Javascript Tutorial With Example Guide File Type

This complete, step-by-step guide to JavaScript provides an easy-to-use tutorial. After introducing the reader to JavaScript, the book explains in-depth design and usage of JavaScript's built in functions and objects, gradually building toward more complex and sophisticated concepts. The CD contains all source code from the book, examples and more.

The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most comprehensive book on the market, the JavaScript Bible is a classic bestseller that keeps you up to date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. Part tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes: JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tools JavaScript Essentials Your First JavaScript Script Browser and Document Objects Scripts and HTML Documents Programming Fundamentals Window and Document Objects Forms and Form Elements Strings, Math, and Dates Scripting Frames and Multiple Windows Images and Dynamic HTML The String Object The Math, Number, and Boolean Objects The Date Object The Array Object JSON - Native JavaScript Object Notation E4X - Native XML Processing Control Structures and Exception Handling JavaScript Operators Function Objects and Custom Objects Global Functions and Statements Document Object Model Essentials Generic HTML Element Objects Window and Frame Objects Location and History Objects Document and Body Objects Link and Anchor Objects Image, Area, Map, and Canvas Objects Event Objects Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly.

WARNING: Don't buy this book if you know you are not interested in programming. It was developed for webmasters and those who want to learn how to develop a website on their own. This handbook contains many selected examples and screen shots- to help you preview your work before trying out the codes. You would certainly get to know all you need to know about HTML just reading this book. This book is a must-read for everyone who want to create a website or learn web design. It is ideal for every reader- young or old, male or female, amateur or experienced. We give you examples in every case and provide you screen shots so you see for yourself, how the code would look on a web browser. So, If you are new to web design, this book is just for you. It has been carefully arranged to meet your needs. Step by step, we teach you everything from html1.0 to html4. I was inspired to write this book after doing online web design training. Many of my blog readers often amazed me with the wonderful comments. I am glad to help you solve your basic challenge- by putting my ideas now into digital and print formats. We have other programming books too on PHP, MySQL and jQuery. We also maintain an online blog where you could ask questions and study tutorials on PHP, MySQL, CSS, XML and jQuery. You can visit this blog or reach me anyday through the contact information inside this book. For now, i wish you a happy reading...

JavaScript Absolute Beginner's Guide serves as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and very personable style with an extensive use of practical, complete examples. The book is filled with large, full-color illustrations and all the programming code is displayed in color to help the beginner understand the key components and structure of the language.

Provides information on creating Web applications with JavaScript and the jQuery library of code.

An indispensable introductory guide to creating web pages using the most up-to-date standards This beginner guide shows you how to use XHTML, CSS, and JavaScript to create compelling Web sites. While learning these technologies, you will discover coding practices such as writing code that works on multiple browsers including mobile devices, how to use AJAX frameworks to add interactivity to your pages, and how to ensure your pages meet accessible requirements. Packed with real-world examples, the book not only teaches you how to write Web sites using XHTML, CSS and JavaScript, but it also teaches you design principles that help you create attractive web sites and practical advice on how to make web pages more usable. In addition, special checklists and appendices review key topics and provide helpful references that re-enforce the basics you've learned. Serves as an ideal beginners guide to writing web pages using XHTML Explains how to use CSS to make pages more appealing and add interactivity to pages using JavaScript and AJAX frameworks Share advice on design principles and how to make pages more attractive and offers practical help with usability and accessibility Features checklists and appendices that review key topics This introductory guide is essential reading for getting started with using XHTML, CSS and JavaScript to create exciting and compelling Web sites. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Securities Practice and Electronic Technology provides complete, practical, hands-on guidance to the legal and regulatory developments spurred by the online revolution. You'll get coverage of the impact on all major securities laws and regulations, plus step-by-step advice on electronic delivery of information to investors, establishing corporate and broker-dealer Web sites, the use of electronic advertising and sales literature, and many other issues. Securities Practice and Electronic Technology provides unique advice and perspective on how to use the Internet, extranets and other new media when dealing with clients. Other topics include: corporate disclosure and capital formation; electronic offering circulars; electronic roadshows; exempt offerings; shareholder communications; creating, developing and maintaining a corporate Web site; informed consent; overseas

investing; security and encryption; alternative trading systems; intellectual property issues; electronic storage requirements under E-Sign; and uniform electronic communications policy.

This book is a BEGINNER's guide to building a web application using HTML, CSS, Javascript, Python and Django Web framework. I have explained all the topics in a simple, concise and easy language with thorough examples, codes and have tried my best to make the learning process fun, informative and interesting at the same time. If you want to gain an in-depth understanding, it is quite a simple book for the job. In addition, it is a good way to get started with learning Django Web Framework

HTML5 is more than a markup language—it's a collection of several independent web standards. Fortunately, this expanded guide covers everything you need in one convenient place. With step-by-step tutorials and real-world examples, HTML5: The Missing Manual shows you how to build web apps that include video tools, dynamic graphics, geolocation, offline features, and responsive layouts for mobile devices. The important stuff you need to know: Structure web pages more effectively. Learn how HTML5 helps web design tools and search engines work smarter. Add audio and video without plugins. Build playback pages that work in every browser. Create stunning visuals with Canvas. Draw shapes, pictures, and text; play animations; and run interactive games. Jazz up your pages with CSS3. Add fancy fonts and eye-catching effects with transitions and animation. Design better web forms. Collect information from visitors more efficiently with HTML5 form elements. Build it once, run it everywhere. Use responsive design to make your site look good on desktops, tablets, and smartphones. Include rich desktop features. Build self-sufficient web apps that work offline and store the data users need.

The Comprehensive Book on Express.js The in-depth, detailed, hand-on manual on Express.js, the most popular Node.js framework. Will get you up and running fast and save you time. Understand the concepts, learn the best practices. Become an Express.js expert today. Express.js API reference, quick start guides, 20+ meticulously explained examples and tutorials -- over 270 pages with more than 60 illustrations. Quick Start The Interface TIps and Tricks Tutorials and Examples Why Express.js is the most popular Node.js web framework yet. As of this writing (September of 2013), there are no books that are solely dedicated to it. Its official website has bits of insights for advanced Node.js programmers. However, I found that many people -- including those who go through HackReactor7 program and come to my Node.js classes at General Assembly and pariSOMA -- are interested in a comprehensive resource. The one that would cover all the different components of Express.js work together in a real production-like application. The goal of Express.js Guide is to become such resource. What This Book is Express.js Guide is a concise book on one particular library. This book contains Express.js API 3.3.58 description, the best practices on code organization and patterns, real-world examples of web apps. The topics include but not limited to middleware, command-line interface and scaffolding, ren- dering templates, extracting params from dynamic URLs, parsing payloads and cookies, managing authentication with sessions, error handling and prepping apps for production. For more details and for what exactly the book covers, please refer to the Table of Contents. What This Book is Not This book is not an introduction to Node.js, nor is it a book that covers all aspects of building a modern day web application, e.g., websockets, databases and (of course) front-end development. Keep in mind that readers also won't find in Express.js Guide a resource for learning programming and/or JavaScript fundamentals. You might want to take a look at Rapid Prototyping with JS9 for the introduction to Node.js, MongoDB and front-end development with Backbone.js. In the real-world and especially in Node.js development, due to its modularized philosophy, we seldom use just a single framework. In the book, we have tried to stick only to Express.js and leave everything else out as much as possible, without compromising the usefulness of examples. Therefore, we intentionally left out some important chunks of web developments, for example databases, authentication and testing. Although these elements are present in tutorials and examples, they're not explained in detail. For those materials, you could check books in the Related Reading and Resources section at the end of the book. Who This Book is For This book is for people fluent in programming and front-end JavaScript. In addition, to get the most benefits, readers must be familiar with basic Node.js concepts like process and global, and know core modules, including streams, clusters and buffer type. If you're thinking of starting a Node.js app, or of rewriting an existing one, and your weapon of choice is Express.js -- this guide is for you! It will answer most of your "how" and "why" questions.

Get Javascript Beginner to Expert now at a discounted price for a limited time, and claim your FREE Bonus chapter on Dialogue Boxes!. Take the steps master coding with easy to understand instructions and pictures, charts, and code examples now included! Welcome to the world of JavaScript, invented in 1995 by Brendan Eich it is still the most commonly used scripting language around today. It is high level, interpreted, cross platform and an open source programming language. In this tutorial series, we are going to learn JavaScript with practical examples. Before we dive in, let's go over some of the basics. JavaScript is an OOP scripting language which mainly used in Web programming. It is responsible for making web pages interactive; in simple words "it tells web page what to perform." Like HTML defines the contents of the web page and CSS defines the layout, JavaScript make that web page work properly. JavaScript programs are the set of instructions which are executed in the order they are written so while coding, we should take care of the logical sequence. Take the time to better yourself and buy this book! Here's what you can expect to find in this book... Intoduction Intro to JavaScript Programming Development IDE Setup My First JavaScript Program JavaScript Syntax JavaScript Enabling and Disabling JavaScript Placement JavaScript Variables JavaScript Operators JavaScript Decision Making JavaScript Loops JavaScript Functions JavaScript Events Dialogue Boxes JavaScript Void Keyword JavaScript Objects And Much More! Don't Wait! Scroll up and click the Buy button to take the steps towards becoming an expert in Javascript by getting this book on sale now for a limited time!

REACT This book/tutorial is about ReactJS and it is designed to move you from beginner to advanced programming. This book is based on 17 chapters well managed and it will helps you to become a React JS expert in less than 7 days. Each chapter will contain a certain number of relevant topics with illustrations and exercises where necessary, this will all be finished off with an end of chapter quiz for an easy and enjoyable learning. Benefits of reading this book that you're not going to find anywhere else: It helps you to understand React Easily. You can learn how to install Node JS based on ReactJS. With React you can build applications fast. ReactJS is SEO friendly. It makes code writing simple. We can use React with other libraries. React JS is very light weight front-end framework which allows developers to create web applications faster. Great Community Support. Supports State Management using Redux. CLICK ADD TO CART TO GET THIS AMAZING BOOK!

Angular JS is responsible for making the website interactive and responsive. It helps designer and developers to eliminate much of the code usually needed for websites development. Angular JS is based upon MVC model. To learn and harness more power of the Angular JS framework, it takes a continuous intervention from an expert. But if you like to learn by yourself without spending big bucks behind expensive courses. This e-book could be your ultimate guide to AngularJS or AngularJS 2 Programming. The book covers all basic fundamentals of Angular JS like Routes, Modules, Directives, Dependency Injection and so on. The images and examples are well-illustrated addressing each and every glitch of Angular JS. The book purpose is to make Angular JS easier, simpler and interesting such that even beginners will feel like a pro at the end of the book. This edition promises your eventual mastery of AngularJS. The best thing about the book is that it is small and can be completed in a day. It will not only save your time but also accomplish our goal to save your effort in learning all needless jargons of Angular JS. With this e-book, you will be ready to create angular UI development as well as large scale applications effortlessly. Table Of Content Chapter 1: What is AngularJS? AngularJS Features AngularJS Architecture AngularJS Advantages Chapter 2: Hello World Chapter 3: Controller What Controller does from Angular's perspective How to build a basic Controller How to define Methods in Controller Using ng-controller in External Files Chapter 4: What is $Scope in AngularJS? Chapter 5: ng-repeat Directive Chapter 6: How to use ""ng-model"" The ng-model Attribute How to use ng-model Chapter 7: ng-view What is a View? ng-view Directive in AngularJS ng-view Example Chapter 8: Expressions Explain Angular.js Expressions with an example Angular.JS Numbers AngularJS Strings Angular.JS Objects AngularJS Arrays AngularJS Expression capabilities and Limitations Difference between expression and $eval Chapter 9: Filter Lowercase Uppercase Number Currency JSON Chapter 10: Custom Filter Chapter 11: Directive Chapter 12: CUSTOM Directive How to Create a Custom Directive? AngularJs Directives and Scopes Using controllers with directives How to create reusable directives AngularJS Directives and components - ng-transclude Nested directives Handling events in a directive Chapter 13: Module How to Create a module in AngularJS Modules and Controllers Chapter 14: Events The ng-click directive Showing HTML Elements using ng-show Hiding HTML Elements using ng-hide AngularJS Event Listener Directives Chapter 15: Routing with Parameters Adding Angular Route ($routeProvider) Creating a default route Accessing parameters from the route Using Angular $route service Enabling HTML5 Routing Chapter 16: AJAX Call High-level interactions with servers using $resource Low-level server interactions with $http Fetching data from a server running SQL and MySQL Chapter 17: Table Populate & Display Data in a Table AngularJS in-built Filter Sort Table with OrderBy Filter Display Table with Uppercase Filter Display the Table Index ($index) Chapter 18: Form Validation Form validation using HTML5 Form validation using $dirty, $valid, $invalid, $pristine Form validation using AngularJS Auto Validate User feedbacks with Ladda buttons Chapter 19: Form Submit Chapter 20: ng-include Client Side includes Server Side Includes How to include HTML file in AngularJS Chapter 21: Dependency Injection Which Component can be Injected as a Dependency In AngularJS Example of Dependency Injection Chapter 22: Karma Jasmine Introduction & Installation of Karma framework Testing AngularJS Controllers Testing AngularJS Directives End to End Testing AngularJS JS applications Chapter 23: Protractor Testing Why Do We Need Protractor Framework? Protractor Installation Sample AngularJS application testing using Protractor Execution of the Code Generate Reports using Jasmine Reporters

This Short Cut covers only InDesign CS2. For coverage of InDesign CS3 and CS4, see the version at http://oreilly.com/catalog/9780596802523?/. InDesign provides a powerful set of tools for producing beautiful documents. While you can certainly do all your work by hand through InDesign's graphical interface, there are many times when it's much easier to write a script. Once you've automated a task, you can run it over the whole document, ensuring consistency, or just when you need it, simplifying and speeding your layout process. All it takes is a bit of JavaScript knowledge and a willingness to explore InDesign's programming features. (This version covers only InDesign CS2. For coverage of InDesign CS3 and CS4, see the version at http://oreilly.com/catalog/9780596802523?/.)

The bestselling JavaScript guide, updated with current features and best practices Beginning JavaScript 5th Edition shows you how to work effectively with JavaScript frameworks, functions, and modern browsers, and teaches more effective coding practices using HTML5. This new edition has been extensively updated to reflect the way JavaScript is most commonly used today, introducing you to the latest tools and techniques available to JavaScript developers. Coverage includes modern coding practices using HTML5 markup, the JSON data format, DOM APIs, the jQuery framework, and more. Exercises with solutions provide plenty of opportunity to practice, and the companion website offers downloadable code for all examples given in the book. Learn JavaScript using the most up to date coding style Understand JSON, functions, events, and feature detection Utilize the new HTML5 elements and the related API Explore new features including geolocation, local storage, and more JavaScript has shaped the Web from a passive medium into one that is rich, dynamic, and interactive. No matter the technology on the server side, it's JavaScript that makes it come alive in the browser. To learn JavaScript the way it's used today, Beginning JavaScript, 5th Edition is your concise guide.

"JavaScript in 8 Hours" covers all essential JavaScript knowledge. You can learn complete primary skills of JavaScript fast and easily. Table of ContentsHour 1 JavaScript BasicHour 2 OperatorsHour 3 ArrayHour 4 Math, TimeHour 5 StringHour 6 ObjectHour 7 EventHour 8 Form & Dom

Master Functional Programming techniques with this comprehensive guide for writing cleaner, safer, high-performing JavaScript codes About This Book Become proficient and skilled with Functional Programming in JavaScript to solve real-world development problems Successfully apply Functional Programming concepts and techniques to everyday JavaScript programming Bring modularity, reusability, testability, and performance to your web apps Who This Book Is For If you are a JavaScript developer and want to apply functional programming techniques, then this book is for you. Only a basic knowledge of the concepts of functional programming is required for this book. What You Will Learn Create more reliable code with closures and immutable data Convert existing methods into pure functions, and loops into recursive methods Develop more powerful applications with currying and function composition Separate the logic of your system from implementation details Implement composition and chaining techniques to simplify coding Use functional programming techniques where it makes the most sense In Detail Functional programming is a programming paradigm for developing software using functions. Learning to use functional programming is a good way to write more concise code, with greater concurrency and performance. The JavaScript language is particularly suited to functional programming. This book provides comprehensive coverage of the major topics in functional programming with JavaScript to produce shorter, clearer, and testable

programs. You'll delve into functional programming; including writing and testing pure functions, reducing side-effects, and other features to make your applications functional in nature. Specifically, we'll explore techniques to simplify coding, apply recursion for loopless coding, learn ways to achieve immutability, implement design patterns, and work with data types. By the end of this book, you'll have developed the JavaScript skills you need to program functional applications with confidence. Style and approach This book takes an easy-to-follow, step-by-step tutorial approach. You will make the most of JavaScript programming with a focus on the progression of functional programming techniques, styles, and detailed information about JavaScript libraries.

Get Started Fast with Modern JavaScript Web Development! With the arrival of HTML5, jQuery, and Ajax, JavaScript web development skills are more valuable than ever! This complete, hands-on JavaScript tutorial covers everything you need to know now. Using line-by-line code walkthroughs and end-of-chapter exercises, top web developer and speaker Tim Wright will help you get results fast, even if you've never written a line of JavaScript before. Smart, friendly, enthusiastic, and packed with modern examples, Learning JavaScript covers both design-level and development-level JavaScript. You'll find expert knowledge and best practices for everything from jQuery and interface design to code organization and front-end templating. Wright's focused coverage includes regular break points and clear reviews that make modern JavaScript easier to learn—and easier to use! Learning JavaScript is your fastest route to success with JavaScript—whether you're entirely new to the language or you need to sharpen and upgrade skills you first learned a decade ago! Coverage includes • Mastering all of the JavaScript concepts and terminology you need to write new programs or efficiently modify existing code • Creating robust, secure code for both the design and development levels • Maximizing usability, reusability, accessibility, clarity, security, and performance • Taking full advantage of the browser environments your code will run in • Accessing the DOM to create behaviors and data interactions • Storing data for easy and efficient access • Using variables, functions, loops, and other core language features • Interacting with users through events • Communicating with servers through Ajax • Improving your productivity with JavaScript libraries

Present across millions of websites and growing in popularity, JavaScript is an essential and practical for all programmers, designers and coding aficionados. "Practical JavaScript Techniques" offers expert instruction, tips and methodologies relevant for all levels of knowledge. Learn interactive CSS and jQuery techniques, how to take advantage of JavaScript's versatile capabilities and even how to build JavaScript-based gaming experiences. Whether you're perfecting Web design or building jQuery plugins, this vital resource is a must-have. TABLE OF CONTENTS - Develop A One-Of-A-Kind CSS/JS-Based Game Portfolio - Five Useful Interactive CSS/jQuery Techniques Deconstructed - Create An Animated Bar Graph With HTML, CSS And jQuery - A Beginner's Guide To jQuery-Based JSON API Clients - How To Build A Real-Time Commenting System - The Developer's Guide To Conflict-Free JavaScript And CSS In WordPress - Optimizing Long Lists Of Yes/No Values With JavaScript - Building A Relationship Between CSS & JavaScript

User experience design is the discipline of creating a useful and usable Web site or application that's easily navigated and meets the needs of the site owner and its users. There's a lot more to successful UX design than knowing the latest Web technologies or design trends: It takes diplomacy, management skills, and business savvy. That's where the updated edition of this important book comes in. With new information on design principles, mobile and gestural interactions, content strategy, remote research tools and more, you'll learn to: Recognize the various roles in UX design, identify stakeholders, and enlist their support Obtain consensus from your team on project objectives Understand approaches such as Waterfall, Agile, and Lean UX Define the scope of your project and avoid mission creep Conduct user research in person or remotely, and document your findings Understand and communicate user behavior with personas Design and prototype your application or site Plan for development, product rollout, and ongoing quality assurance

Rapid Prototyping with JS: Agile JavaScript Development is a hands-on book which introduces you to agile JavaScript web and mobile software development using the latest cutting-edge front-end and back-end technologies including: Node.js, Backbone.js, MongoDB and others. More information at http://rpjs.co. This book was borne out of frustration. I have been in software engineering for many years, and when I started learning Node.js and Backbone.js, I learned the hard way that their official documentation and the Internet lack in quick start guides and examples. Needless to say, it was virtually impossible to find all of the tutorials for JS-related modern technologies in one place. The best way to learn is to do, right? Therefore, I've used the approach of small simple examples, i.e., quick start guides, to expose myself to the new cool tech. After I was done with the basic apps, I needed some references and organization. I started to write this manual mostly for myself, so I can understand the concepts better and refer to the samples later. Then StartupMonthly and I taught a few 2-day intensive classes on the same subject -- helping experienced developers to jump-start their careers with agile JavaScript development. The manual we used was updated and iterated many times based on the feedback received. The end result is this book. What to Expect A typical reader of RPJS should expect a collection of quick start guides, tutorials and suggestions (e.g., Git workflow). There is a lot of coding and not much theory. All the theory we cover is directly related to some of the practical aspects, and essential for better understanding of technologies and specific approaches in dealing with them, e.g., JSONP and cross-domain calls. In addition to coding examples, the book covers virtually all setup and deployment step-by-step. You'll learn on the examples of Chat web/mobile applications starting with front-end components. There are a few versions of these applications, but by the end we'll put front-end and back-end together and deploy to the production environment. The Chat application contains all of the necessary components typical for a basic web app, and will give you enough confidence to continue developing on your own, apply for a

job/promotion or build a startup! Who This Book is For The book is designed for advanced-beginner and intermediate-level web and mobile developers: somebody who has been (or still is) an expert in other languages like Ruby on Rails, PHP, Perl, Python or/and Java. The type of a developer who wants to learn more about JavaScript and Node.js related techniques for building web and mobile application prototypes fast. Our target user doesn't have time to dig through voluminous (or tiny, at the other extreme) official documentation. The goal of Rapid Prototyping with JS is not to make an expert out of a reader, but to help him/her to start building apps as soon as possible. Rapid Prototyping with JS: Agile JavaScript Development, as you can tell from the name, is about taking your idea to a functional prototype in the form of a web or a mobile application as fast as possible. This thinking adheres to the Lean Startup30 methodology; therefore, this book would be more valuable to startup founders, but big companies' employees might also find it useful, especially if they plan to add new skills to their resumes. What This Book is Not Rapid Prototyping with JS is neither a comprehensive book on several frameworks, libraries or technologies (or just a particular one), nor a reference for all the tips and tricks of web development. Examples similar to ones in this book might be publicly available online. Even more so, if you're not familiar with fundamental programming concepts like loops, if/else statements, arrays, hashes, object and functions, you won't find them in Rapid Prototyping with JS.

Node.js supports both client and server side applications. It is based on JavaScript and is very fast in operation. These distinctive features made node.js as one of the most powerful framework in the Java Ecosystem. JavaScript alone allows you to build real-time and scalable mobile and web applications. With this e-book, you will explore more on the node.js framework and how to use it efficiently for web development. Average developers or beginners who struggle to understand node.js basics will find this book very helpful and productive. The book tried to put examples that simplify problems usually faced by the users like how asynchronous code works, what are modules, how big file can be read, node.js express, etc. You will find that lots of concepts that take a long time to master can be learned in a day or two. If this is your first interaction with node.js and don't want all sort of troubles that arise with the node, this edition is recommended. After going through this e-book, node.js will become an absolute pleasure. Table of content Chapter 1: Introduction 1. Introduction to Node.js 2. What is Node.js? 3. Why use Node.js? 4. Features of Node.js 5. Who uses Node.js 6. When to Use Node.js 7. When to not use Node.js Chapter 2: How to Download & Install Node.js - NPM on Windows 1. How to install Node.js on Windows 2. Installing NPM (Node Package Manager) on Windows 3. Running your first Hello World application in Node.js Chapter 3: Node.js NPM Tutorial: Create, Publish, Extend & Manage 1. What are modules in Node.js? 2. Using modules in Node.js 3. Creating NPM modules 4. Extending modules 5. Publishing NPM(Node Package Manager) Modules 6. Managing third party packages with npm 7. What is the package.json file Chapter 4: Create HTTP Web Server in Node.js: Complete Tutorial 1. Node as a web server using HTTP 2. Handling GET Requests in Node.js Chapter 5: Node.js Express FrameWork Tutorial 1. What is Express.js? 2. Installing and using Express 3. What are Routes? 4. Sample Web server using express.js Chapter 6: Node.js MongoDB Tutorial with Examples 1. Node.js and NoSQL Databases 2. Using MongoDB and Node.js 3. How to build a node express app with MongoDB to store and serve content Chapter 7: Node.js Promise Tutorial 1. What are promises? 2. Callbacks to promises 3. Dealing with nested promises 4. Creating a custom promise Chapter 8: Bluebird Promises Tutorial Chapter 9: Node.js Generators & Compare with Callbacks 1. What are generators? 2. Callbacks vs. generators Chapter 10: Node js Streams Tutorial: Filestream, Pipes 1. Filestream in Node.js 2. Pipes in Node.js 3. Events in Node.js 4. Emitting Events Chapter 11: Node.js Unit Testing Tutorial with Jasmine 1. Overview of Jasmine for testing Node.js applications 2. How to use Jasmine to test Node.js applications Chapter 12: Node.Js Vs AngularJS: Know the Difference 1. What is Node JS? 2. What is Angular JS? 3. Node JS VS. Angular JS 4. What Is Better Node JS Or Angular JS? Chapter 13: Node.js Vs Python: What's the Difference? 1. What is Node.js? 2. What is Python? 3. Node.JS Vs. Python 4. When to use Node js? 5. When to use Python?

About This Book This is a programming textbook from the remote east. It received neither much applause nor many flowers. Sometimes, an excellent textbook may be unknown to any people on this side of the globe, while it is very hot and popular on that side of the globe instead! Actually, this textbook has successfully cultivated millions of programming beginners, high school and college computer students in the far away east. For people here, this textbook is full of exotic and strange style. However, it is wise for you to learn multicultural skills from different angles. Namely, standing another standpoint to study this textbook, you will not only have the outstanding ability of the people in here, but also the smart wisdom of the people in there; Finally you are bound to become a great engineer in the IT field! Absolutely for Beginners "JavaScript Programming & Exercises" is a textbook for high school and college students; it covers all essential JavaScript language knowledge. You can learn complete primary skills of JavaScript programming fast and easily. The textbook includes many practical examples for beginners and includes exercises for the college final exam, the engineer certification exam, and the job interview exam. Note: This textbook is only suitable for the JavaScript programming beginners, high school and college students; it is not for the experienced JavaScript programmers. Table of Contents Chapter 1 JavaScript Basic What is JavaScript? Comment ...... Chapter 2 Operators Arithmetical Operators Logical Operators ...... Chapter 3 Array Create an Array Show array element values ...... Chapter 4 Math, Time Math Methods Greater & Less ...... Chapter 5 String String length Join Strings ...... Chapter 6 Object Object Declaration Navigate Web Page ...... Chapter 7 Event HTML Basic Click Event ...... Chapter 8 Form & Dom Form Basic The Element of the form Access the Form ...... JavaScript Q & A Questions Answers Click the Buy button now! Start coding today!

JavaScript lets you supercharge your web pages with animation, interactivity, and visual effects, but learning the language isn't easy. This fully updated and expanded guide takes you step-by-step through JavaScript basics, then shows you how to save time and effort with jQuery--the library of prewritten JavaScript code--and the newest innovations

from the jQuery UI plug-in.

Master web app development with hands-on practice and videodemonstration HTML5, JavaScript, and jQuery 24-Hour Trainer shows youhow to build real-world HTML5 apps — both web-based andmobile — in combination with JavaScript, jQuery, andCSS/CSS3. You'll learn progressively more advanced skills as youwork through the series of hands-on video lessons. Exercises andscreencasts walk you step-by-step through the process of buildingweb applications, and give you the opportunity to experiment andextend the examples to create your own working web app. You'll gaina solid understanding of the fundamental technologies, and developa skillset that fully exploits the functionality of web developmenttools. Although HTML5 is at the forefront of web development, it existswithin an ecosystem that also includes CSS/CSS3, JavaScript, andJavaScript libraries like jQuery. Building robust, functional webapplications requires a clear understanding of these technologies,and more importantly, the manner in which they fit together. Thisis your step-by-step guide to building web apps, with a hands-onapproach 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 otherAPIs Adapt web applications for mobile phones and tablets Whether you're looking for a quick refresher or a first-timelesson, HTML5, JavaScript, and jQuery 24-Hour Trainer willquickly get you up to speed.

This is the definitive JavaScript tutorial for the serious nonprogrammer who is interested in mastering the full power of the language. Includes hundreds of example JavaScript programs that demonstrate both the fun and practical aspects.

This book explains relational theory in practice, and demonstrates through two projects how you can apply it to your use of MySQL and SQLite databases. This book covers the important requirements of teaching databases with a practical and progressive perspective. This book offers the straightforward, practical answers you need to help you do your job. This hands-on tutorial/reference/guide to MySQL and SQLite is not only perfect for students and beginners, but it also works for experienced developers who aren't getting the most from both databases. In designing a GUI and as an IDE, you will make use Qt Designer. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In chapter three, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In chapter four, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In chapter five, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables. In chapter six, you will create dan configure database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_ status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter seven, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have VARBINARY(MAX) data type. You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In the last chapter, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables.

Java Made Easy!What if you could get access to a simple structure and learn Javascript? Can you imagine the doors that will be open to you once you do? We are pretty sure you've seen the coffee mug logo with steam flowing above it. If you do not know yet, that logo symbolizes the famous programming language called JAVA - the most omnipresent of them all. JAVA is necessary to make programs and application work in your device. Without it, many things would not work. Why Should You Learn Java? 1. Understand the core concepts of this amazing programming language. 2. Take advantage of JAVA's rich API (Application Programming Interface). 3. Create your own computer programs that will allow you to perform specific tasks. 4. Consider a business or career by building software programs. 5. Experience ease of learning with the book's layout This book promises and delivers on providing you with a higher level quality of JAVA training. It holds numerous benefits for you and we, at Quick Start Guides, don't want you to miss that! What Will You Learn in this Book? -Java Basic Syntax -Objects and Classes -Constructors -Java Package -Data Types In Java -Variables -Operators -And so much more! Do you want to gain full access to this tutorial? Read this book now to quickly learn Java and open yourself up to a whole new world of possibilities and opportunities!. Pick up your copy today so we can get started!

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

About this book:This book includes 100 JavaScript questions and answers, which can help you:Pass the interview examPass the engineer certification examPass the college examPass all JavaScript programming language examsTable of ContentsJavaScript 100 Questions & Answers100 Questions100 AnswersAppendix JavaScript ReferenceWhat is JavaScript?CommentKeywordsVariablesData TypesEscape SequencesFunctionsFunction with ArgumentsReturn ValuesVariable ScopeShow the TextsUndefined VariableRule of Variable NamingArithmetical OperatorsLogical OperatorsAssignment OperatorsComparison OperatorsConditional OperatorIf StatementIf-else StatementSwitch StatementFor LoopWhile LoopDo-While LoopBreak StatementContinue StatementCreate an ArrayShow array element valuesGet the Size of ArrayJoin Array ElementsReverse Element OrderSlice ElementsSort Elements in OrderChange Elements to StringSearch Specific Element (1)Search Specific Element (2)Add

Element to BeginningRemove First ElementAdd Element to EndRemove Last ElementMath MethodsGreater & LessMaximum & MinimumPower ValueSquare RootPI & Random ValueDate & TimeDate, Month, Year, DayHours, Minutes, SecondsDifferent TimeSet Date & TimeTimer FunctionString lengthJoin StringsSearch a CharacterConvert Character CaseChange String to ArrayExtract SubstringConvert a Number to StringConvert a String to a NumberSearch Specific Text (1)Search Specific Text (2)UnicodeAdd a Link for TextObject DeclarationNavigate Web PageGo to Specified PageOpen Customized WindowClose Current WindowConfirmationPrompt to InputAddress Element by IDGet Elements by Tag NameConnect two StringsConvert Number to StringFrom Jan, 1, 1970Absolute ValuePrint Current WindowCheck Java EnabledScreen's Width & HeightHTML BasicClick EventLoad EventKeyPress EventMouseover EventMouseOut EventKeyup EventFocus EventBlur EventReset EventSubmit EventFormThe Element of the formAccess the FormSet ID for a FormShow the Value of an ElementInput Data to FormShow What InputtedReset MethodSubmit Method"Select" Selection"Radio" Selection"CheckBox" SelectionSubmit the FormDOM: CreateElement( )DOM: CreateTextNode( )DOM: set/getAttribute( )DOM: hasChildNodes( )Recommended Books100 Answers for DownloadClick the Buy button now, start testing today! Tags:JavaScript, JavaScript Language, JavaScript Book, JavaScript eBook, JavaScript Web Design, Learning JavaScript, JavaScript Coding, JavaScript Programming, Learn JavaScript, JavaScript Reference, JavaScript Tutorial, JavaScript Crash Course, Study JavaScript Step by Step, JavaScript Example, JavaScript Sample, JavaScript Ultimate Guide, JavaScript Code, JavaScript Program, JavaScript Develop, JavaScript Development, JavaScript Interview, JavaScript Test, JavaScript Job, JavaScript for Beginners, JavaScript Quick Start Guide, JavaScript for Dummies, JavaScript in 8 Hours, JavaScript for Kids

This book explains relational theory in practice, and demonstrates through two projects how you can apply it to your use of MariaDB and SQL Server databases. This book covers the important requirements of teaching databases with a practical and progressive perspective. This book offers the straightforward, practical answers you need to help you do your job. This hands-on tutorial/reference/guide to MariaDB and SQL Server is not only perfect for students and beginners, but it also works for experienced developers who aren't getting the most from MariaDB and SQL Server. As you would expect, this book shows how to build from scratch two different databases: MariaDB and SQL Server using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In chapter one, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate PrivateKey and PublicKey, encrypt / decrypt data, and generate and verify digital prints. You will also learn how to create and store salt passwords and verify them. In chapter two, you will create a PostgreSQL database, named Bank, and its tables. In chapter three, you will create a Login table. In this case, you will see how to create a Java GUI using NetBeans to implement it. In addition to the Login table, in this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You will also learn how to encrypt / decrypt data and save the results into a database. In chapter four, you will create an Account table. This account table has the following ten fields: account_id (primary key), client_id (primarykey), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In this case, you will learn how to implement generating and verifying digital prints and storing the results into a database. In chapter five, you create a table named Client_Data, which has seven columns: client_data_id (primary key), account_id (primary_key), birth_date, address, mother_name, telephone, and photo_path. In chapter six, you will be taught how to create a SQL Server database, named Crime, and its tables. In chapter seven, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter eight, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_ status, arrest_date, mother_name, address, telephone, and photo. In chapter nine, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. In chapter ten, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter eleven, you will add two tables: Victim and File_Case. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The File_Case has seven columns: file_case_id (primary key), suspect_id (foreign key), police_station_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/MariaDB/SQL Server programmer.

NT as an Operating System Microsoft developed Windows NT as an alternative to Unix. The company sees it as a part of its overall Enterprise Computing plan.It scales up from basic 486 systems to high-end RISC sys tems from companies like Digital, NEC,and PCvendors offering PowerPC systems for NT. The basic operating system consists of a user interface shell (similar in appearance to Windows 3.1 for NT 3.1 to 3.5, and changing to look and feel more like Windows 95 for NT 4.0) de signed to run 32-bit programs. This makes it ideal for the multi media nature of Web browsers, and for the heavy-duty require ments of a Web server. There are a number of elements in the as that are special to NT. These include the control panelsand administrativesupport tools relating to NT's services and support mechanisms. TCP/IP is included for Internetaccess throughtraditional networks.You can also connect from Windows NTWorkstation via MS Remote Access to any Internet Access Providersupporting PPP. Basic requirements for Windows NT Workstation are a 486 system with at least 8 MB of RAM, although 16 MB is recom mended. The client software needed to connect to a corporate server is included, as is the Remote Access software mentioned earlier. 1. Introduction FIGURE 1.1. NT4.0 operating system.

The perennial bestseller returns with new details for using the latest tools and techniques available with JavaScript JavaScript is the definitive language for making the Web a dynamic, rich, interactive medium. This guide to JavaScript builds on the success of previous editions and introduces you to many new advances in JavaScript development. The reorganization of the chapters helps streamline your learning process while new examples provide you with updated JavaScript programming techniques. You'll get all-new coverage of Ajax for remote scripting, JavaScript frameworks, JavaScript and XML, and the latest features in modern Web browsers. Plus, all the featured code has been updated to ensure compliance with the most recent popular Web browsers. Introduces you to the latest capabilities of JavaScript, the definitive language for developing dynamic, rich, interactive Web sites Features new coverage of data types and variables, JavaScript and XML, Ajax for remote scripting, and popular JavaScript frameworks Offers updated code that ensures compliance with the most popular Web browsers Includes improved examples on the most up-to-date JavaScript programming techniques Continuing in the superlative tradition of the first three editions, Beginning JavaScript, Fourth Edition, gets you up to speed on all the new advances in JavaScript development.

"This book presents current, effective software engineering methods for the design and development of modern Web-based applications"--Provided by publisher.

Quickly master dynamic, database-driven Web development–no experience necessary! Even if you're completely new to PHP, MySQL, and Web database development, this book will guide you through every step of building powerful, database-driven, dynamic Web sites. Direct from the world's top scripting instructor, Ellie Quigley, PHP and MySQL by Example illuminates every concept with tested code examples, screen shots showing program output, and clear, line-by-line explanations. Classroom-tested in Ellie Quigley's Silicon Valley training courses and at Marko Gargenta's Marakana training company in San Francisco, this book takes you from the simplest PHP scripting and SQL querying techniques all the way to dynamic, database driven Web site construction with PHP and MySQL. From simple fill-in forms to program security and debugging, it's the only PHP/MySQL book you'll ever need! This book covers Complete PHP fundamentals, including operators, strings, conditionals, loops, arrays, functions, and more PHP QuickStart for more advanced readers–makes you productive with PHP in the space of just fifteen book pages Essential Web development techniques, from file handling to validating user input with regular expressions Powerful PHP features, including user-defined functions and self-processing PHP Forms Day-to-day MySQL administration A complete SQL tutorial for creating queries, retrieving data, and writing data with MySQL Session management and cookies Object Oriented PHP Best practices for using PHP and MySQL together Nearly 100,000 professionals and power users have relied on Ellie Quigley's books to master scripting languages. With PHP and MySQL by Example, you can, too. And once you've become an expert, you'll turn to this book constantly as your go-to source for reliable answers, solutions, and code. Lab Solutions Solutions to the end-of-chapter labs are available at www.prenhallprofessional.com/title/0131875086.

Web Design Technology

About This BookThis Book Absolutely for Beginners:"JavaScript in 8 Hours" covers all essential JavaScript knowledge. You can learn complete primary skills of JavaScript fast and easily. The book includes more than 80 practical examples for beginners and includes tests & answers for the college exam, the engineer certification exam, and the job interview exam. Source Code for Download:This book provides source code for download; you can download the source code for better study, or copy the source code to your favorite editor to test the programs. Source code download link: forms.aweber.com/form/72/528312472.htmTable of ContentsHour 1 JavaScript BasicHour 2 OperatorsHour 3 ArrayHour 4 Math, TimeHour 5 StringHour 6 ObjectHour 7 EventHour 8 Form & DomAppendix JavaScript Tests & AnswersClick the Buy button now, start coding today!

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Fully updated for the latest JavaScript standard and featuring a new chapter on HTML5 and jQuery JavaScript: A Beginner's Guide shows how to create dynamic Web pages complete with special effects using today's leading Web development language. With the growth of HTML 5, JavaScript is expected to grow even more to script the canvas element, add drag and drop functionality, and more. This fast-paced tutorial provides step-by-step coverage of the fundamentals, including variables, functions, operators, event handlers, objects, arrays, strings, and forms. The book then moves to more advanced techniques, including debugging, accessibility, and security. This pedagogically rich, hands-on guide explains how JavaScript works with HTML 5 and covers the new features available in JavaScript. Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Ask the Expert--Q & A sections filled with bonus information and helpful tips Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Self-Tests--End-of-chapter reviews to test your knowledge Annotated syntax--Example code with commentary that describes the programming techniques being illustrated Code downloads provided for projects in the book

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