

## O'Reilly Javascript The Definitive Guide

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

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.

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Packed with information on the latest Web specifications—including XHTML, CSS, DOM, and JavaScript--this new edition teaches how to master the Ajax approach to Web application development.

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.

If you're new to JavaScript, or an experienced web developer looking to improve your skills, Learning JavaScript provides you with complete, no-nonsense coverage of this quirky yet essential language for web development. You'll learn everything from primitive data types to complex features, including JavaScript elements involved with Ajax and dynamic page effects. By the end of the book, you'll be able to work with even

the most sophisticated libraries and web applications. Complete with best practices and examples of JavaScript use, this new edition shows you how to integrate the language with the browser environment, and how to practice proper coding techniques for standards-compliant websites. This book will help you: Learn the JavaScript application structure, including basic statements and control structures Identify JavaScript objects—String, Number, Boolean, Function, and more Use browser debugging tools and troubleshooting techniques Understand event handling, form events, and JavaScript applications with forms Develop with the Browser Object Model, the Document Object Model, and custom objects you create Learn about browser cookies and more modern client-side storage techniques Get details for using XML or JSON with Ajax applications Learning JavaScript follows proven learning principles to help you absorb the concepts at an easy pace, so you'll learn how to create powerful and responsive applications in any browser.

Ajax, the popular term for Asynchronous JavaScript and XML, is one of the most important combinations of technologies for web developers to know these days. With its rich grouping of technologies, Ajax developers can create interactive web applications with XML-based web services, using JavaScript in the browser to process the web server response. Taking complete advantage of Ajax, however, requires something more than your typical "how-to" book. What it calls for is *Ajax Hacks* from O'Reilly. This valuable guide provides direct, hands-on solutions that take the mystery out of Ajax's many capabilities. Each hack represents a clever way to accomplish a specific task, saving you countless hours of searching for the right answer. A smart collection of 80 insider tips and tricks, *Ajax Hacks* covers all of the technology's finer points. Want to build next-generation web applications today? This book can show you how. Among the multitude of topics addressed, it shows you techniques for: Using Ajax with Google Maps and Yahoo Maps Displaying Weather.com data Scraping stock quotes Fetching postal codes Building web forms with auto-complete functionality *Ajax Hacks* also features a number of advanced hacks for accelerated web developers. Discover how to create huge, maintainable bookmarklets, how to use client-side storage for Ajax applications, and how to call a built-in Java object from JavaScript using Ajax. The book even addresses best practices for testing Ajax applications and improving maintenance, performance, and reliability for JavaScript code. The latest in O'Reilly's celebrated Hacks series, *Ajax Hacks* smartly complements other O'Reilly titles such as *Head Rush Ajax* and *JavaScript: The Definitive Guide*.

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





buffers, files, streams, threads, child processes, web clients, and web servers Tools and language extensions that professional JavaScript developers rely on

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.

When developing apps for the latest smartphones, you're faced with several vexing questions. How many platforms do you need to accommodate? What level of support do mobile browsers provide? To help you address these and many other key issues, this guide provides a hands-on tour of the most powerful JavaScript frameworks available today. You'll build sample apps with jQuery Mobile, Sencha Touch, and PhoneGap to learn the unique advantages—and disadvantages—of each framework. From there, you can determine which one is best for your project. This book is ideal for web developers familiar with JavaScript, HTML, and CSS. Experience the simplicity of jQuery Mobile for building cross-browser applications Learn how Sencha Touch's architecture, widgets, and blazing-fast rendering engine makes it a good choice for enterprise software Use PhoneGap to package your web app into a native iOS, Android, or Windows Phone application Discover the impact of various HTML5 features on mobile app development Pick up JavaScript productivity tips as you delve into its object orientation, closures, and coding conventions Test and debug your app with a collection of tips, tricks, and tools

Whether you're running a business, keeping track of members and meetings for a club, or just trying to organize a large and diverse collection of information, you'll find the MySQL database engine useful 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 of a relational database in a package that's easy to set up and administer, and Learning MySQL provides all the tools you need to get started. This densely packed tutorial includes detailed instructions to help you set up and design an effective database, create powerful queries using SQL, configure MySQL for improved security, and squeeze information out of your data. After covering the basics, the book travels far into MySQL's subtleties, including complex queries and joins, how to interact with the database over the Web using PHP or Perl, and important house-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 the PHP and Perl programming languages The authors, Saied Tahaghoghi and Hugh E. Williams, have careers in academia and business, and share a keen interest in research into search technologies. Whether you've never touched a database or have already completed some MySQL projects, you'll find insights in Learning MySQL that will last a career.

On numerous online forums for JavaScript and DHTML, the majority of questions begin with "How do I...?" This new Cookbook provides the answers. After reading thousands of forum threads over the years, author and scripting pioneer Danny Goodman has compiled a list of problems that frequently vex scripters of various experience levels. He has now applied state-of-the-art ECMA and W3C DOM standards and used best practices to create this extensive collection of practical recipes that can bring your web pages to life. The JavaScript & DHTML Cookbook is all about adding value to the content of a web page. The book focuses on practical and sensible applications of scripting, rather than flying images and gratuitous color changes. For every problem Goodman addresses, there's a solution or "recipe"--a focused piece of code that web developers can insert directly into their applications. Yet, rather than just cut-and-paste code, you also get explanations of how and why the code works, so you can learn to adapt the problem-solving techniques to your designs. The recipes range from simple tasks, such as manipulating strings and validating dates in JavaScript, to entire libraries that demonstrate complex tasks, such as cross-browser positioning of HTML elements and sorting tables. This book contains over 150 recipes on the following topics: Working with interactive forms and style sheets Presenting user-friendly page navigation Creating dynamic content Producing visual effects for stationary content Positioning HTML elements Managing browser windows and multiple frames This book is the ideal companion to O'Reilly's JavaScript: The Definitive Guide and Dynamic HTML: The Definitive Reference. If you own either of these books, the JavaScript & DHTML Cookbook is a must.

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

Programming on the Web today can involve any of several technologies, but the Common Gateway Interface (CGI) has held its ground as the most mature method--and one of the most powerful ones--of providing dynamic web content. CGI is a generic interface for calling external programs to crunch numbers, query databases, generate customized graphics, or perform any other server-side task. There was a time when CGI was the only game in town for server-side programming; today, although we have ASP, PHP, Java servlets, and ColdFusion (among others), CGI continues to be the most ubiquitous server-side technology on the Web. CGI programs can be written in any programming language, but Perl is by far the most popular language for CGI. Initially

developed over a decade ago for text processing, Perl has evolved into a powerful object-oriented language, while retaining its simplicity of use. CGI programmers appreciate Perl's text manipulation features and its CGI.pm module, which gives a well-integrated object-oriented interface to practically all CGI-related tasks. While other languages might be more elegant or more efficient, Perl is still considered the primary language for CGI. CGI Programming with Perl, Second Edition, offers a comprehensive explanation of using CGI to serve dynamic web content. Based on the best-selling CGI Programming on the World Wide Web, this edition has been completely rewritten to demonstrate current techniques available with the CGI.pm module and the latest versions of Perl. The book starts at the beginning, by explaining how CGI works, and then moves swiftly into the subtle details of developing CGI programs. Topics include: Incorporating JavaScript for form validation Controlling browser caching Making CGI scripts secure in Perl Working with databases Creating simple search engines Maintaining state between multiple sessions Generating graphics dynamically Improving performance of your CGI scripts

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.

Most programming languages contain good and bad parts, but JavaScript has more than its share of the bad, having been developed and released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented programming language—ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making its popularity almost completely independent of its qualities as a programming language. In JavaScript: The Good Parts, Crockford finally digs through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including: Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult any other JavaScript book. With JavaScript: The Good Parts, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to get Ajax to run fast. If you develop sites or applications for the Web, this book is an absolute must.

Provides information and examples on using CSS to format Web pages, covering such topics as Web typography, links,

navigation, page layouts, and Web site design.

Put everything you need to know about HTML at your fingertips. Truly a definitive guide, this book covers HTML in detail, explaining how each element works and how it interacts with other elements. You'll find hundreds of examples that show you how to create effective web pages, and how to master advanced features. The seventh edition has been updated to cover HTML5, the rise of WHATWG, new browser capabilities, and an expanded list of elements. HTML: The Definitive Guide covers the latest HTML5 magic while still guiding those of you who need to work with older code. From basic syntax and semantics to guidelines aimed at helping you develop your own distinctive style, this classic is all you need to become fluent in the language of web design. Even the most experienced web professionals will want to keep close at hand. This book: Covers new HTML5 markup and best practices Clearly indicates old and obsolete features Includes coverage of new media features like audio and video Explores HTML on mobile devices Expands coverage of JavaScript Examples emphasize clean maintainable code

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WebAssembly: The Definitive Guide provides a thorough and accessible introduction to one of the most transformative technologies hitting our industry. What started as a way to use languages other than just JavaScript in the browser has evolved into a comprehensive path toward portability, performance, increased security and greater code reuse across an impressive collection of deployment targets. The goals may sound familiar, but in practice, we're finally getting our safe, fast, portable, and secure software development environment offering the potential for reuse. This practical book introduces the elements of this technology incrementally while building to several concrete, code-driven examples of practical but cutting edge WebAssembly uses.

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.

Web Developer's Library on the Web is a comprehensive resource for Web programmers. The library features the electronic text of five popular O'Reilly titles: HTML: The Definitive Guide, 2nd Edition; JavaScript: The Definitive Guide, 2nd Edition; CGI Programming on the World Wide Web; Programming Perl, 2nd Edition -- the classic "camel book," written by Larry Wall (the inventor of Perl) with Tom Christiansen and Randal Schwartz; and WebMaster in a Nutshell, the all-inclusive quick reference for Web developers. As tools for the Web improve, developers look to the Web as the preferred medium for learning new technology. Now, we've made it easy to find the information you want with all of the ease and convenience you'd expect from the Web: up-to-date coverage of the technologies Webmasters and programmers use most for development, links and searching across the books, and a searchable index to all five volumes. A Web browser that supports HTML 3.2 (such as Netscape 3.0 or Internet Explorer 3.0) is required to view the text. The browser must support Java if searching is desired. The Web Developer's Library is also available on CD-ROM as part of WebMaster in a Nutshell, Deluxe Edition. See <http://www.ora.com/catalog/webdeluxe/> for details

Demonstrates the control and flexibility Cascading Style Sheets bring to Web design, covering selectors and structure, units, text manipulation, colors, backgrounds, borders, visual formatting, and positioning.

Learn how to build interactive, data-driven websites—even if you don't have any previous programming experience. If you know how to build static sites with HTML, this popular guide will help you tackle dynamic web programming. You'll get a thorough grounding in today's core open source technologies: PHP, MySQL, JavaScript, and CSS. Explore each technology separately, learn how to combine them, and pick up valuable web programming concepts along the way, including objects, XHTML, cookies, and session management. This book provides review questions in each chapter to help you apply what you've learned. Learn PHP essentials and the basics of object-oriented programming Master MySQL, from database structure to complex queries Create

web pages with PHP and MySQL by integrating forms and other HTML features Learn JavaScript fundamentals, from functions and event handling to accessing the Document Object Model Pick up CSS basics for formatting and styling your web pages Turn your website into a highly dynamic environment with Ajax calls Upload and manipulate files and images, validate user input, and secure your applications Explore a working example that brings all of the ingredients together

If you're ready to use Closure to build rich web applications with JavaScript, this hands-on guide has precisely what you need to learn this suite of tools in depth. Closure makes it easy for experienced JavaScript developers to write and maintain large and complex codebases—as Google has demonstrated by using Closure with Gmail, Google Docs, and Google Maps. Author and Closure contributor Michael Bolin has included numerous code examples and best practices, as well as valuable information not available publicly until now. You'll learn all about Closure's Library, Compiler, Templates, testing framework, and Inspector—including how to minify JavaScript code with the Compiler, and why the combination of the Compiler and the Library is what sets Closure apart from other JavaScript toolkits. Learn how the Compiler significantly reduces the amount of JavaScript users have to download when visiting your site Discover several ways to use the Compiler as part of your build process Learn about type expressions, primitives, and common utilities Understand how Closure emulates classes and class-based inheritance Use Closure Templates on the server and the client from either JavaScript or Java Test and debug your JavaScript code, even when it's compiled

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

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. In today's Web 2.0 world, JavaScript and Dynamic HTML are at the center of the hot new approach to designing highly interactive pages on the client side. With this environment in mind, the new edition of this book offers bite-sized solutions to very specific scripting problems that web developers commonly face. Each recipe includes a focused piece of code that you can insert right into your application. Why is JavaScript & DHTML Cookbook so popular? After reading thousands of forum threads over the years, author and scripting pioneer Danny Goodman has compiled a list of problems that frequently vex scripters of various experience levels. For every problem he addresses, Goodman not only offers code, but a discussion of how and why the solution works. Recipes range from simple tasks, such as manipulating strings and validating dates in JavaScript, to entire libraries that demonstrate complex tasks, such as cross-browser positioning of HTML elements, sorting tables, and implementing Ajax features on the client. Ideal for novices as well as experienced scripters, this book contains more than 150 recipes for: Working with interactive forms and style sheets Presenting user-friendly page navigation Creating dynamic content via Document Object Model scripting Producing visual effects for stationary content Positioning HTML elements Working with XML data in the browser Recipes in this Cookbook are compatible with the latest W3C standards and browsers, including Internet Explorer 7, Firefox 2, Safari, and Opera 9. Several new recipes provide client-side Ajax solutions, and many recipes from the previous edition have been revised to help you build extensible user interfaces for Web 2.0 applications. If you want to write your own scripts and understand how they work, rather than rely on a commercial web development framework, the JavaScript & DHTML Cookbook is a must.

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