

types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Two complete e-books on HTML5 for one low price! This unique value-priced e-book set brings together two bestselling For Dummies books in a single e-book file. Including a comprehensive table of contents and the full text of each book, complete with cover, this e-book set gives you in-depth information on using HTML and its companion technologies, CSS and XHTML, for developing dynamic web pages. It also includes the handy Quick Reference with step-by-step instructions for using HTML5 for rich Internet applications and mobile sites. Best of all, you'll pay less than the cost of each book purchased separately. You'll get the complete text of: HTML, XHTML and CSS All-in-One For Dummies, which covers The fundamentals of HTML, XHTML, and CSS and how they work together Using these technologies to create a fully integrated project Programming dynamic web pages that also incorporate JavaScript, Web 2.0 elements, and Ajax All the latest advancements in web development HTML5 For Dummies Quick Reference, which shows you how to Use HTML5 to create rich Internet applications Apply HTML5 to mobile sites and rich media Create cool, colorful graphics using the canvas tag and JavaScript Leverage the HTML5 database capabilities About the author Andy Harris, a self-taught programmer, is a university computer science instructor, technology consultant, and developer of courses on numerous programming languages.

For courses in Web Programming and Design: Numerous Mark-up / Scripting Languages, as part of the CS1 course sequence. Master the fundamentals of web development Fundamentals of Web Development, 2nd Edition guides students through the creation of enterprise-quality websites using current development frameworks. Written by a leading teacher in the field and designed for serious programmers, this book is as valuable to students as a dev bootcamp. Its practical approach and comprehensive insight into the practice of web development covers HTML5, CSS3, Javascript, and the LAMP stack (that is, Linux, Apache, MySQL, and PHP), jQuery, XML, WordPress, Bootstrap, and a variety of third-party APIs that include Facebook, Twitter, Google, and Bing Maps. Coverage also includes the required ACM web development topics, aligned with real-world web development best practices. The 2nd Edition faithfully covers the most vital trends and innovations in the field since 2013, while continuing to provide a thorough and comprehensive overview.

Summary: Step-by-step guide to creating a 2D game using Impact, the JavaScript game framework that works with HTML5's Canvas element.

This book includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Informatics, and Systems Sciences, and Engineering. It includes selected papers from the conference proceedings of the Ninth International Joint Conferences on Computer, Information, and Systems Sciences, and Engineering (CISSE 2013). Coverage includes topics in: Industrial Electronics, Technology & Automation, Telecommunications and Networking, Systems, Computing Sciences and Software Engineering, Engineering Education, Instructional Technology, Assessment, and E-learning. • Provides the latest in a series of books growing out of the International Joint Conferences on Computer, Information, and Systems Sciences, and Engineering; • Includes chapters in the most advanced areas of Computing, Informatics, Systems Sciences, and Engineering; • Accessible to a wide range of readership, including professors, researchers, practitioners and students.

Create a real 2D game from start to finish with ImpactJS, the JavaScript game framework that works with the HTML5's Canvas element. Making video games is hard work that requires

technical skills, a lot of planning, and—most critically—a commitment to completing the project. With this hands-on guide, you'll learn how to use Impact with other technologies step-by-step. You'll pick up important tips about game design, and discover how to publish Impact games to the Web, desktop, and mobile—including a method to package your game as a native iOS app. Packed with screen shots and sample code, this book is ideal for game developers of all levels. Set up your development environment and discover Impact's advantages Build a complete game with core logic, collision detection, and player and monster behavior Learn why a game design document is critical before you start building Display and animate game artwork with sprite sheets Add sound effects, background music, and text Create screens to display stats and in-game status Prepare to publish by baking your game files into a single file

Today's Facebook is emerging to become tomorrow's operating system, according to some. Certainly, a WebOS. Web standards-based apps using HTML5, JavaScript, CSS3 and more are now possible on Facebook. Why not get started with developing and selling Facebook game apps on Facebook's App Store? Beginning Facebook Game Apps Development gets you started with building your first game apps that run on Facebook. Become your own "Zynga" and create your own "Civilization" or "Farmville" and more. Build rich Web-based apps that you can sell on Facebook's App Store. Because these apps are built on Web standards, you can build and run on many browsers and—more interestingly—more computers, tablets, smartphones and even other devices and appliances that are Web-connected or enabled.

At OAZ Institute, we provide a comprehensive suite of practice exams any certification you'll imagine. Whether it's CompTIA or Cisco you can guarantee we provide an expert, accurate, and relevant practice exam. Our offerings are updated regularly with exam preps for certifications from Microsoft, IBM, Adobe, PMI, Apics, Citrix, VMWare, HP, and lesser-known vendors like API and so on, much more. As we frequently say at OAZ Institute, work smarter not harder. You are close to seeing a study guide that took hours of hard collection work, expert preparation, and constant feedback. That's why we know this exam prep will assist you to get that high score on your journey to certification. Perhaps this is often your initiative toward the certification, or perhaps you're returning for an additional round. We hope that you simply feel this exam challenges you, teaches you and prepares you to pass the Microsoft 97-375 EXAM or as it's also known, HTML5 Application Development Fundamentals CERTIFICATION.

Apps are at the heart of Windows 8, bringing rich and engaging experiences to both tablet and desktop users. Windows 8 uses the Windows Runtime (WinRT), a complete reimaging of Windows development that supports multiple programming languages and is built on HTML5, CSS and JavaScript. These applications are the future of Windows development and JavaScript is perfect language to take advantage of this exciting and flexible environment. Seasoned author Adam Freeman explains how to get the most from WinRT and Windows 8 by focusing on the features you need for your project. He starts with the nuts-and-bolts and shows you everything through to advanced features, going in-depth to give you the knowledge you need. Each topic is covered clearly and concisely and is packed with the details you need to learn to be truly effective. The most important features are given a no-nonsense in-depth treatment and chapters contain examples that demonstrate both the power and the subtlety of Windows 8, Windows Runtime and Javascript.

Introduce your students to a new generation of Shelly Cashman Series books! For the past three decades, the Shelly Cashman Series has effectively introduced computer skills to millions of students. With HTML5 and CSS Comprehensive, we're continuing our history of innovation by enhancing our proven pedagogy to reflect the learning styles of today's students. Within this text you will find features that are specifically designed to engage students, improve retention, and prepare them for future success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Welcome to the Ultimate Web Developer Bootcamp. This is your one-stop-shop to learn front-end AND back-end development. In this course, you will learn HTML5 CSS3 Javascript Bootstrap 4 DOM Manipulation NPM Node MongoDB REST Express ES6 React.

Create games with graphics that pop for the web and mobile devices! HTML5 is the tool game developers and designers have been eagerly awaiting. It simplifies the job of creating graphically rich, interactive games for the Internet and mobile devices, and this easy-to-use guide simplifies the learning curve. Illustrated in full color, the book takes you step by step through the basics of HTML5 and how to use it to build interactive games with 2D graphics, video, database capability, and plenty of action. Learn to create sports and adventure games, pong games, board games, and more, for both mobile devices and the standard web. Learn to use the new HTML5 technology that makes it easier to create games with lots of action, colorful 2D graphics, and interactivity--for both the web and mobile devices Test and debug your games before deploying them Take advantage of how HTML5 allows for SQL-like data storage, which is especially valuable if you're not well versed in database management Explore creating games suitable for community activity and powerful, profitable games that require large amounts of data Whether you want to build games as a fun hobby or hope to launch a new career, this full-color guide covers everything you need to know to make the most of HTML5 for game design.

The Microsoft Technology Associate certification (MTA) curriculum helps instructors teach and validate fundamental technology concepts with a foundation for students' careers as well as the confidence they need to succeed in advanced studies. Through the use of MOAC MTA titles you can help ensure your students future success in and out of the classroom. This MTA text covers the following HTML5 Application vital fundamental skills: • Manage the Application Life Cycle • Build the User Interface by Using HTML5 • Format the User Interface by Using CSS • Code by Using JavaScript Click here to learn more about the Microsoft Technology Associate (MTA), a new and innovative certification track designed to provide a pathway for future success in technology courses and careers.

The fast and easy guide for creating Windows 8 apps using popular technologies! This book offers a primer for building HTML5, CSS3 and JavaScript applications for Windows 8. It includes an up-to-date guide for dusting off an aging HTML skill set and adapting to the Windows 8 apps and provides a reference for Windows and .NET programmers not familiar with HTML5. The overall design principles of MetroUI (the new design paradigm for Windows) are discussed. The book also addresses visual design with HTML and CSS, which are the visual design languages to bring MetroUI applications to the screen. Finally, there is a section on using JavaScript for inter- and intra-functional components. Contains the design principles for MetroUI, the new design paradigm for Windows The author is an enterprise architect, seasoned programmer and web developer who specializes in implementing Microsoft solutions at his client sites Shows how to develop HTML5, CSS3, and JavaScript applications for Windows 8 This is the ideal resource for current Microsoft developers who need a primer or refresher for developing in HTML and

JavaScript for Windows.

Your full-color, friendly guide to getting started with HTML5 and CSS3! HTML and CSS are essential tools for creating dynamic websites and help make your websites even more effective and unique. This friendly-but-straightforward guide gets you started with the basics of the latest versions of HTML and CSS: HTML5 and CSS3. Introducing you to the syntax and structure of the languages, this helpful guide shows you how to create and view a web page, explains ideal usage of HTML5 and CSS3, walks you through the CSS3 rules and style sheets, addresses common mistakes and explains how to fix them, and explores interesting HTML5 tools. Serves as an ideal introduction to HTML5 and CSS3 for beginners with little to no web development experience Details the capabilities of HTML5 and CSS3 and how to use both to create responsive, practical, and well-designed websites Helps you understand how HTML5 and CSS3 are the foundation upon which hundreds of millions of web pages are built Features full-color illustrations to enhance your learning process Beginning HTML5 and CSS3 For Dummies is the perfect first step for getting started with the fundamentals of web development and design.

Master web app development with hands-on practice and videodemonstration HTML5, JavaScript, and jQuery 24-Hour Trainer shows you how to build real-world HTML5 apps — both web-based and mobile — in combination with JavaScript, jQuery, and CSS/CSS3. You'll learn progressively more advanced skills as you work through the series of hands-on video lessons. Exercises and screencasts walk you step-by-step through the process of building web applications, and give you the opportunity to experiment and extend the examples to create your own working web app. You'll gain a solid understanding of the fundamental technologies, and develop a skillset that fully exploits the functionality of web development tools. Although HTML5 is at the forefront of web development, it exists within an ecosystem that also includes CSS/CSS3, JavaScript, and JavaScript libraries like jQuery. Building robust, functional web applications requires a clear understanding of these technologies, and more importantly, the manner in which they fit together. This is your step-by-step guide to building web apps, with a hands-on approach that helps you learn by doing. Master the fundamentals of HTML and HTML5 Explore multimedia capabilities and CSS3 Integrate offline data storage, background processes, and other APIs Adapt web applications for mobile phones and tablets Whether you're looking for a quick refresher or a first-time lesson, HTML5, JavaScript, and jQuery 24-Hour Trainer will quickly get you up to speed. Introduce your students to a new generation of Shelly Cashman Series books! For the past three decades, the Shelly Cashman Series has effectively introduced computer skills to millions of students. With HTML5 and CSS Introductory, we're continuing our history of innovation by enhancing our proven pedagogy to reflect the learning styles of today's students. Within this text you will find features that are specifically designed to engage students, improve retention, and prepare them for future success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

- This is the latest practice test to pass the 98-375 Microsoft HTML5 App Development Fundamentals Exam. - It contains 96 Questions and Answers. - All the questions are 100% valid and stable. - You can rely on this practice test to pass the exam with a good mark and in the first attempt.

Fundamentals of Web Development covers the broad range of topics required for modern web development (both client- and server-side) and is appropriate for students who have taken a CS1 course sequence. The book guides students through the creation of enterprise-quality websites using current development frameworks. It covers the required ACM web development topics in a modern manner closely aligned with best practices in the real world of web development. Teaching and Learning Experience Help students master the fundamentals of web development: A true grasp of web development requires an understanding of both the foundations of the web and current web development practices. Support learning outcomes in various teaching scenarios: This book allows instructors to chart their own unique way through the topics that make up contemporary web development.

"In this Modern Web Development with HTML5 and CSS training course, expert author Rachel Andrew will teach you about modern HTML5 and CSS, showing you how to style content and build simple, responsive layouts. This course is designed for the absolute beginner, meaning no prior experience with HTML or CSS is required. You will start by learning the basics of developing for the web, then jump into HTML fundamentals, such as HTML Syntax, the Doctype, links, images, and validation. From there, Rachel teaches you about structural HTML, CSS fundamentals, text and typography, and color and images. This video tutorial also covers how to layout with CSS, forms in HTML and CSS, and HTML5 audio and video. Finally, you will learn about responsive design, as well as browser and device testing and how to fix problems and ensure accessibility."--Resource description page.

A step by step guide with detailed examples. Experienced Flash AS3 programmers who are making the switch to Javascript and HTML5.

Learn broad and thorough coverage of HTML5, including markup, styling, and scripting. Accessible for both the beginner and expert, with lots of practical examples and best practice insights. You'll quickly understand the new HTML markup elements and when to use them, and then apply the new and improved CSS features to create amazing web pages. Learn how to use JavaScript to create web applications that are dynamic and interactive. With Pro HTML5, you'll learn both the fundamentals of client-side scripting as well as explore the immense functionality available to you as browser vendors converge on the HTML5 standards. This book is full of practical examples and advanced content, including audio, video, canvas, SVG, and drag and drop capabilities. Using practical hands-on demonstrations you will learn all of the really cool features that you can start using now. HTML5 promises to revolutionize the way websites are developed with an impressive set of built-in client-side features. It is a preferred development language in Windows 10, and along with growing support from the major browser vendors, HTML5 is likely to become the de facto standard for all future web development. What You Will Learn: How, and when, to use all the HTML5 markup tags Use the new CSS3 features to create dramatic websites Master the JavaScript fundamentals and advanced features Use canvas and SVG to build some amazing web pages Leverage the native browser support for Geolocation, IndexedDB, and drag and drop capabilities Who This Book Is For: Web developers and designers who want to increase their HTML5 skills to create modern, standards-compliant websites Web Development with Bootstrap Learn the fundamentals of web design with HTML5, CSS3, Bootstrap Bootstrap is a front-end framework that helps you build mobile responsive websites more quickly and easily. First developed by Twitter, Bootstrap is by now used for anything from developing web applications to WordPress themes. It is also completely free, versatile, and intuitive. With Bootstrap, you can conjure complex web pages from standard HTML and customize them to your needs. Bootstrap also comes with a number of jQuery plugins that can provide additional functionality such as carousels, buttons, tooltips, and more. Last, but not least, it gives you a lot of shortcuts for creating web pages that will save you time and energy. All you need is

a basic understanding of HTML and CSS to create that are responsive, mobile-first, and compatible with all modern browsers. Bootstrap features the advantages of the Bootstrap framework that contributed to its spread: - To preserve time and effort, the pre-designed design in this framework has all that deafness has to do is put the elements in the right place and customize them according to the purpose. - Responsive design and compatible with all browsers, this feature makes the site that you create appear conveniently for all different devices in their sizes and the same format and appearance that you put, in addition to the compatibility of CSS properties with different browsers, which means that no part of the design with the browsers, is considered. This is another saving on your effort to try out the design on browsers. - Easy to use and Consistent, any person with some basics in HTML and CSS can use this framework easily, you may not have to write a single CSS code, and also provides the feature of consistent formatting in all parts of the site, working on a template prepared for this purpose will make the site consistent in the appearance of the components in particular and in the layout of the site in general. In addition, the Bootstrap framework is open source and you can view its components..

Written for the new generation of hobbyists and aspiring game developers, HTML5 Game Development from the Ground Up with Construct 2 shows you how to use the sophisticated yet user-friendly HTML5-based game engine Construct 2 to develop and release polished, two-dimensional games on a multitude of different platforms. The book also covers the foundational knowledge of game analysis and design based on the author's research and teaching experiences at DigiPen Institute of Technology, James Cook University, and other institutions. The author first helps you understand what really matters in games. He guides you in becoming a better game designer from the ground up, being able to play any game critically, and expressing your ideas in a clear and concise format. The book then presents step-by-step tutorials on designing games. It explains how to build an arcade-style game as well as a platformer integrating some physics elements. It also shows you how to create a more complex puzzle game—the author's own published game, Turkey on the Run. Lastly, the book discusses different ways to deploy and monetize games across several platforms, including Facebook, iOS, Android, and web-based marketplaces. Sample Construct 2 project files for the games designed in the book are available on the author's website. Integrating hands-on guidance with theoretical game design concepts, this book gives you a solid foundation in game development. It will help you advance in your journey as an indie game developer.

This training package - complete with full-color book and instructional video - is the easiest way to learn HTML5! HTML5 boasts extensive new features that allow you to create dynamic web pages and present users with amazing multimedia experiences, and this one-of-a-kind training package is your guide to creating websites that wow! HTML5 Digital Classroom provides step-by-step instruction to help you gain the essential HTML5 knowledge you need to master the latest HTML5 specifications. This book-and-video package will have you creating web pages and web applications using HTML5, styling using CSS3, and working effectively with JavaScript and jQuery like a pro. This personal training course uses a full-color book plus video tutorials to teach you how to design compelling websites and web apps, develop your coding skills, and take full advantage of the new web standards for creating rich multimedia experiences. This book starts at a foundational level with an introduction to HTML5 before moving on to more advanced topics like creating HTML5 forms, using geo location, implementing drag-and-drop, utilizing the Canvas element to create 2D and 3D graphics, and more. Includes 15 lessons in full-color covering introductory to advanced HTML5 topics plus video tutorials and sample files that allow you to test your skills and work at your own pace Fully updated for the latest HTML5 specifications and browser capabilities Covers the basics of creating web pages with HTML5, formatting text and layouts with CSS3, using web fonts, understanding HTML5 markup, and optimizing your site for viewing on mobile devices Explains more advanced concepts like working with video and audio, taking advantage of offline storage, using the Canvas element, enhancing your website with JavaScript and jQuery, and incorporating best practices for web coding into your workflow Get comfortable with writing and reviewing HTML5 compliant code and put your web development skills to work today with HTML5 Digital Classroom. NOTE: DVD and other supplementary materials are not included as part of eBook file. These materials are available for download upon purchase.

HTML5 application development fundamentals guo ji ren zheng jiao zhan shou ce (MTA 98-375) HTML5 ying yong cheng shi kai fa ji chu zhi shi MTA HTML5 Application Development Fundamentals (98-375) (???) ??????????

Learn concepts central to visual special effects using the free Black Magic Design Fusion 8.0 software package. This book also provides foundational background information regarding concepts central to digital image compositing, digital video editing, digital illustration, digital painting, 3D, and digital audio in the first six chapters on new media theory, concepts and terminology. This book builds on the foundational concepts of digital image compositing, digital audio, digital video, digital illustration and digital painting. VFX Fundamentals introduces more advanced VFX concepts and pipelines as the chapters progress, covering topics such as flow node compositing, timeline animation, animated polyline masking, bluescreen and greenscreen matte pulling (generation), using Primatte and Fusion 8 Ultra Keyer, motion tracking, 3D rendering and compositing, auxiliary channels, and particle systems and particle physics dynamics, among other topics.
What You'll Learn See the new media components (raster, vector, audio, video, rendering) needed for VFX Discover the concepts behind the VFX content production workflow Install and utilize Black Magic Design Fusion 8 and its Visual Programming Language Master the concepts behind resolution, aspect ratio, bit-rate, color depth, layers, alpha, and masking Work with 2D VFX concepts such as animated masking, matte pulling (Primatte V) and motion tracking Harness 3D VFX concepts such as 3D geometry, materials, lighting, animation and auxiliary channels Use advanced VFX concepts such as particle systems animation using real-world physics (forces) Who This Book Is For div SFX artists, VFX artists, video editors, website developers, filmmakers, 2D and 3D animators, digital signage producers, e-learning content creators, game developers, multimedia producers.

With organizations and individuals increasingly dependent on the Web, the need for competent, well-trained Web developers and maintainers is growing. Helping readers master Web development, Dynamic Web Programming and HTML5 covers specific Web programming languages, APIs, and coding techniques and provides an in-depth understanding of the underlying concepts, theory, and principles. The author leads readers through page structuring, page layout/styling, user input processing, dynamic user interfaces, database-driven websites, and mobile website development. After an overview of the Web and Internet, the book focuses on the new HTML5 and its associated open Web

platform standards. It covers the HTML5 markup language and DOM, new elements for structuring Web documents and forms, CSS3, and important JavaScript APIs associated with HTML5. Moving on to dynamic page generation and server-side programming with PHP, the text discusses page templates, form processing, session control, user login, database access, and server-side HTTP requests. It also explores more advanced topics such as XML and PHP/MySQL. Suitable for a one- or two-semester course at the advanced undergraduate or beginning graduate level, this comprehensive and up-to-date guide helps readers learn modern Web technologies and their practical applications. Numerous examples illustrate how the programming techniques and other elements work together to achieve practical goals. Online Resource Encouraging hands-on practice, the book's companion website at <http://dwp.sofpower.com> helps readers gain experience with the technologies and techniques involved in building good sites. Maintained by the author, the site offers: Live examples organized by chapter and cross-referenced in the text Programs from the text bundled in a downloadable code package Searchable index and appendices Ample resource listings and information updates

HTML5 is here, and with it, web applications take on a power, ease, scalability, and responsiveness like never before. In this book, developers will learn how to use the latest cutting-edge HTML5 web technology—available in the most recent versions of modern browsers—to build web applications with unparalleled functionality, speed, and responsiveness. Explains how to create real-time HTML5 applications that tap the full potential of modern browsers Provides practical, real-world examples of HTML5 features in action Shows which HTML5 features are supported in current browsers Covers all the new HTML5 APIs to get you up to speed quickly with HTML5

Are you wondering how the best web designers and developers build powerful, modern and fantastic looking websites? Then this is the course you've been waiting for! HTML5 and CSS3 are not rocket science - you can start learning them today! In this course you will the fundamentals of web design and web development So Buy This Book Now And Design And Develop Ur Own Fantastic Website

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