Javascript The Definitive Guide David Flanagan

Get the definitive guide on Gatsby, the JavaScript framework for building blazing fast websites and applications. Used by Nike, Costa Coffee, and other companies worldwide, Gatsby is emerging as one of the key technologies in the Jamstack (JavaScript, APIs, and markup) ecosystem. With this comprehensive guide, you'll learn how to architect, build, and deploy Gatsby sites independently or with CMSs, commerce systems, and other data sources. Author Preston So begins by showing you how to set up a Gatsby site from scratch. From there, youâ??ll learn ways to use Gatsbyâ??s declarative rendering and GraphQL API, build complex offline-enabled sites, and continuously deploy Gatsby sites on a variety of platforms, including Gatsby Cloud. Discover how Gatsby integrates with many data sources and plug-ins Set up, configure, and architect Gatsby sites using Gatsby's CLI, React, JSX, and GraphQL with high performance out of the box Build an independent Gatsby site based on Markdown and data- and content-driven Gatsby sites that integrate with CMSs and commerce platforms Deploy Gatsby sites with full CI/CD and test coverage on a variety of platforms, including Netlify, Vercel, and Gatsby Cloud

For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript reference section on the market. The seventh edition represents a significant update, with new material for ECMAScript 2017 (ES8), 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.

Whether you're running a business, keeping track of members andmeetings for a club, or just trying to organize a large and diversecollection of information, you'll find the MySQL database engineuseful for answering questions such as: Which are my top ten fastest-selling products? How frequently does this person come to our facility? What was the highest, lowest, and average score of the team last season? MySQL, the most popular open-source database, offers the power ofa relational database in a package that's easy to set up andadminister, and Learning MySQL provides all the tools you need toget started. This densely packed tutorial includes detailedinstructions to help you set up and design an effective database,create powerful queries using SQL, configure MySQL for improvedsecurity, and squeeze information out of your data. After covering the basics, the book travels far into MySQL'ssubtleties, including complex queries and joins, how to interact withthe database over the Web using PHP or Perl, and importanthouse-keeping such as backups and security. Topic include: Installation on Linux, Windows, and Mac OS X Basic and advanced querying using SQL User management and security Backups and recovery Tuning for improved efficiency Developing command-line and web database applications using thePHP and Perl programming languages The authors, Saied Tahaghoghi and Hugh E. Williams, have careers inacademia and business, and share a keen interest in research intosearch technologies. Whether you've never touched a database or have already completedsome MySQL projects, you'll find insights in Learning MySQLthat will last a career.

Of all the Ajax-specific frameworks that have popped up in recent years, one clearly stands out as the industrial strength solution. Dojo is not just another JavaScript toolkit—it's the JavaScript toolkit—and Dojo: The Definitive Guide demonstrates how to tame Dojo's extensive library of utilities so that you can build rich and responsive web applications like never before. Dojo founder Alex Russell gives a foreword that explains the "why" of Dojo and of this book. Dojo provides an end-to-end solution for development in the browser, including everything from the core JavaScript library and turnkey widgets to build tools and a testing framework. Its vibrant open source community keeps adding to Dojo's arsenal, and this book provides an ideal companion to Dojo's official documentation. Dojo: the Definitive Guide gives you the most

thorough overview of this toolkit available, showing you everything from how to create complex layouts and form controls closely resembling those found in the most advanced desktop applications with stock widgets, to advanced JavaScript idioms to AJAX and advanced communication transports. With this definitive reference you get: Get a concise introduction to Dojo that's good for all 1.x versions Well-explained examples, with scores of tested code samples, that let you see Dojo in action A comprehensive reference to Dojo's standard JavaScript library (including fundamental utilities in Base, Dojo's tiny but powerful kernel) that you'll wonder how you ever lived without An extensive look at additional Core features, such as animations, drag-and-drop, back-button handling, animations like wipe and slide, and more Exhaustive coverage of out-of-the-box Dijits (Dojo widgets) as well as definitive coverage on how to create your own, either from scratch or building on existing ones An itemized inventory of DojoX subprojects, the build tools, and the DOH, Dojo's unit-testing framework that you can use with Dojo—or anywhere else If you're a DHTML-toting web developer, you need to read this book—whether you're a one-person operation or part of an organization employing scores of developers. Dojo packs the standard JavaScript library you've always wanted, and Dojo: The Definitive Guide helps you transform your ideas into working applications quickly by leveraging design concepts you already know.

Examining the differences between VBScript and JavaScript, this introductory tutorial illustrates how to implement the new ActiveX components using VBScript. Above all, it gives a proficient grounding and understanding of VBScript, allowing readers to create more complex Web applications and documents. The CD-ROM contains some carefully selected development tools including ActiveX Control Pad, HTML Layout Control, and ActiveX Control Lister for HTML.

For many users, working in the Unix environment means usingvi, a full-screen text editor available on most Unix systems. Even those who knowvioften make use of only a small number of its features. Learning the vi Editoris a complete guide to text editing withvi. Topics new to the sixth edition include multiscreen editing and coverage of fourviclones:vim,elvis,nvi, andvileand their enhancements tovi, such as multi-window editing, GUI interfaces, extended regular expressions, and enhancements for programmers. A new appendix describesvi's place in the Unix and Internet cultures. Quickly learn the basics of editing, cursor movement, and global search and replacement. Then take advantage of the more subtle power ofvi. Extend your editing skills by learning to useex, a powerful line editor, from withinvi. For easy reference, the sixth edition also includes a command summary at the end of each appropriate chapter. Topics covered include: Basic editing Moving around in a hurry Beyond the basics Greater power withex Global search and replacement Customizingviandex Command shortcuts Introduction to theviclones' extensions Thenvi,elvis,vim, andvileeditors Quick reference toviandexcommands viand the Internet

* PHP is an open-source server-side scripting language, with millions of users worldwide. It is more popular than Microsoft's ASP and ASP.NET. Version 5, out before the end of Q2 of 2004, features new OO-programming capabilities. * MySQL is the most popular open source RDBMS. * There are a lot of E-commerce elements, such as credit card transaction processing, that are not easy to learn. This book will provide solid e-commerce solutions for PHP and MySQL developers. * This will be a good companion book to Apress' 1893115518 Beginning PHP 5 and MySQL: From Novice to Professional by W.J. Gilmore.

The latest edition of Java in a Nutshell is designed to help experienced Java programmers get the most out of Java 7 and 8, but it's also a learning path for new developers. Chock full of examples that demonstrate how to take complete advantage of modern Java APIs and development best practices, the first section of this thoroughly updated book provides a fast-paced, no-fluff introduction to the

Java programming language and the core runtime aspects of the Java platform. The second section is a reference to core concepts and APIs that shows you how to perform real programming work in the Java environment. Get up to speed on language details, including Java 8 changes Learn object-oriented programming, using basic Java syntax Explore generics, enumerations, annotations, and lambda expressions Understand basic techniques used in object-oriented design Examine concurrency and memory, and how they're intertwined Work with Java collections and handle common data formats Delve into Java's latest I/O APIs, including asynchronous channels Use Nashorn to execute JavaScript on the Java Virtual Machine Become familiar with development tools in OpenJDK A revised and updated edition offers comprehensive coverage of ECMAScript 5 (the new JavaScript language standard) and also the new APIs introduced in HTML5, with chapters on functions and classes completely rewritten and updated to match current best practices and a new chapter on language extensions and subsets. Original. The Ruby Programming Language is the authoritative guide to Ruby and provides comprehensive coverage of versions 1.8 and 1.9 of the language. It was written (and illustrated!) by an all-star team: David Flanagan, bestselling author of programming language "bibles" (including JavaScript: The Definitive Guide and Java in a Nutshell) and committer to the Ruby Subversion repository. Yukihiro "Matz" Matsumoto, creator, designer and lead developer of Ruby and author of Ruby in a Nutshell, which has been expanded and revised to become this book. why the lucky stiff, artist and Ruby programmer extraordinaire. This book begins with a quick-start tutorial to the language, and then explains the language in detail from the bottom up: from lexical and syntactic structure to datatypes to expressions and statements and on through methods, blocks, lambdas, closures, classes and modules. The book also includes a long and thorough introduction to the rich API of the Ruby platform, demonstrating -- with heavily-commented example code -- Ruby's facilities for text processing, numeric manipulation, collections, input/output, networking, and concurrency. An entire chapter is devoted to Ruby's metaprogramming capabilities. The Ruby Programming Language documents the Ruby language definitively but without the formality of a language specification. It is written for experienced programmers who are new to Ruby, and for current Ruby programmers who want to challenge their understanding and increase their mastery of the language. Learn how to build a full-stack application with Backbone.js by taking advantage of JavaScript modules, workflow automation, and Backbone's interface building blocks. With this practical guide, author Patrick Mulder takes experienced backend developers and JavaScript programmers through the steps necessary to create a fully functional single-page application. Backbone's rich ecosystem of plugins makes applications easier to design and scale, but knowing which tools to use for your project can be tricky. How do you combine views and the data layer with Backbone, or serve and deploy JavaScript assets? You'll not only

learn the answers to these and many other questions; you'll also discover Backbone's vast number of use cases. Get started quickly by using a Backbone.js and Browserify Track state and organize data with Backbone models and collections Capture events from users by using views and manipulating the DOM Combine Backbone views with advanced HTML templates Use Backbone to browse remote data sources from an API Authenticate and authorize client-side interactions Build a backend API with Node.js and Restify Set up workflow automation with Bower, Grunt, Yeoman, and RequireJS ??
A comprehensive, updated manual for creating cross-platform Web applications includes the latest information on Web specifications, as well as references for HTML tags, CSS2 style attributes, DOM Level 2, browser document objects, core JavaScript 1.5 objects, and the latest versions of Netscape Navigator and Internet Explorer. Original. (Intermediate)
JavaScriptThe Definitive Guide"O'Reilly Media, Inc."
A guide for experienced programmers demonstrates the core JavaScript language, offers examples of common tasks, and contains an extensive reference to JavaScript commands, objects, methods, and properties
JavaScript is an essential language for creating modern, interactive websites, but its complex rules challenge even the most experienced web designers. With JavaScript: The Missing Manual, you'll quickly learn how to use JavaScript in sophisticated ways -- without pain or frustration -- even if you have little or no programming experience. JavaScript expert David McFarland first teaches you the basics by having you build a simple program. Then you'll learn how to work with jQuery, a popular library of pre-built JavaScript components that's free and easy to use. With jQuery, you can quickly build modern, interactive web pages -- without having to script everything from scratch! Learn how to add scripts to a web page, store and manipulate information, communicate with the browser window, respond to events like mouse clicks and form submissions, and identify and modify HTML Get real-world examples of JavaScript in action Learn to build pop-up navigation bars, enhance HTML tables, create an interactive photo gallery, and make web forms more usable Create interesting user interfaces with tabbed panels, accordion panels, and pop-up dialog boxes Learn to avoid the ten most common errors new programmers make, and how to find and fix bugs Use JavaScript with Ajax to communicate with a server so that your web pages can receive information without having to reload
JavaScript is the ubiquitous programming language of the Web, and for more than 15 years, JavaScript: The Definitive Guide has been the bible of JavaScript programmers around the world. Ideal for JavaScript developers at any level, this book is an all-new excerpt of The Definitive Guide, collecting the essential parts of that hefty volume into this slim yet dense pocket reference. The first 9 chapters document the latest version (ECMAScript 5) of the core JavaScript language, covering: Types, values, and variables Operators, expressions, and statements Objects and arrays Functions and classes The next 5 chapters document the fundamental APIs for using JavaScript with HTML5 and explain how to: Interact with web browser windows Script HTML documents and document elements Modify and apply CSS styles and classes Respond

to user input events Communicate with web servers Store data locally on the user's computer This book is a perfect companion to jQuery Pocket Reference.

This companion book to "Director in a Nutshell" covers all aspects of Lingo, Director's scripting language. Detailed chapters describe messages, events, scripts, handlers, variables, lists, file I/O, Behaviours, child objects, Xtras, and more.

Author note: In Adobe InDesign CS6, the changes to InDesign's scripting DOM are absolutely minimal. Therefore, the information in this title is valid and up to date for CS6. Updated: August 2010. Author Peter Kahrel updated this Short Cut to cover InDesign CS5. InDesign provides a powerful setof tools for producing beautifuldocuments. While you can certainlydo all your work by hand throughInDesign's graphical interface, thereare many times when it's much easier towrite a script. Once you've automateda task, you can run it over the wholedocument, ensuring consistency, orjust when you need it, simplifying andspeeding your layout process. All ittakes is a bit of JavaScript knowledgeand a willingness to explore InDesign'sprogramming features. ???????JavaScript?????,???????????????DOM??????,?????????????????DHTML?? ??????

JavaScript is the programming language of the web and is used by more software developers today than any other programming language. For nearly 25 years this best seller has been the go-to guide for JavaScript programmers. The seventh edition is fully updated to cover the 2020 version of JavaScript, and new chapters cover classes, modules, iterators, generators, Promises, async/await, and metaprogramming. You'll find illuminating and engaging example code throughout. This book is for programmers who want to learn JavaScript and for web developers who want to take their understanding and mastery to the next level. It begins by explaining the JavaScript language itself, in detail, from the bottom up. It then builds on that foundation to cover the web platform and Node.js. Topics include: Types, values, variables, expressions, operators, statements, objects, and arrays Functions, classes, modules, iterators, generators, Promises, and async/await JavaScript's standard library: data structures, regular expressions, JSON, i18n, etc. The web platform: documents, components, graphics, networking, storage, and threads Node.js: buffers, files, streams, threads, child processes, web clients, and web servers Tools and language extensions that professional JavaScript developers rely on

This updated edition of Java in a Nutshell not only helps experienced Java programmers get the most out of Java versions 9 through 11, it's also a learning path for new developers. Chock full of examples that demonstrate how to take complete advantage of modern Java APIs and development best practices, this thoroughly revised book includes new material on Java Concurrency Utilities. The book's first section provides a fast-paced, no-fluff introduction to the Java programming language and the core runtime aspects of the Java platform. The second section is a reference to core concepts and APIs that explains how to perform real programming work in the Java environment. Get up to speed on language details, including Java 9-11 changes Learn object-oriented programming, using basic Java syntax Explore generics, enumerations, annotations, and lambda expressions Understand basic techniques used in object-oriented design Examine concurrency and memory, and how they're intertwined Work with Java collections and handle common data formats Delve into Java's latest I/O APIs, including asynchronous channels Use Nashorn to execute JavaScript on the Java Virtual Machine Become familiar with development tools in OpenJDK

Since 1996, JavaScript: The Definitive Guide has been the bible for JavaScript programmers—a

programmer's guide and comprehensive reference to the core language and to the client-side JavaScript APIs defined by web browsers. The 6th edition covers HTML5 and ECMAScript 5. Many chapters have been completely rewritten to bring them in line with today's best web development practices. New chapters in this edition document jQuery and server side JavaScript. It's recommended for experienced programmers who want to learn the programming language of the Web, and for current JavaScript programmers who want to master it. "A must-have reference for expert JavaScript programmers...well-organized and detailed." —Brendan Eich, creator of JavaScript, CTO of Mozilla "I made a career of what I learned from JavaScript: The Definitive Guide." —Andrew Hedges, Tapulous

Adobe Creative Suite 3 has fantastic tools for minimizing the drudgery of graphics production work: The key is to make your computer and Photoshop, Illustrator, and InDesign do rote tasks for you. And although the concept of automation may sound intimidating, it doesn't have to be. Learn what automation is, why it's as natural as breathing, and how it can take over routine work, freeing you up to be creative. · Combine customer data with graphics for personalized communications · Customize hundreds or even thousands of illustrations or layouts in one pass · Record tasks with macro-like Actions in Photoshop and Illustrator, then reuse them with multiple files · Learn how scripting languages like AppleScript and JavaScript can automate complex workflows, even ones with varying conditions

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

HTML and its XML-based descendant, XHTML, are the fundamental languages for working on the web, and the new edition of our popular HTML guide offers web developers a better way to become fluent in these languages. HTML & XHTML: The Definitive Guide, 5th Edition is the most comprehensive, up-to-date book available on HTML and XHTML. It covers Netscape Navigator 6, Internet Explorer 6, HTML 4.01, XHTML 1.0, CSS2, and all of the features supported by the popular web browsers. Learning HTML and XHTML is like learning any new language. Most students first immerse themselves in examples. Studying others is a natural way to learn; however, it's as easy to learn bad habits through imitation as it is to acquire good ones. The better way to become HTML-fluent is through a comprehensive reference that covers the language syntax, semantics, and variations in detail and demonstrates the difference between good and bad usage. In HTML & XHTML: The Definitive Guide, the authors cover every element of HTML/XHTML in detail, explaining how each element works and how it interacts with other elements. Tips about HTML/XHTML style help you write documents ranging from simple online documentation to complex presentations. With hundreds of examples, the book gives you models for writing your own effective web pages and for mastering advanced features like style sheets and frames. HTML & XHTML: The Definitive Guide, 5th Edition, shows how to: Use style sheets to control a document's appearance Work with programmatically generated HTML Create tables, from simple to complex Use frames to coordinate sets of documents Design and build interactive forms and dynamic documents Insert images, sound files, video, Java applets, and JavaScript programs Create documents that look good on a variety of browsers Make the transition to XHTML The book comes with a handy quick-reference card listing HTML/XHTML tags.

Web Development with JavaScript and Ajax Illuminated provides readers with the cutting-edge techniques needed for web development in Web 2.0. It is ideal for the undergraduate student delving into the world of web development or novice web developers looking to further their understanding of JavaScript and Ajax. This text illustrates how to create dynamic, interactive web applications with ease, and interesting real-world case studies throughout the text offer students a glimpse of actual web development scenarios.

If you want to build your site's frontend with the single-page application (SPA) model, this

hands-on book shows you how to get the job done with Backbone.js. You'll learn how to create structured JavaScript applications, using Backbone's own flavor of model-view-controller (MVC) architecture. Start with the basics of MVC, SPA, and Backbone, then get your hands dirty building sample applications—a simple Todo list app, a RESTful book library app, and a modular app with Backbone and RequireJS. Author Addy Osmani, an engineer for Google's Chrome team, also demonstrates advanced uses of the framework. Learn how Backbone.js brings MVC benefits to the client-side Write code that can be easily read, structured, and extended Work with the Backbone.Marionette and Thorax extension frameworks Solve common problems you'll encounter when using Backbone.js Organize your code into modules with AMD and RequireJS Paginate data for your Collections with the Backbone.Paginator plugin Bootstrap a new Backbone.js application with boilerplate code Use Backbone with jQuery Mobile and resolve routing problems between the two Unit-test your Backbone apps with Jasmine, QUnit, and SinonJS

The Definitive Guide to HTML5 provides the breadth of information you'll need to start creating the next generation of HTML5 websites. It covers all the base knowledge required for standards-compliant, semantic, modern website creation. It also covers the full HTML5 ecosystem and the associated APIs that complement the core HTML5 language. The Definitive Guide to HTML5 begins by tackling the basics of HTML5, ensuring that you know best practices and key uses of all of the important elements, including those new to HTML5. This section also covers extended usage of CSS3, JavaScript, and DOM manipulation, making you proficient in all core aspects of modern website creation. The final part of the book covers the associated W3C APIs that surround the HTML5 specification. You will achieve a thorough working knowledge of the Geolocation API, web storage, creating offline applications, and the new drag and drop functionality. The Definitive Guide to HTML5 also dives into the key media enhancements of HTML5 and its surrounding technologies: Canvas, video and audio.

""...Lucid, in-depth descriptions of the behavior of every HTML tag on every major browser and platform, plus enough dry humor to make the book a pleasure to read."" --Edward Mendelson, PC Magazine ""When they say 'definitive' they're not kidding."" --Linda Roeder, About.com Put everthing you need to know about HTML & XHTML at your fingertips. For nearly a decade, hundreds of thousands of web developers have turned to HTML & XHTML: The Definitive Guide to master standards-based web development. Truly a definitive guide, the book. JavaScript--the powerful, object-based scripting language that can be embedded directly into HTML pages--has earned its place in the web developer's toolkit, to the extent that it's now considered required knowledge for web developers. You can use JavaScript to create dynamic, interactive applications that run completely within a web browser. JavaScript is also the language of choice for developing Dynamic HTML content. Because its syntax is based on the popular programming languages C, C++, and Java, JavaScript is familiar and easy to learn for experienced programmers. At the same time, it's an interpreted scripting language, providing a flexible, forgiving programming environment for new programmers. The JavaScript Pocket Reference, 2nd Edition, provides a

complete overview of the core JavaScript language and client-side scripting environment, as well as quick-reference material on core and client-side objects, methods, and properties. The new edition has been revised to cover JavaScript 1.5, and is particularly useful for developers working with the standards-compliant web browsers, such as Internet Explorer 6, Netscape 7, and Mozilla. Ideal as an introduction for beginners and a quick reference for advanced developers, this pocket-sized book is easy to take anywhere and serves as the perfect companion volume to the bestselling JavaScript: The Definitive Guide, 4th Edition. O'Reilly's Pocket References have become a favorite among developers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point and need to get to the answer quickly, the new JavaScript Pocket Reference is the book you'll want close at hand.

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