

Jquery Documentation

Looks at the concepts, techniques, and practices of jQuery, with information on such topics as working with the DOM, using Ajax, applying widgets, and creating application interfaces. Create better interaction, design, and web development with simple JavaScript techniques.

Step through each of the core concepts of the jQuery library, building an overall picture of its capabilities. Once you have thoroughly covered the basics, the book returns to each concept to cover more advanced examples and techniques. This book is for web designers who want to create interactive elements for their designs, and for developers who want to create the best user interface for their web applications. Basic JavaScript programming and knowledge of HTML and CSS is required. No knowledge of jQuery is assumed, nor is experience with any other JavaScript libraries.

Build your ASP.NET 4.5.1 skills with real-world instruction In this comprehensive guide to getting started with ASP.NET 4.5.1, best-selling author Imar Spaanjaars provides a firm foundation for coders new to ASP.NET and key insights for those not yet familiar with the important updates in the 4.5.1 release. Readers learn how to build full-featured ASP.NET websites using Visual Studio Express 2013 for Web, Microsoft's free development tool for ASP.NET web applications. Beginning ASP.NET 4.5.1 guides you through the process of creating a fully functional, database-driven website, from creation of the most basic site structure all the way down to the successful deployment of the website to a production environment. Beginning ASP.NET 4.5.1: in C# and VB: Explains how to get started with ASP.NET 4.5.1, including an introduction to Microsoft's Visual Studio Express 2013 for Web Features helpful examples for designing websites with CSS and HTML and how to overcome common formatting problems Shares techniques for managing server controls in ASP.NET, including standard controls, HTML controls, and data controls Provides real-world tips for creating consistent page layout throughout your websites Covers practical functionality issues like validating user input, sending e-mail from your website, and processing data at the server Details what the ASP.NET state engine is and why it is important Shows how to access and modify data in a SQL Server database Includes coverage of jQuery, LINQ, and the Entity Framework Explores measures to take for optimal security

Learning jQuery - Fourth Edition Packt Publishing Ltd

100+ Practical jQuery Recipes for Solving Your Real-World Web and Mobile Development Challenges! jQuery makes it easier than ever for developers to build exceptionally robust, cross-platform websites and mobile apps. jQuery, jQuery UI, and jQuery Mobile: Recipes and Examples is a practical "cookbook," packed with realistic, easy-to-use solutions for making the most of jQuery Core, jQuery UI, plugins, and jQuery Mobile. This guide brings together more than one hundred self-contained, downloadable examples, each with an in-depth explanation of how the code works and how to adapt it for your own needs. Pioneering web/mobile developers Adriaan de Jonge and Phil Dutson present examples you can apply immediately in virtually any web or mobile app, and with any server-side platform, including PHP, .NET, Java, Ruby, Node.js, or Python. This extremely useful guide will help you Test browser support and provide for graceful degradation Fine-tune DOM element selection and manipulate your site's DOM structure Master the newest techniques for event handling and binding Communicate with web servers: AJAX, page errors, redirects, XML, and more Use advanced UI widgets, from accordions and autocomplete to sliders and tabs Build mobile-optimized sites with the jQuery Mobile library Write and smoothly incorporate new plugins Integrate powerful third-party plugins, such as the Twitter Bootstrap framework The authors' proven "code first, explain later" approach supports developers at all levels who want to start experimenting immediately. Their exceptionally readable examples never take shortcuts or compromise quality, and their detailed walk-throughs are ideal for anyone who wants to thoroughly understand their code. If you have a working knowledge of HTML, CSS, and basic JavaScript, you'll feel right at home immediately; if not, de Jonge and Dutson's careful explanations and full HTML page layout examples will get you up to speed quickly. Covers jQuery 1.6.4 and 1.7, with Tips for 1.8

Learn JavaScript in 24 Hours Covers JavaScript 1.8+, Ajax and jQuery In just 24 lessons of one hour or less, you can learn how to create dynamic, interactive Web pages with the popular and ubiquitous JavaScript web programming language. Using a straightforward, step-by-step approach, each lesson in this book clearly and carefully walks you through basic concepts and techniques, and helps you learn the essentials of JavaScript programming from the ground up. Learn how to... Use JavaScript to build dynamic, interactive Web pages Debug scripts Create scripts that work in all browsers Work with HTML5 and CSS3 Leverage the popular jQuery library Control CSS with simple JavaScripts Add Ajax effects to your web pages Script animations and music Step-by-step instructions carefully walk you through the most common JavaScript programming tasks Quizzes at end of every chapter help you build and test your knowledge Interactive online exercises let you practice what you learn at the Codecademy web site with no downloads or installation needed Sams Publishing has teamed up with Codecademy — the online place where anyone can learn and teach coding — to provide readers of Sams Teach Yourself JavaScript in 24 Hours with an exclusive area on the Codecademy web site where you can supplement what you've learned in this book with some fun, fully interactive exercises and projects. After reading a lesson in the book you can roll up your sleeves and get some hands-on coding experience at codecademy.com/tracks/teachyourself

The future belongs to mobile web apps that function on a broad range of smart-phones and tablets. Get started with jQuery Mobile, the touch-optimized framework for creating apps that look and behave consistently across many devices. This book assumes that you are already familiar with the jQuery JavaScript library, HTML markup, Cascading Style Sheets, and mobile web browsers. The book provides HTML5, CSS3, and JavaScript code examples, screen shots, and step-by-step guidance to help you build a complete working app.

Concise lessons explain how to use jQuery mobile to create mobile sites that display on different devices, covering how to style user interfaces, use scannable QRs and tag codes, and work with device emulators.

jQuery is the most popular JavaScript library in use today, appearing on nearly two thirds of the 10,000 most visited sites on the web. With this sort of popularity, it's clear that ASP.NET developers can't afford to miss out. By combining jQuery with ASP.NET you get the best of both worlds: the client-side interactivity and responsiveness of JavaScript with the robustness and extensibility of Microsoft's web stack. Beginning jQuery 2 for ASP.NET Developers shows you how. To begin with, you'll find out how jQuery hooks up with your ASP.NET controls, and

simplifies event handling by keeping it in the browser. Then you'll learn to handle dynamic content and responsive layouts by interacting with the DOM. Effects and animations are one of the most popular uses of the jQuery library, so we cover that next—showing you how to get a sleek modern look and feel to your site using some of the vast library of JavaScript that's already out there waiting to be used. Ajax is one of the areas where jQuery really shines, so you'll find out how to make Ajax calls to a web service and get data onto a page without waiting for slow ASP.NET postbacks every time. And no book on jQuery would be complete without jQuery Mobile: the popular mobile web framework that gets you writing sites that work across all the major mobile platforms.

"As someone who uses jQuery on a regular basis, it was surprising to discover how much of the library I'm not using. This book is indispensable for anyone who is serious about using jQuery for non-trivial applications."-- Raffaele Cecco, longtime developer of video games, including Cybernoid, Exolon, and Stormlord jQuery is the "write less, do more" JavaScript library. Its powerful features and ease of use have made it the most popular client-side JavaScript framework for the Web. Ideal for JavaScript developers at all skill levels, this book is jQuery's trusty companion: the definitive "read less, learn more" guide to the library. jQuery Pocket Reference explains everything you need to know about jQuery, completely and comprehensively. You'll learn how to: Select and manipulate document elements Alter document structure Handle and trigger events Create visual effects and animations Script HTTP with Ajax utilities Use jQuery's selectors and selection methods, utilities, plugins and more The 25-page quick reference summarizes the library, listing all jQuery methods and functions, with signatures and descriptions.

A step-by-step guide that spices up your web pages and designs them in the way you want using the most widely used JavaScript library, jQuery. The beginner-friendly and easy-to-understand approach of the book will help get to grips with jQuery in no time. If you know the fundamentals of HTML and CSS, and want to extend your knowledge by learning to use JavaScript, then this is just the book for you. jQuery makes JavaScript straightforward and approachable – you'll be surprised at how easy it can be to add animations and special effects to your beautifully designed pages.

Summary jQuery UI in Action is a practical guide to using and customizing jQuery UI library components to build rich, user-friendly web applications. By working through numerous engaging examples, you'll move quickly from placing a datepicker on the page to building a complete user interface that includes features like a contact form and shopping cart. You'll master jQuery UI's five main interactions—draggable, droppable, resizable, selectable, and sortable—and learn UI techniques that work across all devices. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book You're only one tag away from richer user interfaces — `<script src="jquery-ui.js">`. The jQuery UI library simplifies web UI development by providing robust widgets, interactions, and effects you can use immediately. It includes datepickers, autocompletes, tooltips, and a whole lot more. And, jQuery UI's powerful widget factory makes it a snap to customize existing components to meet your needs. jQuery UI in Action is a practical guide to using and customizing jQuery UI library components. By working through numerous examples, you'll quickly master jQuery UI's twelve widgets and five interactions—draggable, droppable, resizable, selectable, and sortable. The engaging examples illustrate techniques that work across all devices. You'll use the widget factory to create reusable plugins and discover jQuery UI's CSS theming system that allows you to create a custom, cohesive look for your sites and your applications. Written for front-end developers and web designers with a basic understanding of jQuery. What's Inside Create interactions that work on any device Customizable widgets for web and mobile apps Written by a member of the core jQuery UI team Covers jQuery UI 1.11 About the Author A professional web developer, TJ VanToll is a member of the jQuery UI core team. Table of Contents PART 1 MEET JQUERY UI Introducing jQuery UI Enhancing UIs with widgetsPART 2 JQUERY UI CORE Building complex web forms with jQuery UI Enhancing interfaces with layout and utility widgets Adding interaction to your interfaces Creating rich animations with effects Theming and styling applications with jQuery UI PART 3 CUSTOMIZATION AND ADVANCED USAGE Using the widget factory to build stateful plugins Extending widgets with the widget factory Preparing your application for production Building a flight-search application Under the hood of jQuery UI

In just 24 lessons of one hour or less, Sams Teach Yourself JavaScript in 24 Hours helps you learn the fundamentals of web programming using the JavaScript language. Designed for beginners with no previous programming experience, this book's straightforward, step-by-step approach shows you how to use JavaScript to add a wide array of interactive features and effects to your web pages. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common JavaScript programming tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to... · Use JavaScript to build dynamic, interactive web pages · Debug scripts · Create scripts that work in all browsers · Write clear, reliable, and reusable code · Use object-oriented programming techniques · Script with the DOM · Manipulate JSON data · Work with HTML5 and CSS3 · Control CSS with simple JavaScript code · Read and write cookies · Use some of the new ECMAScript features today · Match patterns using regular expressions · Understand and use closures · Organize your code with modules

The definitive programming guide to ASP.NET, by popular author and Microsoft MVP Imar Spaanjaars Updated for ASP.NET 4, this introductory book retains its helpful examples and step-by-step format from the previous version and keeps the style of offering code examples written in both C# and Visual Basic. Beloved author and Microsoft ASP.NET MVP walks you through ASP.NET, Microsoft's technology for building dynamically generated Web pages from database content. You'll discover many improvements that ASP.NET 4 offers over the previous version, such as the ASP.NET MVC framework, Ajax improvements, jQuery support, and more. You'll gradually build a Web site example that takes you through the processes of building basic ASP.NET Web pages, adding features with pre-built server controls, designing consistent pages, displaying data, and more. Popular author and Microsoft ASP.NET MVP Imar Spaanjaars updates you on the latest updates to ASP.NET 4, Microsoft's technology for building dynamic Web pages from database content Shows you how the 4 version differs from ASP.NET 3.5 and reviews its new features, including the ASP.NET MVC framework, various Ajax improvements, jQuery support, and more Spaanjaars's distinct writing style puts you at ease with learning ASP.NET 4.

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.

Grasp the fundamentals of web application development by building a simple database-backed app from scratch, using HTML, JavaScript, and other open source tools. Through hands-on tutorials, this practical guide shows inexperienced web app developers how to create a user interface, write a server, build client-server communication, and use a cloud-based service to deploy the application. Each chapter includes practice problems, full examples, and mental models of the development workflow. Ideal for a college-level course, this book helps you get started with web app development by providing you with a solid grounding in the process. Set up a basic workflow with a text editor, version control system, and web browser Structure a user interface with HTML, and include styles with CSS Use JQuery and JavaScript to add interactivity to your application Link the client to the server with AJAX, JavaScript objects, and JSON Learn the basics of server-side programming with Node.js Store data outside your application with Redis and MongoDB Share your application by uploading it to the cloud with CloudFoundry Get basic tips for writing maintainable code on both client and server

jQuery: Novice to Ninja, 2nd Edition is the perfect book to jump-start your journey into jQuery. You'll learn all the basics, so you'll be able to truly appreciate the power of this JavaScript framework. Then you'll move on to more advanced techniques, such as plugin development and the creation of almost every conceivable UI widget. A practical, hands-on guide to using jQuery Ready-to-use best practice solutions Includes complete working code Fully updated for jQuery 1.6

jQuery simplifies building rich, interactive web frontends. Getting started with this JavaScript library is easy, but it can take years to fully realize its breadth and depth; this cookbook shortens the learning curve considerably. With these recipes, you'll learn patterns and practices from 19 leading developers who use jQuery for everything from integrating simple components into websites and applications to developing complex, high-performance user interfaces. Ideal for newcomers and JavaScript veterans alike, jQuery Cookbook starts with the basics and then moves to practical use cases with tested solutions to common web development hurdles. You also get recipes on advanced topics, such as methods for applying jQuery to large projects. Solve problems involving events, effects, dimensions, forms, themes, and user interface elements Learn how to enhance your forms, and how to position and reposition elements on a page Make the most of jQuery's event management system, including custom events and custom event data Create UI elements-such as tabs, accordions, and modals-from scratch Optimize your code to eliminate bottlenecks and ensure peak performance Learn how to test your jQuery applications The book's contributors include: Cody Lindley James Padolsey Ralph Whitbeck Jonathan Sharp Michael Geary and Scott González Rebecca Murphey Remy Sharp Ariel Flesler Brian Cherne Jörn Zaefferer Mike Hostetler Nathan Smith Richard D. Worth Maggie Wachs, Scott Jehl, Todd Parker, and Patty Toland Rob Burns

Animation is not about mere decoration, but (when used sparingly) can turn out to be a catalyst for making the interaction with a website more intuitive and memorable. So, what is the current state of animation on the web? Where is it heading? And how can you tackle the possibilities and challenges it brings along? After the golden times of Flash were over, animations led a rather shadowy existence on the web for quite some time. They were considered as unnecessary gimmicks and superfluous add-ons, but things were about to change. With apps already benefiting from their responsive interfaces, the importance of both animation and motion design, as well as their ability to make the user experience more delightful, was growing evermore. The questions tackled and discussed in this eBook are bound to help you grasp what meaningful motion design is all about and how you can implement it into your own projects. TABLE OF CONTENTS: - The State Of Animation 2014 - A Quick Look Into The Math Of Animations With JavaScript - Animating Without jQuery - Faster UI Animations With Velocity.js - Using Motion For User Experience On Apps And Websites - Understanding CSS Timing Functions - Styling And Animating SVGs With CSS

Part of Packt's Beginner's Guide series, each chapter focuses on a specific part of your website and how to improve its design with the use of jQuery. There are plenty of screenshots and practical step-by-step instructions making it easy to apply jQuery to your site. This book is for designers who have the basics of HTML and CSS, but want to extend their knowledge by learning to use JavaScript and jQuery.

Beginning jQuery is your step-by-step guide to learning the jQuery library. jQuery is the most popular JavaScript library in the web developer's toolkit. Jack Franklin takes you from the basics of getting you started with jQuery, right through to extending jQuery by writing your own plug-ins. You'll discover best practices you can follow, how you can avoid common mistakes, and you'll learn about so many of the things that jQuery has to offer, including how you can: Use jQuery's powerful tools to dynamically update content on your site, including DOM manipulation. Extend jQuery's capabilities by writing your own plugins on top of the framework. Animate elements and build your own jQuery slider. Employ best practices and avoid common errors made by beginners. JavaScript is a powerful language but every web developer must navigate the tricky issues around cross-browser inconsistencies. Beginning jQuery teaches you how to use jQuery to avoid spending your time fixing these browser bugs - letting you concentrate on what really matters to you. Throughout Beginning jQuery, you'll discover how expressive yet concise jQuery's code is and how much quicker and efficient you can develop with jQuery!

Want to build a killer Web site? Want to make it easy to keep your site up to date? You'll need to know how CSS, HTML, and XHTML work together. HTML, XHTML, and CSS All-In-One Desk Reference For Dummies makes that easy too! These eight minibooks get you started, explain standards, and help you connect all the dots to create sites with pizzazz. This handy, one-stop guide catches you up on XHTML basics and CSS fundamentals. You'll learn how to work with Positionable CSS to create floating elements, margins, and multi-column layouts, and you'll get up to speed on client-side programming with JavaScript. You'll also get the low-down on server side programming with PHP, creating a database with MySQL, and using Ajax on both client and server sides. You'll find out how to: Use templates and validators Manage information with lists and tables Turn lists of links into button bars Add style color and borders Create variables for data Add motion with basic DOM animation Work with arrays Add Flash functionality with AFLAX Build and manage a multipage site Choose and run your own server You don't need expensive or complicated software or a super-powerful computer to build a Web site that does all sorts of amazing things. All you need is a text editor and the clear, step-by-step guidance you'll find in HTML, XHTML, and CSS All-In-One Desk Reference For Dummies.

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.

jQuery was written to express, in short-order, the concepts essential to intermediate and advanced jQuery development. Its purpose is to instill in you, the reader, practices that jQuery developers take as common knowledge. Each chapter contains concepts essential to becoming a seasoned jQuery developer. This book is intended for two types of readers. The first is someone who has read introductory material on jQuery and is looking for the next logical step. The second type of reader is a JavaScript developer, already versed in another library, now trying to quickly learn jQuery. I crafted this book to be used as my own personal reference point for jQuery concepts. This is exactly the type of book I wish every JavaScript library had available. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Get proficient in building beautiful and appealing mobile interfaces (UI) with this complete mobile user experience (UX) design guide. About This Book Quickly explore innovative design solutions based on the real needs of your users. Create low and high fidelity prototypes using some of the best tools. Master a pragmatic design process to create successful products. Plan an app design from scratch to final test, with real users. Who This Book Is For This book is for designers, developers and product managers interested in creating successful apps. Readers will be provided with a process to produce, test and improve designs based on best practices. What You Will Learn Plan an app design from scratch to final test, with real users. Learn from leading companies and find working patterns. Apply best UX design practices to your design process. Create low and high fidelity prototypes using some of the best tools. Follow a step by step examples for Tumult Hype and Framer Studio. Test your designs with real users, early in the process. Integrate the UX Designer profile into a working team. In Detail User experience (UX) design provides techniques to analyze the real needs of your users and respond to them with products that are delightful to use. This requires you to think differently compared to traditional development processes, but also to act differently. In this book, you will be introduced to a pragmatic approach to exploring and creating mobile app solutions, reducing risks and saving time during their construction. This book will show you a working process to quickly iterate product ideas with low and high fidelity prototypes, based on professional tools from different software brands. You will be able to quickly test your ideas early in the process with the most adequate prototyping approach. You will understand the pros and cons of each approach, when you should use each of them, and what you can learn in each step of the testing process. You will also explore basic testing approaches and some more advanced techniques to connect and learn from your users. Each chapter will focus on one of the general steps needed to design a successful product according to the organization goals and the user needs. To achieve this, the book will provide detailed hands-on pragmatic techniques to design innovative and easy to use products. You will learn how to test your ideas in the early steps of the design process, picking up the best ideas that truly work with your users, rethinking those that need further refinement, and discarding those that don't work properly in tests made with real users. By the end of the book, you will learn how to start exploring and testing your design ideas, regardless the size of the design budget. Style and approach A quick and simple guide to design and test a mobile application from the UX design point of view

Enhance your WordPress website with the captivating effects of jQuery.

If you know HTML, CSS, and JavaScript, you already have the tools you need to develop Android applications. This hands-on book shows you how to use these open source web standards to design and build apps that can be adapted for any Android device -- without having to use Java. You'll learn how to create an Android-friendly web app on the platform of your choice, and then convert it to a native Android app with the free PhoneGap framework. Discover why device-agnostic mobile apps are the wave of the future, and start building apps that offer greater flexibility and a broader reach. Learn the basics for making a web page look great on the Android web browser Convert a website into a web application, complete with progress indicators and more Add animation with jQTouch to make your web app look and feel like a native Android app Take advantage of client-side data storage with apps that run even when the Android device is offline Use PhoneGap to hook into advanced Android features -- including the accelerometer, geolocation, and alerts Test and debug your app on the Web under load with real users, and then submit the finished product to the Android Market This book received valuable community input through O'Reilly's Open Feedback Publishing System (OFPS). Learn more at <http://labs.oreilly.com/ofps.html>.

This task-based, visual reference guide has been fully revised. It uses step-by-step instructions and plenty of screenshots to give beginning and intermediate Web designers what they need to know to learn JavaScript. Readers can start from the beginning to get a tour of the programming language, or look up specific tasks to learn just what they need to know. In this updated seventh edition, readers will find new information on Ajax design and modern coding techniques.

This Wrox Blox teaches you how to use jQuery with your ASP.NET-based websites. jQuery greatly simplifies JavaScript development and allows you to create highly interactive and responsive websites using the latest JavaScript and AJAX techniques. The author walks you through the jQuery API using a simple ASP.NET MVC application to highlight major topics, and shows how you can apply jQuery to your own applications. After learning the basics of using jQuery, you'll discover how easy it is to use within your own ASP.NET projects. Whether you are using WebForms or the MVC framework, jQuery will greatly simplify your code. As you will quickly find out, jQuery really is the "write less, do more" framework. Table of Contents Overview 1 Getting Started 2 jQuery Basics 2 Jumping into the API 5 jQuery Core Functions 5 jQuery Selectors 14 DOM Retrieval, Manipulation, and Traversal 23 Event Handling 32 Effects 42 AJAX 48 Plug-Ins 52 Using jQuery in ASP.NET 58 Visual Studio 2010 58 Web Forms 58 MVC Framework 59 Summary 61 About Joe Brinkman 62

Create mobile game apps for the lucrative gaming market If you're an experienced developer seeking to break into the sizzling mobile game market, this is the book for you. Covering all mobile and touchscreen devices, including iPhones, iPads, Android, and WP7.5, this book takes you through the steps of building both single- and multi-player mobile games. Topics include standard patterns for building games in HTML5, what methods to choose for building (CSS3, SVG, or Canvas), popular game engines and frameworks, and much more. Best of all, code for six basic games is provided, so you can modify, further develop, and make it your own. Shows intermediate developers how to develop games in HTML5 and build games for iPhone, iPad, Android, and WP7.5 mobile and touchscreen devices Explains single-player and multi-player mobile game development Provides code for six basic games in a GitHub repository, so readers

can collaborate and develop the code themselves Explores specific APIs to make games even more compelling, including geolocation, audio, and device orientation Reviews three popular open-source HTML5 game engines--crafty.js, easel.js, and enchant.js Covers simple physics as well as using an existing physics library The world is going mobile, as is the game industry. Professional HTML5 Mobile Game Development helps savvy developers join in this exploding market.

JavaScript Programmer's Reference is an invaluable resource that won't stray far from your desktop (or your tablet!). It contains detailed information on every JavaScript object and command, and combines that reference with practical examples showcasing how you can use those commands in the real world. Whether you're just checking the syntax of a method or you're starting out on the road to JavaScript mastery, the JavaScript Programmer's Reference will be an essential aid. With a detailed and informative tutorial section giving you the ins and outs of programming with JavaScript and the DOM followed by a command-by-command reference, your next project will pop with interactivity and keep your audience coming back for more.

JavaScript Programmer's Reference is your one-stop source for everything you'll need to know to become a cutting edge web developer using the latest tools and techniques available today. In depth explanations and activities to explain not just the command in question, but why it is used in that way Progressive learning curve to not overwhelm and confuse you Handy and extremely informative quick-reference of every command within the JavaScript & DOM specifications

It's time for a current, definitive JavaScript book, and in this comprehensive beginner's guide, bestselling author Larry Ullman teaches the language as it is implemented today. Larry demonstrates how to build upon JavaScript's ease of use, while demystifying its often-cryptic syntax, especially for those who have not programmed before. This book enforces modern JavaScript's best practices and embraces key Web development approaches such as progressive enhancement and unobtrusive scripting. The author demonstrates loads of real-world code and makes it available for download. You'll learn about JavaScript itself and the relationship between JavaScript and HTML. Next you'll explore variables, common operators, and control structures. Then you'll create functions, handle events, and do more with HTML forms. You'll master Ajax, work with frameworks, and use JavaScript with PHP to create a complete example. The result is a book that helps you not just tinker with JavaScript but to thoroughly comprehend it. This book includes: Easy step-by-step instruction, ample illustrations, and clear examples Real-world techniques to build your skills Insight into best practices from a veteran Web expert Emphasis on strategies for creating reliable code that will work on all of today's browsers and devices, even those without JavaScript

As part of the new Pocket Primer series, this book provides an overview of the major aspects, the source code, and tutorial videos to use jQuery. DVD with code, videos, and graphics included. Features: • Integrated coverage of CSS3, jQuery and other important JS toolkits • Covers jQuery Mobile and HTML5 hybrid mobile apps • Covers BackboneJS and Twitter Bootstrap • Includes companion DVD with source code, tutorial videos, and 4-color graphics

This book and eBook is a comprehensive exploration of the popular JavaScript library

Orchestrating asynchronous function calls in JavaScript often leads to callback hell, but there is a reliable way to avoid this painful state of affairs. With this concise and simple guide, you'll learn how to use jQuery deferreds and promises, an elegant approach for managing asynchronous calls in both client and server applications. This book contains 18 examples that use deferreds to solve progressively challenging real-world programming problems, along with 75 stimulating puzzles (and their solutions) that will help you understand how and when to use deferreds. Experienced JavaScript programmers will learn new tricks in a fun way, and become immersed in the practice of event-based programming. Understand the logic behind creating deferreds and returning promises Get a structured explanation of jQuery's deferred API Delve into the dynamics of using deferreds Explore a broad collection of useful deferred recipes developed by the authors Gain hands-on experience by solving challenges that accompany each recipe Go deeper into deferreds: encounter novel abstractions and mind-bending use cases

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

Gain a deeper understanding of JavaScript and apply it to build small applications in backend, frontend, and mobile frameworks. Key Features Explore the new ES6 syntax, the event loop, and asynchronous programming Learn the test-driven development approach when building apps Master advanced JavaScript concepts to enhance your web developments skill Book Description If you are looking for a programming language to develop flexible and efficient applications, JavaScript is an obvious choice. Advanced JavaScript is a hands-on guide that takes you through JavaScript and its many features, one step at a time. You'll begin by learning how to use the new JavaScript syntax in ES6, and then work through the many other features that modern JavaScript has to offer. As you progress through the chapters, you'll use asynchronous programming with callbacks and promises, handle browser events, and perform Document Object Model (DOM) manipulation. You'll also explore various methods of testing JavaScript projects. In the concluding chapters, you'll discover functional programming and learn to use it to build your apps. With this book as your guide, you'll also be able to develop APIs using Node.js and Express, create front-ends using React/Redux, and build mobile apps using React/Expo. By the end of Advanced JavaScript, you will have explored the features and benefits of JavaScript to build small applications. What you will learn Examine major features in ES6 and implement those features to build applications Create promise and callback handlers to work with asynchronous processes Develop asynchronous flows using Promise chaining and async/await syntax Manipulate the DOM with JavaScript Handle JavaScript browser events Explore Test Driven Development and build code tests with JavaScript code testing frameworks. List the benefits and drawbacks of functional programming compared to other styles Construct applications with the Node.js backend framework and the React frontend framework Who this book is for This book is designed to target anyone who wants to write JavaScript in a professional environment. We expect the audience to have used JavaScript in some capacity and be familiar with the basic

syntax. This book would be good for a tech enthusiast wondering when to use generators or how to use Promises and Callbacks effectively, or a novice developer who wants to deepen their knowledge on JavaScript and understand TDD.

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.

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