

JavaScript In 24 Hours Sams Teach Yourself Sams Teach Yourself In 24 Hours

Discusses how to use JavaScript 1.8+ to build dynamic Web pages, create scripts that work for all browsers, work with HTML5 and CSS3, and add Ajax effects to web pages.

A guide to the Web programming technology covers implementation in C and Perl, customizing existing programs, and writing CGI scripts for survey forms, interactive games, order forms, search tools, and guest books.

In just 24 lessons of one hour or less, Sams Teach Yourself JavaScript in 24 Hours helps you learn the fundamentals of web programming using the JavaScript language. Designed for beginners with no previous programming experience, this book's straightforward, step-by-step approach shows you how to use JavaScript to add a wide array of interactive features and effects to your web pages. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common JavaScript programming tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills.

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Learn how to... · Use JavaScript to build dynamic, interactive web pages · Debug scripts · Create scripts that work in all browsers · Write clear, reliable, and reusable code · Use object-oriented programming techniques · Script with the DOM · Manipulate JSON data · Work with HTML5 and CSS3 · Control CSS with simple JavaScript code · Read and write cookies · Use some of the new ECMAScript features today · Match patterns using regular expressions · Understand and use closures · Organize your code with modules

If you want to learn computer programming but don't know which language to start with, this is the book for you! In just 24 lessons of one hour or less, any beginner can get a solid introduction to the basics of computer programming and learn to write simple programs for any platform—Windows, Mac, and mobile. Using a straightforward, step-by-step approach, each lesson in this carefully crafted tutorial builds upon the previous one, allowing you to learn all the essentials of programming from the ground up. Once you've mastered these fundamentals, the book introduces you to several of the most popular computer programming languages today and helps you decide which language to learn first. Step-by-step instructions carefully walk you through the most common programming tasks. Practical, hands-on examples show you how to apply what you learn to create your own programs

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Quizzes and exercises at the end of each lesson help you test your knowledge and stretch your skills. Learn how to... Set up your programming toolkit with widely available free downloads. Create simple programs in JavaScript that get user input and display output. Process numbers and words. Use variables to hold information. Merge strings together. Tell programs how to make decisions. Create algorithms to count data values and accumulate totals. Use JavaScript to create interactive web pages. Improve a user's experience with cookies. Debug your programs before going live. Structure programs for readability. Apply your programming skills to more advanced languages like Java. Use object-oriented programming techniques. Choose between other popular languages like C and C++, HTML5 and CSS3, Visual Basic and .NET, and PHP. Distribute and sell your programs.

In just 24 sessions of one hour or less, *Sams Teach Yourself Node.js in 24 Hours* will help you master the Node.js platform and use it to build server-side applications with extraordinary speed and scalability. Using this text's straightforward, step-by-step approach, you'll move from basic installation, configuration, and programming all the way through real-time messaging between browser and server, testing and deployment. Every lesson and case-study application builds on what you've already learned, giving you a rock-solid foundation for real-

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world success! Step-by-step instructions carefully walk you through the most common Node.js development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present valuable additional information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them.

Learn how to...

- Create end-to-end applications entirely in JavaScript
- Master essential Node.js concepts like callbacks and quickly create your first program
- Create basic sites with the HTTP module and Express web framework
- Manage data persistence with Node.js and MongoDB
- Debug and test Node.js applications
- Deploy Node.js applications to thirdparty services, such as Heroku and Nodester
- Build powerful real-time solutions, from chat servers to Twitter clients
- Create JSON APIs using JavaScript on the server
- Use core components of the Node.js API, including processes, child processes, events, buffers, and streams
- Create and publish a Node.js module

Learn JavaScript in 24 Hours Covers JavaScript 1.8+, Ajax and jQuery In just 24 lessons of one hour or less, you can learn how to create dynamic, interactive Web pages with the popular and ubiquitous JavaScript web programming language. Using a straightforward, step-by-step approach,

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each lesson in this book clearly and carefully walks you through basic concepts and techniques, and helps you learn the essentials of JavaScript programming from the ground up. Learn how to... Use JavaScript to build dynamic, interactive Web pages Debug scripts Create scripts that work in all browsers Work with HTML5 and CSS3 Leverage the popular jQuery library Control CSS with simple JavaScripts Add Ajax effects to your web pages Script animations and music Step-by-step instructions carefully walk you through the most common JavaScript programming tasks Quizzes at end of every chapter help you build and test your knowledge Interactive online exercises let you practice what you learn at the Codecademy web site with no downloads or installation needed Sams Publishing has teamed up with Codecademy — the online place where anyone can learn and teach coding — to provide readers of Sams Teach Yourself JavaScript in 24 Hours with an exclusive area on the Codecademy web site where you can supplement what you've learned in this book with some fun, fully interactive exercises and projects. After reading a lesson in the book you can roll up your sleeves and get some hands-on coding experience at codecademy.com/tracks/teachyourself Showcases the computer animation program's newly designed interface while demonstrating drawing tools, interactivity, animation, data collection, and

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Web site applications.

Sams Teach Yourself Beginning Programming in 24 Hours, Second Edition explains the basics of programming in the successful 24-Hours format. The book begins with the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? It teaches readers how to program the computer and then moves on by exploring the some most popular programming languages in use. The author starts by introducing the reader to the Basic language and finishes with basic programming techniques for Java, C++, and others.

This is the first complete, integrated beginner's introduction to modern, single-page web application development. Unlike other AngularJS guides, Sams Teach Yourself AngularJS, JavaScript, and jQuery All in One assumes absolutely no previous knowledge of JavaScript or jQuery. Brad Dayley and Brendan Dayley begin by helping you gain the relevant JavaScript skills you need, introducing JavaScript in a way specifically designed for modern AngularJS web development. Each short, easy lesson builds on all that's come before, teaching new concepts and techniques from the ground up, through practical examples and hands-on problem solving. Step by step, the authors show how to: Construct dynamic web pages Use CSS/CSS3 styles to create dynamic designs and layouts Work

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with JavaScript syntax and objects Implement jQuery and JavaScript in web pages Apply events to create richly interactive web pages Dynamically access and manipulate pages Access external and server-side data Use jQuery to build richly interactive pages with animation, effects, forms, and advanced elements Build advanced interactions with jQuery UI Get started with AngularJS and understand its unique application dynamics Implement the AngularJS scope as a data model Use AngularJS templates, views, directives, and custom directives Implement and create AngularJS Services Build rich web application components the AngularJS way Throughout, step-by-step instructions guide you through the most common tasks; practical, hands-on examples help you apply what you learn; quizzes and exercises test your knowledge and stretch your skills. By the time you're done, you'll be confidently building the modern single-page web applications everyone's looking for!

jQuery is the easiest way for new web developers to start adding JavaScript programs and effects to their web pages -- and Sams Teach Yourself jQuery in 24 Hours is the easiest way for you to master jQuery. In just 24 lessons of one hour or less, this book will help non-programmers leverage jQuery's power in tasks ranging from simple effects to complex forms. Each short, easy lesson builds on all that's come before, teaching jQuery's latest features and add-

ons from the ground up, in the context of delivering real solutions. The book carefully explains how JavaScript libraries like jQuery work, and guides you through downloading, installing, and fully utilizing jQuery. You learn how to: Create animations, effective, slideshows, and lightboxes Use jQuery plugins Create sortable lists, resizable images, and drag-and-drop page elements Build interactive forms with Ajax Communicate with server scripts Step-by-step instructions walk you through common questions, issues, and tasks... Q and As, Quizzes, and Exercises build and test your knowledge... "Did You Know?" tips offer insider advice and shortcuts... and "Watch Out!" alerts help them avoid problems. By the time you are finished, you'll be comfortable going beyond the book to solve a wide variety of problems.

NoSQL database usage is growing at a stunning 50% per year, as organizations discover NoSQL's potential to address even the most challenging Big Data and real-time database problems. Every NoSQL database is different, but one is the most popular by far: MongoDB. Now, in just 24 lessons of one hour or less, you can learn how to leverage MongoDB's immense power. Each short, easy lesson builds on all that's come before, teaching NoSQL concepts and MongoDB techniques from the ground up. Sams Teach Yourself NoSQL with MongoDB in 24 Hours covers all this, and much

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more: Learning how NoSQL is different, when to use it, and when to use traditional RDBMSes instead
Designing and implementing MongoDB databases of diverse types and sizes
Storing and interacting with data via Java, PHP, Python, and Node.js/Mongoose
Choosing the right NoSQL distribution model for your application
Installing and configuring MongoDB
Designing MongoDB data models, including collections, indexes, and GridFS
Balancing consistency, performance, and durability
Leveraging the immense power of Map-Reduce
Administering, monitoring, securing, backing up, and repairing MongoDB databases
Mastering advanced techniques such as sharding and replication
Optimizing performance

Concise lessons explain how to use jQuery mobile to create mobile sites that display on different devices, covering how to style user interfaces, use scannable QRs and tag codes, and work with device emulators.
Learn JavaScript in 24 Hours Covers JavaScript 1.8+, Ajax and jQuery In just 24 lessons of one hour or less, you can learn how to create dynamic, interactive Web pages with the popular and ubiquitous JavaScript web programming language. Using a straightforward, step-by-step approach, each lesson in this book clearly and carefully walks you through basic concepts and techniques, and helps you learn the essentials of JavaScript programming from the ground up. Learn how to: Use

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JavaScript to build dynamic, interactive Web pages
Debug scripts Create scripts that work in all browsers Work with HTML5 and CSS3 Leverage the popular jQuery library Control CSS with simple JavaScripts Add Ajax effects to your web pages Script animations and music Step-by-step instructions carefully walk you through the most common JavaScript programming tasks Quizzes at end of every chapter help you build and test your knowledge Interactive online exercises let you practice what you learn at the Codecademy web site with no downloads or installation needed Sams Publishing has teamed up with Codecademy - the online place where anyone can learn and teach coding - to provide readers of Sams Teach Yourself JavaScript in 24 Hours with an exclusive area on the Codecademy web site where you can supplement what you've learned in this book with some fun, fully interactive exercises and projects. After reading a lesson in the book you can roll up your sleeves and get some hands-on coding experience at codecademy.com/tracks/teachyourself. In just 24 lessons of one hour or less, Sams Teach Yourself JavaScript in 24 Hours helps you learn the fundamentals of web programming using the JavaScript language. Designed for beginners with no previous programming experience, this book's straightforward, step-by-step approach shows you how to use JavaScript to add a wide array of

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interactive features and effects to your web pages. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common JavaScript programming tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to ...

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- Use object-oriented programming techniques
- Script with the DOM
- Manipulate JSON data
- Work with HTML5 and CSS3
- Control CSS with simple JavaScript code
- Read and write cookies
- Use some of the new ECMAScript features today
- Match patterns using regular expressions
- Understand and use closures
- Organize your code with modules.

In just 24 sessions of one hour or less, *Sams Teach Yourself ASP.NET Core in 24 Hours*, will help you build professional-quality, cloud-based, web-connected solutions with ASP.NET Core. This book's straightforward, step-by-step approach guides you from the basics to advanced techniques, using practical examples to help you make the most of Microsoft's radically revamped ASP.NET Core framework. ASP.NET Program Manager Jeffrey T. Fritz guides you from jumpstarting development with templates to

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implementing cutting-edge security and containerization. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common ASP.NET Core tasks and techniques. Practical, hands-on examples show you how to apply what you learn. Notes and Tips point out shortcuts, solutions, and problems to avoid. Learn how to... Set up your work environment on Windows or non-Windows operating systems. Develop solutions more quickly by starting with project templates. Configure ASP.NET Core, services, and applications. Access data with Entity Framework Core. Build modern architectures, controllers, and views with the new version of MVC Scaffold user interfaces and incorporate reusable UI components. Read and write data using web API end-points. Manage client-side packages with npm and bower. Integrate Angular with ASP.NET Core. Authenticate users, and protect your website with ASP.NET Core Authorization. Deploy ASP.NET Core solutions into production. Work with Docker containers in the ASP.NET Core environment.

Twenty-four one-hour lessons explain the creation of Web pages using graphics, motion, interactivity, animation, tables and frames, sound, and video. Learn jQuery and JavaScript in 24 one-hour lessons. Sams Teach Yourself jQuery and JavaScript in 24 Hours helps you build dynamic single-page web apps that deliver the rich experiences your users want. This book's straightforward, step-by-step approach shows you how to create effects, animations, lists, complex

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forms, and more. In just a few hours, you'll be building great user interfaces for any device, even the newest smartphones and tablets. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common jQuery and JavaScript development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts and solutions Learn how to... Quickly start building web pages with jQuery and JavaScript Master jQuery syntax, logic, functions, and objects Efficiently access, manipulate, and navigate DOM elements Build highly interactive web pages with events and event handlers Implement cookies, pop-up windows, and timers Create animations, special effects, and image galleries Construct, interact with, and validate forms Use advanced elements, such as table filters, custom dialogs, and dynamic sparklines Access server-side data via AJAX Work with data using JSON, XML, queues, and binding Build superior user interfaces more quickly with jQuery UI Add richer page interactions with jQuery UI Widgets Create mobile-friendly pages with jQuery Mobile Customize your mobile pages with jQuery Mobile ThemeRoller Contents at a Glance PART I: Introduction to jQuery and JavaScript Development HOUR 1: Intro to Dynamic Web Programming HOUR 2: Debugging jQuery and JavaScript Web Pages HOUR 3: Understanding Dynamic Web Page Anatomy HOUR 4: Adding CSS/CSS3 Styles to Allow Dynamic Design and Layout

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HOURL 5: Jumping into jQuery and JavaScript Syntax

HOURL 6: Understanding and Using JavaScript Objects

PART II: Implementing jQuery and JavaScript in Web

Pages HOURL 7: Accessing DOM Elements Using

JavaScript and jQuery Objects HOURL 8: Navigating and

Manipulating jQuery Objects and DOM Elements with

jQuery HOURL 9: Applying Events for Richly Interactive

Web Pages HOURL 10: Dynamically Accessing and

Manipulating Web Pages HOURL 11: Accessing Data

Outside the Web Page PART III: Building Richly

Interactive Web Pages HOURL 12: Enhancing User

Interaction Through Animation and Other Special Effects

HOURL 13: Interacting with Web Forms HOURL 14:

Creating Advanced Web Page Elements PART IV:

Advanced Concepts HOURL 15: Accessing Server-Side

Data via AJAX HOURL 16: Interacting with External

Services, Facebook, Google, Twitter, and Flickr PART V:

jQuery UI HOURL 17: Introducing jQuery UI HOURL 18:

Using jQuery UI Effects HOURL 19: Advanced

Interactions Using jQuery UI Interaction Widgets HOURL

20: Using jQuery UI Widgets to Add Rich Interactions to

Web Pages PART VI: jQuery Mobile HOURL 21:

Introducing Mobile Website Development HOURL 22:

Implementing Mobile Web Pages HOURL 23: Formatting

Content in Mobile Pages HOURL 24: Implementing Mobile

Form Elements and Controls

In just 24 lessons of one hour or less, Sams Teach

Yourself JavaScript in 24 Hours helps you learn the

fundamentals of programming using the JavaScript

language. Designed for beginners with no previous

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step-by-step approach shows you how to use JavaScript to add a wide array of interactive features and effects to your web pages. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common JavaScript programming tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions. Learn how to:

- Use JavaScript to build dynamic, interactive web pages
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- Write clear, reliable, and reusable code
- Use object-oriented programming techniques
- Script with the DOM
- Access JSON data
- Work with HTML5 and CSS3
- Leverage the popular jQuery library
- Control CSS with simple JavaScripts
- Read and write cookies
- Use some of the new ECMAScript 6 features today

Get started with frameworks such as AngularJS Build browser add-ons and extensions

Who This Book Is For: Those who have at least a basic understanding of HTML and web page design in general and want to move on to adding some extra interactivity to your pages. Those who currently code in another programming language and want to see what additional capabilities JavaScript can add to your armory Someone who has never done any computer programming. Browse through an HTML primer before using this book. You don't need to be an HTML expert to use JavaScript but should have a basic understanding.

Contents at a Glance: Part I: First Steps with JavaScript

- 1 Introducing JavaScript
- 2 Writing Simple Scripts
- 3 Using

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Functions 4 DOM Objects and Built-in Objects Part II: Cooking with Code 5 Numbers and Strings 6 Arrays 7 Program Control Part III: Objects 8 Object-Oriented Programming 9 Scripting with the DOM 10 Meet JSON Part IV: HTML5 and CSS3 11 JavaScript and HTML5 12 JavaScript and CSS 13 Introducing CSS3 Part V: Using JavaScript Libraries 14 Using Libraries 15 A Closer Look at jQuery 16 The jQuery UI User Interface Library 17 Ajax with jQuery Part VI: Advanced Topics 18 Reading and Writing Cookies 19 Coming Soon to JavaScript 20 Using Frameworks 21 JavaScript Beyond the Web Page Part VII: Learning the Trade 22 Good Coding Practice 23 Debugging Your Code 24 JavaScript Unit Testing Part VIII: Appendices A Tools for JavaScript Development B JavaScript Quick Reference

JavaScript is one of the easiest, most straightforward ways to enhance a website with interactivity. Sams Teach Yourself JavaScript in 24 Hours, 4th Edition serves as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and personable style with an extensive use of practical, complete examples. It also includes material on the latest developments in JavaScript and web scripting. You will learn how to use JavaScript to enhance web pages with interactive forms, objects, and cookies, as well as how to use JavaScript to work with games, animation, and multimedia.

Sams Teach Yourself JavaScript in 24 Hours, Sixth Edition New coverage of ECMAScript 6 In just 24 lessons of one hour or less, Sams Teach Yourself JavaScript in 24 Hours helps you learn the fundamentals

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of programming using the JavaScript language.

Designed for beginners with no previous programming experience, this book's straightforward, step-by-step approach shows you how to use JavaScript to add a wide array of interactive features and effects to your web pages. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common JavaScript programming tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions. Upgrade to the online Learning Lab edition of this book for just \$10 with purchase. See inside for details. Learn how to ...

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- Leverage the popular jQuery library
- Control CSS with simple JavaScripts
- Read and write cookies
- Use some of the new ECMAScript features today
- Get started with frameworks such as AngularJS
- Build browser add-ons and extensions

Register your book at informit.com/register for convenient access to updates, downloads, and corrections as they become available.

Who This Book Is For Those who have at least a basic understanding of HTML and web page design in general and want to move on to adding some extra interactivity to your pages. Those who currently code in another

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and even shows how to get them certified for sale at the Windows Store. Step-by-step instructions walk readers through key tasks... Q-and-As, Quizzes, and Exercises test their knowledge... "Did You Know?" tips offer insider advice... "Watch Out!" alerts help them avoid problems. By the time they're finished, readers will be comfortable with every phase of Windows 8 Metro development -- from planning apps through earning revenue!

Normal 0 false false false MicrosoftInternetExplorer4 Quickly start using jQuery Mobile with HTML, CSS, and JavaScript. jQuery Mobile makes it easy for developers to add "native" mobile functionality to their sites and applications, delivering seamless experiences to customers using diverse mobile devices, all from a single code base. In this book, leading mobile expert Phil Dutson helps readers master the latest version of jQuery Mobile, even if they have no previous experience. In just 24 lessons of one hour or less, Dutson guides readers through every step of creating and customizing a mobile website with jQuery Mobile. Each short, easy lesson builds on all that's come before, teaching jQuery Mobile's newest features in the context of real solution development. Readers learn how to: -Create user interfaces with toolbars, buttons, forms, lists, events, and themes -Build responsive layouts and develop new themes -Detect diverse devices -Encode and embed mobile video -Use mobile device simulators -Build apps with PhoneGap and jQuery Mobile -Incorporate QR and Microsoft Tag Codes -And much more Step-by-step instructions walk developers through common questions, issues, and tasks... Quizzes and Exercises build and test knowledge... "Did You Know?" tips offer insider advice and shortcuts... and "Watch Out!" alerts help readers avoid problems. By the time they're finished, readers will be comfortable going beyond the book to "mobilize" virtually any site.

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Demonstrates FrontPage's updated features while reviewing basic Web publishing techniques.

Learn HTML5 and CSS3 in 24 one-hour lessons! Sams Teach Yourself HTML and CSS in 24 Hours is a well-organized, clearly written, and generously illustrated tutorial that teaches beginners how to quickly create great-looking web pages using HTML5 and CSS3. With a practical, jargon-free focus on quickly getting web pages created and published to the web, the book's 24 one-hour lessons carefully guide the reader through each step involved in creating, enhancing, and maintaining web sites of all types and sizes. The ninth edition of Sams Teach Yourself HTML and CSS in 24 Hours brings the entire book in line with the HTML5 and CSS3 specifications and capabilities and includes fresh material and examples that take full advantage of the book's full-color layout and design. Anyone who completes the lessons in this book can have his or her web pages be among those that appear on the Internet. In fact, within the first two lessons in this book, someone with no previous HTML experience at all can have a web page ready to go online. If you like learning by doing, this is the book for you. It organizes lessons in the basics of HTML5 and CSS3 into simple steps and then shows you exactly how to tackle each step. Many of these HTML code examples are accompanied by pictures of the output produced by the code. You see how it's done, you read a clear, concise explanation of how it works, and then you immediately do the same thing with your own page. A few minutes later, you're on to the next step. Learn how to... Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Get user input

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with web-based forms Publicize your site and make it search-engine friendly Test a website for compatibility with different browsers Make your site easy to maintain and update as it grows Use HTML5 semantic tags to better structure your pages Create columns with CSS Add HTML5-based video and audio to your site Use CSS3 transforms, transitions, and animations to create great visual effects Use HTML5's powerful form validation capability Contents at a Glance Part I: Getting Started on the Web 1 Understanding How the Web Works 2 Structuring an HTML Document 3 Understanding Cascading Style Sheets Part II: Building Blocks of HTML 4 A Closer Look at HTML5 Page Structure 5 Working with Text Blocks and Lists 6 Working with Fonts 7 Working with Colors and Borders 8 Using External and Internal Links 9 Using Tables and Columns 10 Creating Images for Use on the Web 11 Using Images in Your Web Site 12 Using Multimedia in Your Web Site Part III: Advanced Web Page Design with CSS 13 Working with Margins, Padding, Alignment, and Floating 14 Understanding the CSS Box Model and Positioning 15 Creating Fixed or Liquid Layouts 16 Using CSS to Do More with Lists 17 Using CSS to Design Navigation 18 Using Mouse Actions to Modify Text Display 19 Implementing CSS3 Transforms, Transitions, and Animations PART IV: Advanced Web Site Functionality and Management 20 Creating Print-Friendly Web Pages 21 Understanding Dynamic Web Sites and HTML5 Applications 22 Working with Web-Based Forms 23 Organizing and Managing a Web Site 24 Helping People Find Your Web Pages

Using responsive web design techniques, developers can build websites that automatically reflect each user's device size, screen resolution, and other aspects of their viewing experience. Until recently, however, building responsive sites required web professionals to hand-craft their own solutions using HTML5, CSS3, JavaScript, and jQuery. Developed by

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Twitter, the Bootstrap framework does all that for them, making responsive design easy and viable for millions of sites that could have never considered it before. Sams Teach Yourself Bootstrap in 24 Hours is the first complete, hands-on introduction to this powerful new web design front-end. Easy enough for everyone involved in web design, this tutorial organizes everything you need to know about Bootstrap into small, easy-to-learn chunks. Learn how to: Download Bootstrap and integrate it into your project Work with Bootstrap's grid-based layouts Utilize Bootstrap's resources to integrate base CSS, navigation systems, JavaScript/jQuery, and advanced CSS styling Rapidly create visually appealing functional prototypes with Bootstrap "jQuery & JavaScript Video How-To is a series of short, 2- to 5-minute how-to videos that walk the learner through a specific task or technique related to creating effects, animations, lists, complex forms, and more to build a great user interface for any device. Adapted from the book Sams Teach Yourself jQuery and JavaScript in 24 Hours, each video is self-contained and focused entirely on one particular task. The learner can either go through the videos in sequence or jump into a particular task, see how something is done, and then jump out again."--Resource description page. Each book provides the basic information that a motivated self-learner needs to study a particular computer subject. Original.

In just 24 sessions of one hour or less, you'll learn how to build great new social applications with the latest versions of the Twitter API. Using this book's straightforward, step-by-step approach, you'll discover all you can do with the Twitter API, and master everything from the absolute basics to the newest innovations. One step at a time, you'll learn how to build Twitter clients and extend them with more power... use advanced features like streaming and geotagging... even build

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mobile Twitter apps for iPhone and Android! Each lesson builds on what you've already learned resulting in a fully functional Twitter application, giving you a strong real-world foundation for success, even if you're completely new to Twitter development! Step-by-step instructions carefully walk you through the most common Twitter API programming tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Make the right upfront decisions in planning your application Integrate Twitter support into existing sites, services, and applications Set up your Twitter development environment Make Twitter API calls, handle responses, and develop readers Construct dynamic frameworks to efficiently generate and manage multiple API calls Build basic clients and extend them to handle more powerful tasks Securely access server resources with OAuth Use Direct Messages, Lists, Search, and other Twitter API features Enable users to control their accounts, establish favorites and friendships, send notifications, and block individuals Build location-based, geotagged applications with Twitter's GEO API Give users up-to-the-minute information about the hottest Twitter topics Get started with Twitter development for iPhone and Android Understand the future of Twitter API development This Barnes & Noble custom edition contains an exclusive chapter on "Taking Your Python to the Real World" — understanding the difference between Python 2 and Python 3, exploring and adding Python libraries, data analysis with Python, introducing Object-Oriented Python, and finding a Python job. Sams Teach Yourself Beginning Programming in 24 Hours (Barnes & Nobles Exclusive) explains the basics of

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programming in the successful 24 Hours format. The book's examples are easily readable and understandable by even those with no previous exposure to programming. This book covers the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? Readers will learn how to program the computer and will explore some of the most popular programming languages in use. This book will introduce the reader to common programming fundamentals using Python and progress to provide an overview of other common programming languages and their uses.

JavaScript in 24 Hours, Pearson Teach YourselfSams Publishing

Teaches readers the fundamentals of creating Web pages using DHTML, discussing topics including drop-down menus, cascading style sheets, browser differences, text and font effects, games, forms, and troubleshooting.

In just 24 sessions of one hour or less, you will be up and running with AngularJS in your Microsoft .NET environment. Using a straightforward, step-by-step approach, each lesson builds on your .NET skills and knowledge, helping you quickly learn the essentials of AngularJS, and use it to streamline any web development project. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. Q&A sections, quizzes, and exercises help you build and test your knowledge. By The Way notes present interesting pieces of information. Try it Yourself sidebars offer advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Dennis Sheppard is a Front-End Architect at NextTier Education in Chicago, IL. He has delivered enterprise solutions for the private equity, insurance, healthcare, education, and distribution industries. Christopher Miller is an Architect at West Monroe Partners.

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He has built solutions for the higher education, private equity, and renewable energy industries. AJ Liptak, is a Senior Consultant at West Monroe Partners specializing in modern web application development. He has delivered transformative solutions for the telecom, healthcare, finance, and distribution industries. Learn how to... Build AngularJS web apps from scratch, or integrate with existing .NET code Organize, reuse, and test JavaScript web application code far more effectively Discover key JavaScript design patterns that support AngularJS (and their similarities to C#) Use AngularJS modules, controllers, views, data-binding, and event handling Implement AngularJS services efficiently Work with directives, custom directives, and dependency injection Set up AngularJS routing Apply best practices for organizing AngularJS applications Master sophisticated AngularJS techniques, including filters, advanced patterns, and communication between controllers Deploy AngularJS code to the Microsoft Azure cloud Unit-test and debug your single page applications Integrate AngularJS with .NET Web Forms and .NET MVC Build REST APIs in .NET and consume their services in AngularJS Combine AngularJS with .NET SignalR to build real-time web apps Extend AngularJS development with bower, gulp, and webstorm Preview the future of AngularJS: Version 2.0 and beyond

Sams Teach Yourself CGI in 24 Hours teaches you the next step beyond simple HTML Web pages. This new edition covers implementing CGI with both C and Perl, and it discusses CGI's relative strengths and weaknesses in comparison with other Web programming technologies like JavaScript, Java, and PHP. The book takes you from the basics of CGI--learning, for example, how to implement and customize existing CGI programs that have been written by others--to the point where you can use CGI to create your own programs from scratch. The book also provides

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numerous real-life examples of CGI scripts, such as database search tools, survey forms, interactive games, order forms, guest books, and more.

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