics with HTML, CSS, and JavaScript

React and React Native

Hands-on Machine Learning with JavaScript

Leverage your Python knowledge to quickly learn JavaScript and advance your web development career

If you want to learn to build enterprise-level websites efficiently with Bootstrap, this book is for you. You must have a basic and fundamental understanding of HTML, CSS, and JavaScript; however, there is no need to have prior Bootstrap experience.

"Discover the new features available in jQuery 1.6 in this third update of this popular jQuery book"--Back cover.

Create efficient and smart web applications with jQuery 3.0 using this step-by-step practical tutorial About This Book Create a fully featured and responsive client-side application using jQuery Explore all the latest features of jQuery 3.0 and code examples updated to reflect modern JavaScript environments Develop high performance interactive pages Who This Book Is For This book is ideal for client-side JavaScript developers. You do need to have any previous experience with jQuery, although basic JavaScript programming knowledge is necessary. What You Will Learn Create custom interactive elements for your web designs Find out how to create the best user interface for your web applications Use selectors in a variety of ways to get anything you want from a page when you need it Master events to bring your web pages to life Add flair to your actions with a variety of different animation effects Discover the latest features available in jQuery with the latest update of this incredibly popular title Using jQuery npm Packages In Detail If you are a web developer and want to create web applications that look good, are efficient, have rich user interfaces, and integrate seamlessly with any backend using AJAX, then this book is the ideal match for you. We'll show you how you can integrate jQuery 3.0 into your web pages, avoid complex JavaScript code, create brilliant animation effects for your web applications, and create a flawless app. We start by configuring and customising the jQuery environment, and getting hands-on with DOM manipulation. Next, we'll explore event

handling advanced animations, creating optimised user interfaces, and building useful third-party plugins. Also, we'll learn how to integrate jQuery with your favourite back-end framework. Moving on, we'll learn how the ECMAScript 6 features affect your web development process with jQuery. We'll discover how to use the newly introduced JavaScript promises and the new animation API in jQuery 3.0 in great detail, along with sample code and examples. By the end of the book, you will be able to successfully create a fully featured and efficient single page web application and leverage all the new features of jQuery 3.0 effectively. Style and approach Create efficient client-side apps that look great and run seamlessly across all devices with this step-by-step practical guide. There are illustrative examples for those who need extra help to get started with jQuery web development.

Part of Packt's Beginner's Guide series, each chapter focuses on a specific part of your website and how to improve its design with the use of jQuery. There are plenty of screenshots and practical step-by-step instructions making it easy to apply jQuery to your site. This book is for designers who have the basics of HTML and CSS, but want to extend their knowledge by learning to use JavaScript and jQuery.

HTML and CSS

Learning Website Development with Django

Jquery for Designers

Mastering CSS

Create Better Interaction, Design and Web Development with Simple JavaScript Techniques *A fast-paced, example-based guide to learning DHTMLX."Learning DHTMLX Suite UI" is for web designers who have a basic knowledge of JavaScript and who are looking for powerful tools that will give them an extra edge in their own application development. This book is also useful for experienced developers who wish to get started with DHTMLX without going through the trouble of learning its quirks through trial and error. Readers are expected to have some knowledge of JavaScript, HTML, Document Object Model, and the ability to install a local web server.*

*Main description*This book is a standard tutorial, which walks you through the gamification development process, to help you incorporate game elements in an eLearning environment.*This book is for jQuery and PHP developers who wish to gamify their educational websites.*

*Step through each of the core concepts of the jQuery library, building an overall picture of its capabilities. Once you have thoroughly covered the basics, the book returns to each concept to cover more advanced examples and techniques.*This book is for web designers who want to create interactive elements for their designs, and for developers who want to create the best user interface for their web applications. *Basic JavaScript programming and knowledge of HTML and CSS is required. No knowledge of jQuery is assumed, nor is experience with any other JavaScript libraries.*

A step by step guide for beginners to create interactive and dynamic websites from scratch. Key Features A fun-filled book with incrementing projects that would help you learn and adapt the fundamentals of web development *Bring your web design to life with the help of HTML, CSS, JQuery, and learn to kick-start your future projects with Bootstrap Explore popular web development techniques such as responsive, adaptive, and material design and initiate yourself with Vue.js* *Book Description* Web design is the process of creating websites. It encompasses several different aspects, including webpage layout, content production, and graphic design. This book offers you everything you need to know to build your websites. The book starts off by explaining the importance of web design and

the basic design components used in website development. It'll show you insider tips to work quickly and efficiently with web technologies such as HTML5, CSS3, and JavaScript, concluding with a project on creating a static site with good layout. Once you've got that locked down, we'll get our hands dirty by diving straight into learning JavaScript and JQuery, ending with a project on creating dynamic content for your website. After getting our basic website up and running with the dynamic functionalities you'll move on to building your own responsive websites using more advanced techniques such as Bootstrap. Later you will learn smart ways to add dynamic content, and modern UI techniques such as Adaptive UI and Material Design. This will help you understand important concepts such as server-side rendering and UI components. Finally we take a look at various developer tools to ease your web development process. What you will learn Understand the importance of web design and the basic design components Learn HTML5 and CSS3 Difference between adaptive and responsive web design Learn how to create your first website Add interaction and dynamic content to your website with JavaScript and JQuery Implement Bootstrap Framework in your project Get familiar with server-side rendering Who this book is for This book is for anyone who wants to learn about web development regardless of previous experience. It's perfect for complete beginners with zero experience; it's also great for anyone who does have some experience in a few technologies (such as HTML and CSS) but not all of them.

Learning JQuery Fourth Edition

Wordpress 3.0 JQuery

Develop reliable, maintainable, and robust JavaScript

Learning Bootstrap

Html5 Graphing and Data Visualization Cookbook

Learning JQuery

jQuery is a powerful JavaScript library that can enhance your websites regardless of your background. In this book, creators of the popular jQuery learning resource, learningjquery.com, share their knowledge, experience, and enthusiasm about jQuery to help you get the most from the library and to make your web applications shine. For designers, jQuery leverages existing CSS and HTML skills, allowing you to dynamically find and change any aspect of a page. This book provides a gentle introduction to jQuery concepts, allowing you to add interactions and animations to your pages—even if previous attempts at writing JavaScript have left you baffled. For programmers, jQuery offers an open-source, standards-compliant, unobtrusive approach to writing complex JavaScript applications. This book will guide you past the pitfalls associated with AJAX, events, effects, and advanced JavaScript language features, as well as provide you with a reference to the jQuery library.

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!*

Written as a concise yet practical guide with an explicit focus on utilizing jQuery for game development, you'll learn how to create stunning games that look great without the hassle of learning about a complex game engine in the process. Knowledge of JavaScript and jQuery as well as basic experience with frontend development is all you need to start making games in a matter of hours with this essential guide. Whilst also suitable for those who simply want to start making games with jQuery, it's specifically targeted at web developers that want to experiment with and utilize their existing skills.

Learn how to build beautiful and highly customizable web interfaces by leveraging the power of Bootstrap 4 About This Book Adapt and customize Bootstrap to produce enticing websites that fit your needs Explore Bootstrap's grid system, helper classes, and responsive utilities Extend Bootstrap with jQuery plugins and learn how to create your own custom plugins Who This Book Is For This book targets intermediate-level front-end web-developers. The book is not intended to be an introduction to web development. As such, the book assumes that readers have a firm grasp on the basic concepts behind web-development, as well as essential HTML, JavaScript and CSS skills. What You Will Learn Create a professional Bootstrap-based website from scratch without using third-party templates Apply the Bootstrap mobile-first grid system and add responsiveness and aesthetic touches to image elements Style various types of content and learn how to build a page's layout from scratch by applying the power of Bootstrap 4 Take advantage of Bootstrap's form helper and contextual classes Infuse your web pages with life and movement using Bootstrap jQuery plugins Customize the behavior and features of Bootstrap's jQuery Plugins extensively Optimize your Bootstrap-based project before deployment Incorporate Bootstrap into an AngularJS or React application and use Bootstrap components as AngularJS directives or React components In Detail Bootstrap 4 is a free CSS and JavaScript framework that allows developers to rapidly build responsive web-interfaces. Right from the first chapter, dive into building a customized Bootstrap website from scratch. Get to grips with Bootstrap's key features and quickly discover the various ways in which Bootstrap can help you develop web-interfaces. Then take walk through the fundamental features, such

as its grid system, helper classes, and responsive utilities. When you have mastered these, you will discover how to structure page layouts, use forms, style different types of content and utilize Bootstrap's various navigation components. Among other things, you will also tour the anatomy of a Bootstrap plugin, creating your own custom components and extending Bootstrap using jQuery. Finally, you will discover how to optimize your website and integrate it with third-party frameworks. By the end of this book, you will have a thorough knowledge of the framework's ins and outs, and be able to build highly customizable and optimized web interfaces. Style and approach This comprehensive step-by-step guide walks you through building a complete website using Bootstrap 4. Each chapter is accompanied by source code and screenshots, and focuses on a distinct set of lessons that are illustrated within the context of a demo project.

A Comprehensive Exploration of the Popular JavaScript Library

Hands-on JavaScript for Python Developers

Learning jQuery - Fourth Edition

Discover the Endless Possibilities Offered by JQuery Mobile for Rapid Mobile Web Development

A JavaScript and jQuery Developer's Guide

jQuery 2.0 Animation Techniques Beginner's Guide

jQuery is a powerful JavaScript library that can enhance your websites regardless of your background. In this book, creators of the popular jQuery learning resource, www.LearningjQuery.com, share their knowledge, experience, and enthusiasm about jQuery to help you get the most from the library and to make your web applications shine. For designers, jQuery leverages existing CSS and HTML skills, allowing you to dynamically find and change any aspect of a page. This book provides a gentle introduction to jQuery concepts, allowing you to add interactions and animations to your pages - even if previous attempts at writing JavaScript have left you baffled. For programmers, jQuery offers an open -source, standards-compliant, unobtrusive approach to writing complex JavaScript applications. This book will guide you past the pitfalls associated with AJAX, events, effects, and advanced JavaScript language features. This book is for web designers who want to create interactive elements for their designs, and for developers who want to create the best user interface for their web applications. The reader will need the basics of HTML and CSS, and should be comfortable with the syntax of JavaScript. No knowledge of jQuery is assumed, nor is experience with any other JavaScript libraries required.

You will first be introduced to object-oriented programming, then to the basics of objects in JavaScript. This book takes a do-it-yourself approach when it comes to writing code, because the best way to really learn a programming language is by writing code. You are encouraged to type code into Firebug's console, see how it works and then tweak it and play around with it. There are practice questions at the end of each chapter to help you review what you have learned. For new to intermediate JavaScript developer who wants to prepare themselves for web development problems solved by smart JavaSc.

Learn the best practices on writing efficient jQuery applications to maximize performance in large-scale deployments
About This Book- Learn about the observer pattern and the deferred observer pattern, two of the most popular design patterns that handle custom events- Advance your jQuery skills by learning about patterns such as divide and conquer, facade, and builder and factory to handle complex results- This step-by-step guide to applying micro-patterns and optimizing jQuery applications will help you get the best performance in a production environment
Who This Book Is For This book is for existing jQuery Developers or new developers who want to get an understanding of the "correct way" to build jQuery applications, using best practices and industry standard patterns.
What You Will Learn- Respond to user actions- Achieve greater flexibility and code decoupling- Have a central point for emitting and receiving application level events- Structure the application into small independent modules- Abstract complex APIs- Isolate the procedure of generating complex parts of the application- Efficiently orchestrate asynchronous procedures using jQuery Deferred and Promises- Utilize the most widely-used client-side templating libraries for more complex use cases
In Detail jQuery is a feature-rich JavaScript library that makes HTML document traversal and manipulation, event handling, animation, and Ajax much simpler with an easy-to-use API that works across a variety of browsers. With a combination of versatility and extensibility, jQuery has changed the way that millions of people write JavaScript. jQuery solves the problems of DOM manipulation, event detection, AJAX calls, element selection and document queries, element attribute and data management, as well as object management utilities. This book addresses these problems and shows you how to make the best of jQuery through the various design patterns available. The book starts off with a refresher to jQuery and will then take you through the different design patterns such as facade, observer, publisher/subscriber, and so on. We will also go into client-side templating techniques and libraries, as well as some plugin development patterns. Finally, we will look into some best practices that you can use to make the best of jQuery.
Style and approach The example-oriented guide covers the best and most widely used patterns to help you improve your development with jQuery.

A comprehensive, easy-to-follow guide to creating complete Node apps and understanding how to build, deploy, and test your own apps. Key Features
Entirely project-based and practical Explains the "Why" of Node.js features, not just the "how", providing you with a deep understanding and enabling you to easily apply concepts in your own applications
Covers the full range of technologies around Node.js – NPM, version control with Git, and much more
Book Description Learning Node.js Development is a practical, project-based book that provides you with all you need to get started as a Node.js developer. Node is a ubiquitous technology on the modern web, and an essential part of any web developers' toolkit. If you are looking to create real-world Node applications, or you want to switch careers or launch a side project to generate some extra income, then you're in the right place. This book has been written around a single goal—turning you into a professional Node developer capable of developing, testing, and deploying real-world production applications. Learning

Node.js Development is built from the ground up around the latest version of Node.js (version 9.x.x). You'll be learning all the cutting-edge features available only in the latest software versions. This book cuts through the mass of information available around Node and delivers the essential skills that you need to become a Node developer. It takes you through creating complete apps and understanding how to build, deploy, and test your own Node apps. It maps out everything in a comprehensive, easy-to-follow package designed to get you up and running quickly. What you will learn
Learn the fundamentals of Node Build apps that respond to user input Master working with servers Learn how to test and debug applications Deploy and update your apps in the real world Create responsive asynchronous web applications Who this book is for This book targets anyone looking to launch their own Node applications, switch careers, or freelance as a Node developer. You should have a basic understanding of JavaScript in order to follow this course.

Learning JavaScript Design Patterns

JQuery UI Cookbook

Better Interaction Design and Web Development with Simple JavaScript Techniques

Beginning jQuery

Mastering SVG

Learn the fundamentals of web design with HTML5, CSS3, Bootstrap, jQuery, and Vue.js

Take the plunge and develop cross-browser-compatible and responsive web designs with SVG
Key Features Master the art of custom animations and visualizations with SVG, CSS, and JavaScript Combine SVG with third-party libraries and frameworks such as React, JQuery, D3, and Snap.svg for GUI-rich apps Create an awesome user experience with high-performance graphics for your web applications Book Description SVG is the most powerful image format in use on the web. In addition to producing resolution-independent images for today's multi-device world, SVG allows you to create animations and visualizations to add to your sites and applications. The simplicity of cross-platform markup, mixed with familiar modern web languages, such as CSS and JavaScript, creates a winning combination for designers and developers alike. In this book, you will learn how to author an SVG document using common SVG features, such as elements and attributes, and serve SVG on the web using simple configuration tips for common web servers. You will also use SVG elements and images in HTML documents. Further, you will use SVG images for a variety of common tasks, such as manipulating SVG elements, adding animations using CSS, mastering the basic JavaScript SVG (API) using Document Object Model (DOM) methods, and interfacing SVG with common libraries and frameworks, such as React, jQuery, and Angular. You will then build an understanding of the Snap.svg and SVG.js APIs, along with the basics of D3, and take a look at how to implement interesting visualizations using the library. By the end of the book, you will have mastered creating animations with SVG. What you will learn Deliver the elements that make up an SVG image Replace your old CSS sprites with SVG Understand animation and data visualization with SVG are explained in pure JavaScript and using common libraries Use SVG to scale images across multiple devices easily Harness the power of CSS animations and transformations to manipulate your SVG images in a replicable, remixable way Interface SVG with common libraries and frameworks, such as jQuery, React, and Angular Who this book is for This book is for web developers and designers looking to add animation to their projects.

Some experience with HTML, CSS, and JavaScript is required.

This book takes a hands-on, tutorial-style approach that walks you step-by-step through 10 individual projects that each focus on producing a specific, real-world product or application. This book is aimed primarily at front-end developers, preferably already with a little jQuery experience, or those people that simply want to build on their existing skills with jQuery. A definitive guide to creating an intelligent web application with the best of machine learning and JavaScript Key Features Solve complex computational problems in browser with JavaScript Teach your browser how to learn from rules using the power of machine learning Understand discoveries on web interface and API in machine learning Book Description In over 20 years of existence, JavaScript has been pushing beyond the boundaries of web evolution with proven existence on servers, embedded devices, Smart TVs, IoT, Smart Cars, and more. Today, with the added advantage of machine learning research and support for JS libraries, JavaScript makes your browsers smarter than ever with the ability to learn patterns and reproduce them to become a part of innovative products and applications. Hands-on Machine Learning with JavaScript presents various avenues of machine learning in a practical and objective way, and helps implement them using the JavaScript language. Predicting behaviors, analyzing feelings, grouping data, and building neural models are some of the skills you will build from this book. You will learn how to train your machine learning models and work with different kinds of data. During this journey, you will come across use cases such as face detection, spam filtering, recommendation systems, character recognition, and more. Moreover, you will learn how to work with deep neural networks and guide your applications to gain insights from data. By the end of this book, you'll have gained hands-on knowledge on evaluating and implementing the right model, along with choosing from different JS libraries, such as NaturalNode, brain, harthur, classifier, and many more to design smarter applications. What you will learn Get an overview of state-of-the-art machine learning Understand the pre-processing of data handling, cleaning, and preparation Learn Mining and Pattern Extraction with JavaScript Build your own model for classification, clustering, and prediction Identify the most appropriate model for each type of problem Apply machine learning techniques to real-world applications Learn how JavaScript can be a powerful language for machine learning Who this book is for This book is for you if you are a JavaScript developer who wants to implement machine learning to make applications smarter, gain insightful information from the data, and enter the field of machine learning without switching to another language. Working knowledge of JavaScript language is expected to get the most out of the book.

Three.js Cookbook

Learning JQuery: Better Interaction Design and Web Development with Simple JavaScript Techniques

Learning Node.js Development