

Marijn Haverbeke *Eloquent Javascript*

Provides information on scripting Web applications with JavaScript.

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

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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

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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.

"From library user to JavaScript developer"--Cover. JavaScript lies at the heart of almost every modern web application, from social apps to the newest browser-based games. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language

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that you can use to build full-scale applications. Eloquent JavaScript, 2nd Edition dives deep into the JavaScript language to show you how to write beautiful, effective code. Author Marijn Haverbeke immerses you in example code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn: -The essential elements of

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programming, including syntax, control, and data

- How to organize and clarify your code with object-oriented and functional programming techniques
- How to script the browser and make basic web applications
- How to use the DOM effectively to interact with browsers
- How to harness Node.js to build servers and utilities

This edition is thoroughly revised and modernized to reflect the current state of JavaScript and web browsers, with brand-new material, such as a chapter on code

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performance in JavaScript, and expanded coverage of recursion and closures. All source code is available online in an interactive sandbox, where you can edit the code, run it, and see its output instantly. Isn't it time you became fluent in the language of the Web? Includes an exclusive chapter, only available in the No Starch Press edition!

TypeScript: Modern JavaScript Development
My First Disney Classics Bedtime Storybook
You Don't Know JS: Up & Going

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Close to the Machine

DOM Enlightenment

Head First JavaScript

No matter how much experience you have with JavaScript, odds are you don't fully understand the language. This concise, in-depth guide takes you inside JavaScript's this structure and object prototypes. You'll learn how they work and why they're integral to behavior delegation—a design pattern in which objects are linked, rather than cloned. Like other books in the “You Don't Know JS” series, this and Object Prototypes dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this

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knowledge, you can become a true JavaScript master. With this book you will: Explore how the this binding points to objects based on how the function is called Look into the nature of JS objects and why you'd need to point to them Learn how developers use the mixin pattern to fake classes in JS Examine how JS's prototype mechanism forms links between objects Learn how to move from class/inheritance design to behavior delegation Understand how the OLOO (objects-linked-to-other-objects) coding style naturally implements behavior delegation For web developers and other

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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. Provides information on how to write better JavaScript programs, covering such topics as

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functions, arrays, library and API design, and concurrency.

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

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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

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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

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***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.***

***59 Specific Ways to Write Better
Python***

***68 Specific Ways to Harness the
Power of JavaScript***

Eloquent JavaScript, 2nd Ed.

JavaScript: The Good Parts

***A Modern Introduction to
Programming***

JavaScript Grammar

Originally published in 1997
by City Lights Books.

Douglas Crockford starts by
looking at the fundamentals:
names, numbers, booleans,

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characters, and bottom values. JavaScript's number type is shown to be faulty and limiting, but then Crockford shows how to repair those problems. He then moves on to data structures and functions, exploring the underlying mechanisms and then uses higher order functions to achieve class-free object oriented programming. The book also looks at eventual programming, testing, and purity, all the while looking at the requirements of The Next Language. Most of our languages are deeply rooted

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in the paradigm that produced FORTRAN. Crockford attacks those roots, liberating us to consider the next paradigm. He also presents a strawman language and develops a complete transpiler to implement it. The book is deep, dense, full of code, and has moments when it is intentionally funny.

Leverage the features of TypeScript to boost your development skills and create captivating applications About This Book Learn how to develop

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modular, scalable, maintainable, and adaptable web applications by taking advantage of TypeScript Explore techniques to use TypeScript alongside other leading tools such as Angular 2, React, and Node.js Focusing on design patterns in TypeScript, this step-by-step guide demonstrates all the important design patterns in practice Who This Book Is For This Learning Path is for intermediate-level JavaScript developers who want to use TypeScript to build beautiful web

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applications and fun projects. No prior knowledge of TypeScript is required, but a basic understanding of jQuery is expected. This Learning Path is also for experienced TypeScript developers who want to take their skills to the next level, and also for web developers who wish to make the most of TypeScript. What You Will Learn Understand the key TypeScript language features and runtime Install and configure the necessary tools in order to start developing an application

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Create object-oriented code that adheres to the SOLID principles
Develop robust applications with testing (Mocha, Chai, and SinonJS)
Apply GoF patterns in an application with a testing approach
Identify the challenges when developing an application
Migrate JavaScript codebases to TypeScript to improve your workflow
Utilize SystemJS and Webpack to load scripts and their dependencies
Develop high performance server-side applications to run within Node.js
In Detail TypeScript is an open source

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and cross-platform typed superset of JavaScript that compiles to plain JavaScript that runs in any browser or any host. TypeScript adds optional static types, classes, and modules to JavaScript, to enable great tooling and better structuring of large JavaScript applications. Through this three-module learning path, you'll learn the ins-and-outs of TypeScript for building more robust software. The first module gets you started with TypeScript and helps you understand the basics of

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TypeScript and automation tools. Get a detailed description of function, generics, callbacks, and promises, and discover the object-oriented features and memory management functionality of TypeScript. The next module starts by explaining the current challenges when designing and developing an application and how you can solve these challenges by applying the correct design pattern and best practices. You will be introduced to low-level programming concepts to help you write

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TypeScript code, as well as working with software architecture, best practices, and design aspects. The final module will help you build a complete single page app with Angular 2, create a neat mobile app using NativeScript, and even build a Pac Man game with TypeScript. As if the fun wasn't enough, you'll also find out how to migrate your legacy codebase from JavaScript to TypeScript. By the end of this Learning Path, you will be able to take your skills up a notch and develop full-fledged web

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applications using the latest features of the TypeScript. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products:

- Learning TypeScript by Remo H. Jansen
- TypeScript Design Patterns by Vilié Vane
- TypeScript Blueprints by Ivo Gabe de Wolff

Style and approach This is a step-by-step, practical guide covering the fundamentals of TypeScript with practical examples. The end-to-end projects included in this

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book will give you ready-to-implement solutions for your business scenario, showcasing the depth and robustness of TypeScript. Go from beginner to builder quickly with this hands-on JavaScript guide Coding with JavaScript For Dummies provides easy, hands-on instruction for anyone looking to learn this popular client-side language. No experience? No problem! This friendly guide starts from the very beginning and walks you through the basics, then shows you how to apply

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what you've learned to real projects. You'll start building right away, including web page elements and simple applications, so you can immediately see how JavaScript is used in the real world. Online exercises allow you to test your code and expand your skills, and the easy-to-follow instruction provides step-by-step guidance toward understanding the JavaScript syntax, applications, and language. JavaScript enhances static web pages by providing dynamic elements that can

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adapt and react to user action. It's a need-to-know tool for aspiring web designers, but anyone can benefit from understanding this core development language. Coding with JavaScript For Dummies takes you from beginner to builder quickly as you: Learn what JavaScript does, how it works, and where to use it Master the core elements of JavaScript and immediately put it to work Build interactive web elements and try out your code online Create basic applications as you apply

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JavaScript to the app development workflow
Anytime a website responds to your movement around the screen, that's JavaScript. It makes websites more functional, more beautiful, and more engaging, and your site visitors will demand nothing less. If you want to build a better website, you need JavaScript. If you need JavaScript, Coding with JavaScript For Dummies gets you started off quickly and painlessly, with plenty of hands-on practice.

JavaScript: The Definitive

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Guide

Eloquent Ruby

Interactive Front-End Web

Development Hardcover

Playful Programming

Activities to Make You

Smarter

Eloquent JavaScript

Eloquent JavaScript, 3rd

Edition

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

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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

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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,

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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!
Eloquent JavaScriptA

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Modern Introduction to
Programming
No Starch
Press

Impractical Python
Projects is a collection
of fun and educational
projects designed to
entertain programmers
while enhancing their
Python skills. It picks
up where the complete
beginner books leave
off, expanding on
existing concepts and
introducing new tools
that you'll use every
day. And to keep things
interesting, each
project includes a zany

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twist featuring historical incidents, pop culture references, and literary allusions. You'll flex your problem-solving skills and employ Python's many useful libraries to do things like: - Help James Bond crack a high-tech safe with a hill-climbing algorithm - Write haiku poems using Markov Chain Analysis - Use genetic algorithms to breed a race of gigantic rats - Crack the world's most successful military

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cipher using
cryptanalysis - Derive
the anagram, "I am Lord
Voldemort" using
linguistical sieves -
Plan your parents'
secure retirement with
Monte Carlo simulation -
Save the sorceress
Zatanna from a stabby
death using palingrams -
Model the Milky Way and
calculate our odds of
detecting alien
civilizations - Help the
world's smartest woman
win the Monty Hall
problem argument -
Reveal Jupiter's Great

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Red Spot using optical stacking - Save the head of Mary, Queen of Scots with steganography - Foil corporate security with invisible electronic ink Simulate volcanoes, map Mars, and more, all while gaining valuable experience using free modules like Tkinter, matplotlib, Cprofile, Pylint, Pygame, Pillow, and Python-Docx. Whether you're looking to pick up some new Python skills or just need a pick-me-up, you'll find

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endless educational,
geeky fun with
Impractical Python
Projects.

If you've used a more traditional object-oriented language, such as C++ or Java, JavaScript probably doesn't seem object-oriented at all. It has no concept of classes, and you don't even need to define any objects in order to write code. But don't be fooled—JavaScript is an incredibly powerful and expressive object-

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oriented language that puts many design decisions right into your hands. In *The Principles of Object-Oriented JavaScript*, Nicholas C. Zakas thoroughly explores JavaScript's object-oriented nature, revealing the language's unique implementation of inheritance and other key characteristics. You'll learn:

- The difference between primitive and reference values
- What makes JavaScript functions so

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unique –The various ways to create objects –How to define your own constructors –How to work with and understand prototypes –Inheritance patterns for types and objects The Principles of Object-Oriented JavaScript will leave even experienced developers with a deeper understanding of JavaScript. Unlock the secrets behind how objects work in JavaScript so you can write clearer, more flexible, and more

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efficient code.

Master the World's Most-
Used Programming
Language

Modern JavaScript for
the Impatient

Writing Modern
JavaScript with ES5,
ES6, and Beyond

Neural networks in
TensorFlow.js

Professional JavaScript
for Web Developers

Deep Learning with
JavaScript

It's easy to write correct Ruby code,
but to gain the fluency needed to
write great Ruby code, you must go
beyond syntax and absorb the

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“Ruby way” of thinking and problem solving. In Eloquent Ruby, Russ Olsen helps you write Ruby like true Rubyists do – so you can leverage its immense, surprising power. Olsen draws on years of experience internalizing the Ruby culture and teaching Ruby to other programmers. He guides you to the “Ah Ha!” moments when it suddenly becomes clear why Ruby works the way it does, and how you can take advantage of this language’s elegance and expressiveness. Eloquent Ruby starts small, answering tactical questions focused on a single statement, method, test, or bug. You’ll learn how to write code that actually looks like Ruby (not Java or C#);

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why Ruby has so many control structures; how to use strings, expressions, and symbols; and what dynamic typing is really good for. Next, the book addresses bigger questions related to building methods and classes. You'll discover why Ruby classes contain so many tiny methods, when to use operator overloading, and when to avoid it. Olsen explains how to write Ruby code that writes its own code – and why you'll want to. He concludes with powerful project-level features and techniques ranging from gems to Domain Specific Languages. A part of the renowned Addison-Wesley Professional Ruby Series, Eloquent Ruby will help you “put on your

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Ruby-colored glasses” and get results that make you a true believer.

The best modern JavaScript is simple, readable, and predictable. Learn to write modern JavaScript not by memorizing a list of new syntax, but with practical examples of how syntax changes can make code more expressive. Starting from variable declarations that communicate intention clearly, see how modern principles can improve all parts of code. Incorporate ideas with curried functions, array methods, classes, and more to create code that does more with less while yielding fewer bugs. It's time to write JavaScript code that's clean and expressive. Modern

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JavaScript is simpler and more predictable and readable than ever. Discover how to write better code with clear examples using principles that show how updated syntax can make code better with fewer bugs. Starting from the ground up, learn new syntax (or how to reuse older syntax) to transform code from clunky bug-susceptible scripts to clear and elegant programs that are easy to read and easy to extend. Create a foundation for readable code with simple variable declarations that reduce side effects and subtle bugs. Select collections with clear goals instead of defaulting to objects or arrays. See how to simplify iterations from complex

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loops to single line array methods. Master techniques for writing flexible and solid code ranging from high-order functions, to reusable classes, to patterns for architecting large applications creating applications that will last while through rounds of refactoring and changing requirements. The best part is there's no need to read this book straight through. Jump around and incorporate new functionality at will. Most importantly, understand not just what the new syntax is, but when and how to use it. Start writing better code from the first page.

What You Need: For the best experience, have the latest version of Node installed (at least version

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7). You can test most examples in the console of Chrome or other modern web browser. If you'd like to run the tests, you'll also need to install the latest version of Node Package Manager (npm).

Note: this is black & white version.

For color print search for

"JavaScript Grammar: In Color" aka the "rainbow version". Book

description: Explore poignant parts of modern JavaScript in this volume containing hundreds of source code examples. Visual diagrams

designed to accurately describe difficult concepts such as

Prototype, Event Loop and Object Oriented Programming!

JavaScript is at the heart of almost every modern Web application,

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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:

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- 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

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Web.

An In-Depth Guide for
Programmers

Beginning JavaScript

Effective Python

Your Complete Guide to the New
Features Introduced in JavaScript,
Starting from ES6 to ES9

Professional JavaScript

The Good Parts

8+ Hours of Video

**Instruction It can be
difficult for developers
familiar with Java and
other languages to make
the transition to modern
JavaScript. If you simply
want to be productive
with JavaScript as it**

exists today, then you don't want to relive history with books or courses that teach older JavaScript versions, or that assume familiarity with those older versions and focus on recently introduced features. This course assumes that you are a competent programmer who understands branches and loops, functions, data structures, and the basics of object-oriented programming. You will get up to speed with modern JavaScript in the

shortest possible time.
Description Modern JavaScript for the Impatient LiveLessons focuses on how to be productive with JavaScript as it exists today. After reviewing the fundamentals of values, variables, and control flow, the video thoroughly covers functions, objects, and classes. The standard library and the most commonly used tools are also covered, as well as key topics related to asynchronous programming,

**internationalization, and
modules. Related Content**

**This training pairs with
Cay Horstmann's book
Modern JavaScript for the
Impatient**

**(9780136502142) About
the Instructor Cay S.**

**Horstmann is a professor
of computer science at
San Jose State University
and a Java Champion. He
is also the author of Core
Java, Volume**

**II, *Ä*Fundamentals,
Eleventh Edition (2019);
Core Java, Volume
I, *Ä*Fundamentals,
Eleventh Edition (2018);**

Core Java SE 9 for the Impatient, Second Edition (2018); Java SE 8 for the Really Impatient (2014); and Scala for the Impatient (2012). He has written more than a dozen other books for professional programmers and computer science students. What You Will Learn After starting with the basics-JavaScript values, variables, and types, and a quick overview of expressions and the various type of flow control statements- Horstmann shows viewers

how to implement functions that consume and produce other functions and how to use closures to implement a form of classes before moving on to more advanced topics including: Object-oriented programming with modern JavaScript (classes and inheritance and how these are implemented with prototypes) The standard library (numbers and dates, strings and regular expressions, as well as arrays and collections.)

**Metaprogramming,
iterators, and generators
(a powerful mechanism to
bridge between linear and
event-driven control flow)
How to use proxies to
inter...**

**Create scalable, reusable
high-quality JavaScript
applications and libraries
With DOM**

**Enlightenment, you'll
learn how to manipulate
HTML more efficiently by
scripting the Document
Object Model (DOM)
without a DOM library.
Using code examples in
cookbook style, author**

Cody Lindley (jQuery Cookbook) walks you through modern DOM concepts to demonstrate how various node objects work. Over the past decade, developers have buried the DOM under frameworks that simplify its use. This book brings these tools back into focus, using concepts and code native to modern browsers. If you have JavaScript experience, you'll understand the role jQuery plays in DOM scripting, and learn how to use the DOM directly

in applications for mobile devices and specific browsers that require low overhead. Understand JavaScript node objects and their relationship to the DOM Learn the properties and methods of document, element, text, and DocumentFragment objects Delve into element node selecting, geometry, and inline styles Add CSS style sheets to an HTML document and use CSSStyleRule objects Set up DOM events by using

**different code patterns
Learn the author's vision
for dom.js, a jQuery-
inspired DOM Library for
modern browsers
It's easy to learn parts of
JavaScript, but much
harder to learn it
completely—or even
sufficiently—whether
you're new to the
language or have used it
for years. With the "You
Don't Know JS" book
series, you'll get a more
complete understanding
of JavaScript, including
trickier parts of the
language that many**

experienced JavaScript programmers simply avoid. The series' first book, Up & Going, provides the necessary background for those of you with limited programming experience. By learning the basic building blocks of programming, as well as JavaScript's core mechanisms, you'll be prepared to dive into the other, more in-depth books in the series—and be well on your way toward true JavaScript. With this book you will:

Learn the essential programming building blocks, including operators, types, variables, conditionals, loops, and functions
Become familiar with JavaScript's core mechanisms such as values, function closures, this, and prototypes
Get an overview of other books in the series—and learn why it's important to understand all parts of JavaScript
Get Programming with JavaScript
A Modern Introduction

Coding with JavaScript For Dummies

The Definitive Guide for JavaScript Developers A JavaScript and jQuery Developer's Guide

JavaScript and JQuery

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

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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

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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

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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 inter-active sandbox, where you can edit the code, run it, and see its output instantly.

What if William Shakespeare

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were asked to generate the Fibonacci series or Jane Austen had to write a factorial program? In *If Hemingway Wrote JavaScript*, author Angus Croll imagines short JavaScript programs as written by famous wordsmiths. The result is a peculiar and charming combination of prose, poetry, and programming. The best authors are those who obsess about language—and the same goes for JavaScript developers. To master either craft, you must experiment with language to develop your own style, your own idioms, and your own expressions. To that end, *If Hemingway Wrote JavaScript*

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playfully bridges the worlds of programming and literature for the literary geek in all of us.

Featuring original artwork by Miran Lipovača.

Develop your JavaScript programming skills by learning strategies and techniques commonly used in modern full-stack application development

Key Features Write and deploy full-stack applications efficiently with JavaScript

Delve into JavaScript's multiple programming paradigms Get up to speed with core concepts such as modularity and functional programming to write efficient code Book Description In depth knowledge of JavaScript

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makes it easier to learn a variety of other frameworks, including React, Angular, and related tools and libraries. This book is designed to help you cover the core JavaScript concepts you need to build modern applications. You'll start by learning how to represent an HTML document in the Document Object Model (DOM). Then, you'll combine your knowledge of the DOM and Node.js to create a web scraper for practical situations. As you read through further lessons, you'll create a Node.js-based RESTful API using the Express library for Node.js. You'll also understand how modular

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designs can be used for better reusability and collaboration with multiple developers on a single project. Later lessons will guide you through building unit tests, which ensure that the core functionality of your program is not affected over time. The book will also demonstrate how constructors, `async/await`, and events can load your applications quickly and efficiently. Finally, you'll gain useful insights into functional programming concepts such as immutability, pure functions, and higher-order functions. By the end of this book, you'll have the skills you need to tackle any real-world JavaScript development

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problem using a modern JavaScript approach, both for the client and server sides. What you will learn

- Apply the core concepts of functional programming
- Build a Node.js project that uses the Express.js library to host an API
- Create unit tests for a Node.js project to validate it
- Use the Cheerio library with Node.js to create a basic web scraper
- Develop a React interface to build processing flows
- Use callbacks as a basic way to bring control back

Who this book is for

If you want to advance from being a frontend developer to a full-stack developer and learn how Node.js can be used for hosting full-

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stack applications, this is an ideal book for you. After reading this book, you'll be able to write better JavaScript code and learn about the latest trends in the language. To easily grasp the concepts explained here, you should know the basic syntax of JavaScript and should've worked with popular frontend libraries such as jQuery. You should have also used JavaScript with HTML and CSS but not necessarily Node.js.

Whether for building interactive browser-based applications or creating server-side applications in Node, JavaScript is the most widely used language for web programming. With new features,

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language improvements, paradigms, and potential use cases appearing regularly, there's never been a more exciting time to be a JavaScript developer. In *The Joy of JavaScript*, author and JavaScript expert Luis Atencio teaches you key design concepts that lead to clean, lean, modular, and easy-to-maintain code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Technophilia and Its Discontents
JavaScript Enlightenment
Effective JavaScript
If Hemingway Wrote JavaScript
The Principles of Object-Oriented

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JavaScript

Object-Oriented JavaScript

JavaScript is the programming language of the Internet, the secret sauce that makes the Web awesome, your favorite sites interactive, and online games fun! JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like

building interactivity with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to:

- Create functions to organize and reuse your code**
- Write and modify HTML to create dynamic web pages**
- Use the DOM and jQuery to make your web pages react to user input**
- Use the Canvas element to draw and animate graphics**
- Program real user-controlled games with collision detection and score keeping**

With visual

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examples like bouncing balls, animated bees, and racing cars, you can really see what you're programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs. Make something cool with JavaScript today! Ages 10+ (and their parents!)

**What is this book about?
JavaScript is the language of the Web. Used for programming all major browsers, JavaScript gives**

you the ability to enhance your web site by creating interactive, dynamic, and personalized pages. Our focus in this book is on client-side scripting, but JavaScript is also hugely popular as a scripting language in server-side environments, a subject that we cover in later chapters. What does this book cover? Beginning JavaScript assumes no prior knowledge of programming languages, but will teach you all the fundamental concepts that you need as you progress. After covering the core

JavaScript language, you'll move on to learn about more advanced techniques, including Dynamic HTML, using cookies, debugging techniques, and server-side scripting with ASP. By the end of this book, you will have mastered the art of using JavaScript to create dynamic and professional-looking web pages. Here are a few of the things you'll learn in this book:

**Fundamental programming concepts
Comprehensive practical tutorial in
JavaScript Cross-browser scripting, including**

**Netscape 6 Cookie creation
and use Plug-ins and ActiveX
controls Dynamic HTML
Scripting the W3C DOM
Server-side JavaScript with
ASP Who is this book for?
This book is for anyone who
wants to learn JavaScript.
You will need a very basic
knowledge of HTML, but no
prior programming
experience is necessary.
Whether you want to pick up
some programming skills, or
want to find out how to
transfer your existing
programming knowledge to
the Web, then this book is
for you. All you need is a text**

editor (like Notepad) and a browser, and you're ready to go!

ECMAScript 6 represents the biggest update to the core of JavaScript in the history of the language. In Understanding ECMAScript 6, expert developer Nicholas C. Zakas provides a complete guide to the object types, syntax, and other exciting changes that ECMAScript 6 brings to JavaScript. Every chapter is packed with example code that works in any JavaScript environment so you'll be able to see new features in action. You'll

learn: -How ECMAScript 6 class syntax relates to more familiar JavaScript concepts -What makes iterators and generators useful -How arrow functions differ from regular functions -Ways to store data with sets, maps, and more -The power of inheritance -How to improve asynchronous programming with promises -How modules change the way you organize code Whether you're a web developer or a Node.js developer, you'll find Understanding ECMAScript 6 indispensable on your journey from ECMAScript 5

**to ECMAScript 6.
Dispels the myth that
JavaScript is a "baby"
language and demonstrates
why it is the scripting
language of choice used in
the design of millions of
Web pages and server-side
applications Quickly covers
JavaScript basics and then
moves on to more advanced
topics such as object-
oriented programming, XML,
Web services, and remote
scripting Addresses the
many issues that Web
application developers face,
including
internationalization,**

security, privacy, optimization, intellectual property issues, and obfuscation Builds on the reader's basic understanding of HTML, CSS, and the Web in general This book is also available as part of the 4-book JavaScript and Ajax Wrox Box (ISBN: 0470227818). This 4-book set includes: Professional JavaScript for Web Developers (ISBN: 0764579088) Professional Ajax 2nd edition (ISBN: 0470109491) Professional Web 2.0 Programming (ISBN: 0470087889)

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Eloquent Javascript

**Professional Rich Internet
Applications: Ajax and
Beyond (ISBN: 0470082801)**

**Exploring JavaScript and the
Modern DOM**

JavaScript Next

**Understanding ECMAScript
6**

**A Playful Introduction to
Programming**

Simplifying JavaScript

How JavaScript Works

Summary Deep learning has transformed the fields of computer vision, image processing, and natural language applications. Thanks to TensorFlow.js, now JavaScript developers can build deep learning apps without relying on

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Python or R. Deep Learning with JavaScript shows developers how they can bring DL technology to the web. Written by the main authors of the TensorFlow library, this new book provides fascinating use cases and in-depth instruction for deep learning apps in JavaScript in your browser or on Node. Foreword by Nikhil Thorat and Daniel Smilkov. About the technology Running deep learning applications in the browser or on Node-based backends opens up exciting possibilities for smart web applications. With the TensorFlow.js library, you build and train deep learning models with JavaScript. Offering uncompromising production-quality scalability, modularity,

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and responsiveness, TensorFlow.js really shines for its portability. Its models run anywhere JavaScript runs, pushing ML farther up the application stack. About the book In Deep Learning with JavaScript, you'll learn to use TensorFlow.js to build deep learning models that run directly in the browser. This fast-paced book, written by Google engineers, is practical, engaging, and easy to follow. Through diverse examples featuring text analysis, speech processing, image recognition, and self-learning game AI, you'll master all the basics of deep learning and explore advanced concepts, like retraining existing models for transfer learning and image generation. What's inside -

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Image and language processing in the browser - Tuning ML models with client-side data - Text and image creation with generative deep learning - Source code samples to test and modify About the reader For JavaScript programmers interested in deep learning. About the author Shanging Cai, Stanley Bileschi and Eric D. Nielsen are software engineers with experience on the Google Brain team, and were crucial to the development of the high-level API of TensorFlow.js. This book is based in part on the classic, Deep Learning with Python by François Chollet. TOC: PART 1 - MOTIVATION AND BASIC CONCEPTS 1 • Deep learning and JavaScript PART 2 - A GENTLE INTRODUCTION TO

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TENSORFLOW.JS 2 • Getting started: Simple linear regression in TensorFlow.js 3 • Adding nonlinearity: Beyond weighted sums 4 • Recognizing images and sounds using convnets 5 • Transfer learning: Reusing pretrained neural networks PART 3 - ADVANCED DEEP LEARNING WITH TENSORFLOW.JS 6 • Working with data 7 • Visualizing data and models 8 • Underfitting, overfitting, and the universal workflow of machine learning 9 • Deep learning for sequences and text 10 • Generative deep learning 11 • Basics of deep reinforcement learning PART 4 - SUMMARY AND CLOSING WORDS 12 • Testing, optimizing, and deploying models 13 • Summary, conclusions, and beyond

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JavaScript was written to give readers an accurate, concise examination of JavaScript objects and their supporting nuances, such as complex values, primitive values, scope, inheritance, the head object, and more. If you're an intermediate JavaScript developer and want to solidify your understanding of the language, or if you've only used JavaScript beneath the mantle of libraries such as jQuery or Prototype, this is the book for you. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of

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illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Read along with Disney! Bedtime stories are classic, even for the littlest dreamers. Follow along with word-for-word narration in this collection of favorite Disney stories that's perfect for those cuddly moments!

Summary Get Programming with JavaScript is a hands-on introduction to programming for readers who have never programmed. You'll be writing

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your own web apps, games, and programs in no time! Foreword by Remy Sharp. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Are you ready to start writing your own web apps, games, and programs? You're in the right place! Get Programming with JavaScript is a hands-on introduction to programming for readers who have never written a line of code. Since you're just getting started, this friendly book offers you lots of examples backed by careful explanations. As you go along, you'll find exercises to check your understanding and plenty of opportunities to practice your new skills. You don't need any-

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thing special to follow the examples—just the text editor and web browser already installed on your computer. We even give you links to working online code so you can see how everything should look live on your screen. What's Inside All the basics—objects, functions, responding to users, and more Think like a coder and design your own programs Create a text-based adventure game Enhance web pages with JavaScript Run your programs in a web browser Four bonus chapters available online About the Reader No experience required! All you need is a web browser and an internet connection. About the Author John Larsen is a mathematics and computing teacher with an

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interest in educational research. He has an MA in mathematics and an MSc in information technology. He started programming in 1982, writing simple programs for teaching mathematics in 1993, building websites in 2001, and developing data-driven web-based applications for education in 2006. Table of Contents PART 1 CORE CONCEPTS ON THE CONSOLE Programming, JavaScript, and JS Bin Variables: storing data in your program Objects: grouping your data Functions: code on demand Arguments: passing data to functions Return values: getting data from functions Object arguments: functions working with objects Arrays: putting data into lists Constructors: building

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objects with functions Bracket notation: flexible property names

PART 2 ORGANIZING YOUR

PROGRAMS *Scope: hiding*

information Conditions: choosing

code to run Modules: breaking a

program into pieces Models:

working with data Views:

displaying data Controllers:

linking models and views **PART 3**

JAVASCRIPT IN THE BROWSER

HTML: building web pages

Controls: getting user input

Templates: filling placeholders

with data XHR: loading data

Conclusion: get programming

with JavaScript **BONUS ONLINE**

CHAPTERS *Node: running*

JavaScript outside the browser

Express: building an API Polling:

repeating requests with XHR

Socket.IO: real-time messaging

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Impractical Python Projects

Speaking JavaScript

Eloquent Javascript

*A Smarter Way to Learn
JavaScript*

*You Don't Know JS: this & Object
Prototypes*

JavaScript has finally grown up. Armed with a slew of new features, JavaScript now makes writing the code that powers your applications elegant, concise, and easy to understand. This book is a pragmatic guide to the new features introduced in JavaScript, starting with Edition 6 of ECMAScript, and ending with Edition 9. Using a "compare and contrast" approach, each chapter offers a deep dive into new features, highlighting how best to use them moving forward. As you progress through the book,

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you'll be offered multiple opportunities to see the new features in action, and in concert with one another. Backed by an example-driven writing style, you'll learn by doing, and get ready to embrace the new world of JavaScript.

What You'll Learn Provide a deep exposition of the new features introduced in ES6 through ES9

Review how JavaScript's new features by-pass any limitations of an existing approach
Examine the refactoring necessary to go from old to

Demonstrate how JavaScript's new features work in unison with each other
Who This Book Is For New and

experienced developers who wish to keep abreast of the changes to JavaScript and deepen their understanding of the language.

Like it or not, JavaScript is everywhere these days—from browser to server to

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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-

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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.

JavaScript for Kids

Fast-track your web development career using the powerful features of advanced JavaScript

The Joy of JavaScript

Learning JavaScript Design Patterns