

Html5 Development Fundamentals

The best way to learn anything is by doing. The author uses a friendly tone and fun examples to ensure that you learn the basics of application development. Once you have read this book, you should have the necessary skills to build your own applications. If you have no experience but want to learn how to create applications in HTML5, this book is the only help you'll need. Using practical examples, HTML5 Web Application Development by Example will develop your knowledge and confidence in application development.

Beginning HTML5 and CSS3 is your introduction to the new features and elements of HTML5—as a web developer you'll learn about all the leaner, cleaner, and more efficient code available now with HTML5, along with some new tools that will allow you to create more meaningful and richer content. For everyone involved in web design, this book also introduces the new structural integrity and styling flexibility of CSS 3—which means better-looking pages and smarter content in your website projects. For all forward-looking web professionals who want to start enjoying and deploying the new HTML5 and CSS3 features right away, this book provides you with an in-depth look at the new capabilities—including audio and video—that are new to web standards. You'll learn about the new HTML5 structural sections, plus HTML5 and CSS3 layouts. You'll also discover why some people think HTML5 is going to be a Flash killer, when you see how to create transitions and animations with these new technologies. So get ahead in your web development through the practical, step-by-step approaches offered to you in Beginning HTML5 and CSS3. Focuses on using HTML5 to begin building Windows 8 and web apps.

Experience learning made easy—and quickly teach yourself how to create Web pages with the HTML5 specification. With Step by Step, you set the pace—building and practicing the skills you need, just when you need them! Use a division-based layout to structure your Web pages Include menu bars and hyperlinks for clear navigation Apply colors, font sizes, and other formatting with CSS Add graphics, sound, and video to your pages Use the Canvas tag to render visual images on the fly Build user-input forms with buttons, boxes, and menus Your Step by Step digital content includes: All the book's practice files—ready to download and put to work. See "Using the Practice Files," inside. Fully searchable online edition of this book—with unlimited access on the Web. Free online account required; see inside book.

With organizations and individuals increasingly dependent on the Web, the need for competent, well-trained Web developers and maintainers is growing. Helping readers master Web development, Dynamic Web Programming and HTML5 covers specific Web programming languages, APIs, and coding techniques and provides an in-depth understanding of the underlying concepts, theory, and principles. The author leads readers through page structuring, page layout/styling, user input processing, dynamic user interfaces, database-driven websites, and mobile website development. After an overview of the Web and Internet, the book focuses on the new HTML5 and its associated open Web platform standards. It covers the HTML5 markup language and DOM, new elements for structuring Web documents and forms, CSS3, and important JavaScript APIs associated with HTML5. Moving

on to dynamic page generation and server-side programming with PHP, the text discusses page templates, form processing, session control, user login, database access, and server-side HTTP requests. It also explores more advanced topics such as XML and PHP/MySQL. Suitable for a one- or two-semester course at the advanced undergraduate or beginning graduate level, this comprehensive and up-to-date guide helps readers learn modern Web technologies and their practical applications. Numerous examples illustrate how the programming techniques and other elements work together to achieve practical goals. Online Resource Encouraging hands-on practice, the book's companion website at <http://dwp.sofpower.com> helps readers gain experience with the technologies and techniques involved in building good sites. Maintained by the author, the site offers: Live examples organized by chapter and cross-referenced in the text Programs from the text bundled in a downloadable code package Searchable index and appendices Ample resource listings and information updates

Get ahead in HTML5, including markup, styling, and scripting, with many practical examples and best practice insights. You'll quickly understand HTML5 markup elements and when to use them, and then apply the latest CSS3 features to create amazing web pages. Pro HTML5 with CSS, JavaScript, and Multimedia teaches the fundamentals of client-side scripting and covers the immense functionality available with HTML5. Learn to use JavaScript to create web applications that are dynamic and interactive, and add advanced features, including audio, video, SVG, and drag and drop capabilities. Using practical hands-on demonstrations you will access a larger set of technologies to create more diverse and powerful websites and applications. What You'll Learn How, and when, to use all the HTML5 markup tags Use CSS3 features to simplify website design Master JavaScript fundamentals and advanced features Use SVG and the canvas tag to incorporate graphics/li>li>Leverage the native browser support for Geolocation, IndexedDB, and drag and drop capabilities/li>ul>div>Who This Book Is For/b>div>div>br/>div>Web developers and designers who want to increase their HTML5 skills to create modern interactive websites/div>br

Prepare for Microsoft Exam 70-482—and help demonstrate your real-world mastery of building Windows Store apps with HTML5 and JavaScript. Designed for experienced developers ready to advance their status, Exam Ref focuses on the critical-thinking and decision-making acumen needed for success at the MCSD level. Focus on the expertise measured by these objectives: Develop Windows Store apps Discover and interact with devices Program user interaction Enhance the user interface Manage data and security Prepare for a solution deployment This Microsoft Exam Ref: Organizes its coverage by exam objectives. Features strategic, what-if scenarios to challenge you.

The web is a domain in constant evolution. Tehnologies evolve and the web with it, making it far more easier to create a web site or application today than yesterday. Hoeweever, despite all these new technologies, the web is still a technical domain, which is not that easy to catch! The goal of this guide is to explain to you all the fundamental concepts of web development, so that you are not confused anymore when someone talks to you about cloud computing, network, protocol, http, html or other technical terms.Do not worry, you don't need to be a "geek" to read this guide. You just need to be interested by the subject and willing to enlarge your knowledge!If your aim is to become a web developer,if you start your journey in this domain, this course is for you. If you are just a

person interested by the subject, this guide is also for you. You will learn how the web was born in 1989, who invented it and why. You will learn concepts such as Http, Html, Browsers. Also, you will be taught the exact functioning of a web browser and what is cloud computing. In chapter "Languages for web development", you will learn what are the languages of the web, what is exactly a database and how data are stored in it, what is a responsive website and the different types of mobile applications. In chapter "Types of websites and applications", we will study responsive websites, mobile applications and progressive web applications. You will then be able to make your choice between these different types of websites / applications. In chapter "Web Media", we will study all the possible media used on the web, how to use them and how to find web media for your website. In chapter "Basic network for web development", we will study the OSI Model, how does the internet network work, how to buy a domain name and host a website / web application. In chapter "Introduction to HTML5", we will learn all the fundamentals about HTML5, for you to be able to build an HTML5 layout. In chapter "Introduction to CSS3", we will learn how to create a style for your website using CSS. In chapter "Introduction to JavaScript", we will learn how to insert JavaScript code in a web page. JavaScript enables you to add animation to your web pages. In chapter "Understanding search engines", we will learn how search engines work and how to index your website or web application on the most famous search engines. In the last chapter, you will be taught all the possible jobs of the web, schools, trainings and courses to either become a web developer or enlarge your knowledge about the subject after this guide. You will also be given very useful tips and tricks to not fall into traps and not lose your time looking for information on unuseful websites! For the technical chapters, you will be asked to perform some exercises and will be given the corrections, so that you can improve yourself as much as possible.

Web designers and programmers, add JavaScript to your HTML5 development toolkit without fear. Modern websites are complex, and some of the most exciting features - things like geolocation, canvas, portability to mobile and more - require JavaScript to leverage what HTML5 can create. Don't know JavaScript? That's where HTML5 Programming with JavaScript For Dummies comes in. Rather than walking you through JavaScript as a programming language, it approaches JavaScript as a tool to help you enhance web pages. Helps web designers and programmers tap the full power of HTML5 by leveraging JavaScript, even if they have no prior knowledge of JavaScript. Enables readers to produce modern websites with today's technology essentials: portability to mobile devices, animation, the use of Libraries, the Canvas component, and more. Emphasizes practical uses and offers many short examples for illustration. Discover basic to complex ways to use JavaScript programming syntax to harness the full power of HTML5 and CSS3. Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time. Integrated, well-organized coverage expertly shows how to use all these key technologies together. Short, simple lessons teach hands-on

skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

With scores of practical recipes you can use in your projects right away, this cookbook helps you gain hands-on experience with HTML5's versatile collection of elements. You get clear solutions for handling issues with everything from markup semantics, web forms, and audio and video elements to related technologies such as geolocation and rich JavaScript APIs. Each informative recipe includes sample code and a detailed discussion on why and how the solution works. Perfect for intermediate to advanced web and mobile web developers, this handy book lets you choose the HTML5 features that work for you—and helps you experiment with the rest. Test browsers for HTML5 support, and use techniques for applying unsupported features Discover how HTML5 makes web form implementation much simpler Overcome challenges for implementing native audio and video elements Learn techniques for using HTML5 with ARIA accessibility guidelines Explore examples that cover using geolocation data in your applications Draw images, use transparencies, add gradients and patterns, and more with Canvas Bring HTML5 features to life with a variety of advanced JavaScript APIs

A step by step guide for beginners to create interactive and dynamic websites from scratch. Key Features A fun-filled book with incrementing projects that would help you learn and adapt the fundamentals of web development Bring your web design to life with the help of HTML, CSS, JQuery, and learn to kick-start your future projects with Bootstrap Explore popular web development techniques such as responsive, adaptive, and material design and initiate yourself with Vue.js Book Description Web design is the process of creating websites. It encompasses several different aspects, including webpage layout, content production, and graphic design. This book offers you everything you need to know to build your websites. The book starts off by explaining the importance of web design and the basic design components used in website development. It'll show you insider tips to work quickly and efficiently with web technologies such as HTML5,

CSS3, and JavaScript, concluding with a project on creating a static site with good layout. Once you've got that locked down, we'll get our hands dirty by diving straight into learning JavaScript and JQuery, ending with a project on creating dynamic content for your website. After getting our basic website up and running with the dynamic functionalities you'll move on to building your own responsive websites using more advanced techniques such as Bootstrap. Later you will learn smart ways to add dynamic content, and modern UI techniques such as Adaptive UI and Material Design. This will help you understand important concepts such as server-side rendering and UI components. Finally we take a look at various developer tools to ease your web development process. What you will learn Understand the importance of web design and the basic design components Learn HTML5 and CSS3 Difference between adaptive and responsive web design Learn how to create your first website Add interaction and dynamic content to your website with JavaScript and JQuery Implement Bootstrap Framework in your project Get familiar with server-side rendering Who this book is for This book is for anyone who wants to learn about web development regardless of previous experience. It's perfect for complete beginners with zero experience; it's also great for anyone who does have some experience in a few technologies (such as HTML and CSS) but not all of them.

HTML and CSS can be a little daunting at first but fear not. This book, based on Shay Howe's popular workshop covers the basics and breaks down the barrier to entry, showing readers how they can start using HTML and CSS through practical techniques today. They'll find accompanying code examples online, while they explore topics such as the different structures of HTML and CSS, and common terms. After establishing a basic understanding of HTML and CSS a deeper dive is taken into the box model and how to work with floats. The book includes an exercise focused on cleaning up a web page by improving the user interface and design, solely using HTML and CSS. With a few quick changes the web page changes shape and comes to life. Interactive, technically up-to-the-minute and easy-to-understand, this book will advance a student's skills to a professional level.

This book is written for absolute beginners who want to become full stack web application developer. To become a professional full stack web developer you have to put on many hats. HTML5, CSS3, Bootstrap, JavaScript, MySQL, and PHP are the core technologies that you must be acquainted with to develop moderate data-driven web applications. All these technologies are voluminous and you need ample time to learn each one of them. In this fast changing technological world no one has time to go through bulky books of these core technologies. With so many web technologies out there in the market, novices are confused and do not have enough time to evaluate these technologies to decide what to pick for their career and where to start from. Keeping aside the least utilized features, I've written this book to focus on the more operational areas of these technologies that act as the first stepping stone and will provide you

with a solid jump start into the exciting world of web development. This book is meant to help you learn web development quickly by yourself. It follows a tutorial approach in which hands-on exercises, augmented with illustrations, are provided to teach you web application development in a short period of time. Once you get grips on these core web development technologies through this book, you will be able to easily set the destination for your future. With uncountable sites and freely available material, this book is written due to the following reasons: Assemble all scattered pieces in one place. This volume contains HTML5, CSS3, JavaScript, Bootstrap, PHP and MySQL. Sequential instructions are provided to download and install the required software and components to setup a complete development environment on your own pc. Focus on inspiring practical aspect of these web technologies. Last but not least, move novices gradually right from creating an HTML file with a text editor, through learning HTML, CSS, JavaScript, Bootstrap, MySQL and PHP all the way to creating and deploying a professional e-commerce website that comprises static and dynamic pages. From web introduction to hands-on examples and from website designing to its deployment, this book surely is a complete resource for those who know little or nothing about professional web development.

This training package - complete with full-color book and instructional video - is the easiest way to learn HTML5! HTML5 boasts extensive new features that allow you to create dynamic web pages and present users with amazing multimedia experiences, and this one-of-a-kind training package is your guide to creating websites that wow! HTML5 Digital Classroom provides step-by-step instruction to help you gain the essential HTML5 knowledge you need to master the latest HTML5 specifications. This book-and-video package will have you creating web pages and web applications using HTML5, styling using CSS3, and working effectively with JavaScript and jQuery like a pro. This personal training course uses a full-color book plus video tutorials to teach you how to design compelling websites and web apps, develop your coding skills, and take full advantage of the new web standards for creating rich multimedia experiences. This book starts at a foundational level with an introduction to HTML5 before moving on to more advanced topics like creating HTML5 forms, using geo location, implementing drag-and-drop, utilizing the Canvas element to create 2D and 3D graphics, and more. Includes 15 lessons in full-color covering introductory to advanced HTML5 topics plus video tutorials and sample files that allow you to test your skills and work at your own pace Fully updated for the latest HTML5 specifications and browser capabilities Covers the basics of creating web pages with HTML5, formatting text and layouts with CSS3, using web fonts, understanding HTML5 markup, and optimizing your site for viewing on mobile devices Explains more advanced concepts like working with video and audio, taking advantage of offline storage, using the Canvas element, enhancing your website with JavaScript and jQuery, and incorporating best practices for web coding into your workflow Get comfortable with writing and reviewing HTML5 compliant code and put your web development skills to work today

with HTML5 Digital Classroom. NOTE: DVD and other supplementary materials are not included as part of eBook file. These materials are available for download upon purchase.

HTML5 web applications are now capable of matching or exceeding the scale and sophistication of desktop applications, but with the unique advantage of running natively inside the web browsers on billions of desktop computers, phones, TVs and tablets. This revolution (or more correctly - evolution) has happened for a number of reasons: Browsers have introduced new standards-based APIs allowing web applications to (amongst other things) store data offline, retrieve data from the server dynamically, spawn background processes and interact with the filesystem. Software engineers and programmers have begun to think of the much maligned JavaScript language in a new light, and unlock its potential as a rich and expressive language capable of producing large scale, well-structured applications. The jQuery library has eased the pain of interacting with Document Object Model, and therefore writing applications that dynamically respond to user interaction. The HTML markup language has been overhauled and extended to provide more semantic meaning, and many additional elements and attributes. A Software Engineer Learns HTML5, JavaScript and jQuery guides you through the process I went through as an experienced software engineer, writing a large-scale, standards based web-application for the first time. It is intended to teach you the fundamentals of HTML5, JavaScript and jQuery - without presenting you with long lists of APIs, or intricate details of every feature (these can be found in reference manuals). This book is not a simple introduction to the subject matter: it guides you through the process of building a feature-rich web application. The application begins simple, and becomes gradually more complex as additional APIs and features are introduced. This book includes the following content: An introduction to the HTML5 markup language, and how it differs from HTML4 and XHTML. An introduction to JavaScript, including an in-depth look at its use of objects and functions, along with the design patterns that support the development of robust web applications. An introduction to jQuery selection, traversal, manipulation and events. An in-depth look at the Web storage and IndexedDB APIs for client side data storage. A guide to implementing offline web applications with the Application Cache API. An introduction to the ways JavaScript can interact with the users file-system using the FileReader API. A guide to the use of Web Workers in web applications. An introduction to AJAX, and the jQuery API supporting AJAX. An introduction to Server Sent Events and Web Sockets. This book is intended for anyone with at least a superficial knowledge of HTML and programming (in any language).

Designed for a broad spectrum of people with technically diverse backgrounds, this book covers the most recent developments in Web 2.0 programming topics and applications, including up-to-date material on cloud computing, Google AppEngine, Social Networks, Comet, HTML5, semantic technology, and a chapter on the future of the Web. This book prepares readers for more advanced technical topics in Web

2.0. The accompanying CD-ROM and companion website provide code samples from the book and appendices with an extensive set of links (over 1,000) for supplemental material and links for the Twitter and Facebook pages. (Please note, eBook version does not include CD-ROM).

HTML has been on a wild ride. Sure, HTML started as a mere markup language, but more recently HTML's put on some major muscle. Now we've got a language tuned for building web applications with Web storage, 2D drawing, offline support, sockets and threads, and more. And to speak this language you've got to go beyond HTML5 markup and into the world of the DOM, events, and JavaScript APIs. Now you probably already know all about HTML markup (otherwise known as structure) and you know all about CSS style (presentation), but what you've been missing is JavaScript (behavior). If all you know about are structure and presentation, you can create some great looking pages, but they're still just pages. When you add behavior with JavaScript, you can create an interactive experience; even better, you can create full blown web applications. Head First HTML5 Programming is your ultimate tour guide to creating web applications with HTML5 and JavaScript, and we give you everything you need to know to build them, including: how to add interactivity to your pages, how to communicate with the world of Web services, and how to use the great new APIs being developed for HTML5. Here are just some of the things you'll learn in Head First HTML5 Programming: Learn how to make your pages truly interactive by using the power of the DOM. Finally understand how JavaScript works and take yourself from novice to well-informed in just a few chapters. Learn how JavaScript APIs fit into the HTML5 ecosystem, and how to use any API in your web pages. Use the Geolocation API to know where your users are. Bring out your inner artist with Canvas, HTML5's new 2D drawing surface. Go beyond just plugging a video into your pages, and create custom video experiences. Learn the secret to grabbing five megabytes of storage in every user's browser. Improve your page's responsiveness and performance with Web workers. And much more.

Experience the thrill of crafting your own HTML5 game with Phaser.js game engine. HTML5 and modern JavaScript game engines have helped revolutionized web based games. Each chapter in An Introduction to HTML5 Game Development with Phaser.js showcases a sample game that illustrates an aspect of Phaser.js (now Lazer.js) that can be used as is, or in remixed games of the developer's design. Each of these examples help the reader to understand how to optimize JavaScript game development with modern project tooling like Grunt and Bower. Though the world of HTML game development continues to grow and evolve, An Introduction to HTML5 Game Development with Phaser.js, provides a grounded resource and vital learning tool to anyone looking to optimize web game development process.

At OAZ Institute, we provide a comprehensive suite of practice exams any certification you'll imagine. Whether it's CompTIA or Cisco you can guarantee we provide an expert, accurate, and relevant practice exam. Our offerings are updated regularly with exam preps for certifications from Microsoft, IBM, Adobe, PMI, Apics, Citrix, VMWare, HP, and lesser-known vendors like API and so on, much more. As we frequently say at OAZ Institute, work smarter not harder. You are close to seeing a study guide that took hours of hard collection work, expert preparation, and constant feedback. That's why we know this exam prep will assist you to get that high score on your journey to certification. Perhaps this is often your initiative toward the certification, or perhaps you're returning for an additional round. We hope that you simply feel this exam challenges you, teaches you and prepares you to pass the Microsoft 97-375 EXAM or as it's also known, HTML5 Application Development Fundamentals CERTIFICATION.

The Microsoft Technology Associate certification (MTA) curriculum helps instructors teach and validate fundamental technology concepts with a foundation for students' careers as well as the confidence they need to succeed in advanced studies. Through the use of MOAC MTA titles

you can help ensure your students future success in and out of the classroom. This MTA text covers the following HTML5 Application vital fundamental skills: • Manage the Application Life Cycle • Build the User Interface by Using HTML5 • Format the User Interface by Using CSS • Code by Using JavaScript Click here to learn more about the Microsoft Technology Associate (MTA), a new and innovative certification track designed to provide a pathway for future success in technology courses and careers.

Students who are beginning studies in technology need a strong foundation in the basics before moving on to more advanced technology courses and certification programs. The Microsoft Technology Associate (MTA) is a new and innovative certification track designed to provide a pathway for future success in technology courses and careers. The MTA program curriculum helps instructors teach and validate fundamental technology concepts and provides students with a foundation for their careers as well as the confidence they need to succeed in advanced studies. Through the use of MOAC MTA titles you can help ensure your students future success in and out of the classroom. This text covers fundamental skills in such areas as Programming and an understanding of general software development, web, desktop, and database applications.

Learn powerful JavaScript tools for exploiting HTML5 elements, and discover new methods for working with data, such as offline storage and multithreaded processing. Complete with code samples, this book is ideal for experienced JavaScript and mobile developers alike.

Ready to learn Windows 8 programming? Start Here! Learn the fundamentals of Windows 8 programming—and begin creating apps for desktops, laptops, tablets, and other devices. If you have previous experience with HTML5 and JavaScript—simply start here! This book introduces must-know concepts and getting-started techniques through easy-to-follow explanations, examples, and exercises. Here's where you start learning Windows 8 app development Build on your knowledge of HTML5, CSS, and JavaScript Create photo and media galleries with built-in HTML widgets Interact with the system through live tiles, contracts, and view state detection Store and access data on the local device and via the Internet Access webcam, GPS, and other sensors embedded in the device Create your first programs and publish them to the Windows Store

For courses in web development and design. A Comprehensive, Well-Rounded Intro to Web Development and Design Updated and expanded in this Eighth Edition, Web Development and Design Foundations with HTML5 presents a comprehensive introduction to the development of effective web sites. Intended for beginning web development courses, the text relates both the necessary hard skills (such as HTML5, CSS, and JavaScript) and soft skills (design, e-commerce, and promotion strategies) considered fundamental to contemporary web development. An emphasis on hands-on practice guides students, as the text introduces topics ranging from configuration and layout to accessibility techniques and ethical considerations. The Eighth Edition contains updated coverage of HTML5 and CSS, expanded coverage of designing for mobile devices, and more.

Break into the most lucrative platform in the world by adding HTML5 game development to your current skillset. Zarrar Chishti has trained developers from a wide range of programming disciplines to cross over into HTML5 game development. Whatever your vocation, whether it be an Application Databases Systems developer or a Professional Web developer, with this book you will learn to evolve your current coding skills to become eligible for the biggest gaming platform in the world. From the first chapter you will see encouraging results immediately as you power through a challenging and fun project that has been uniquely designed and developed for this book. With the relentless backing of the giants of the industry including Apple and Google, HTML5 is rapidly becoming the leading technology for game development.

Furthermore nearly every mobile device, tablet and PC system offer full support to the latest games developed in HTML5. Never before has

there been such a widely accepted platform by literally every manufacturer and operating system. This in turn has convinced marketing departments to move away from traditional platforms, such as dedicated mobile apps, for the more widely accepted HTML5 format. There has never been a better time for a seasoned IT programmer to crossover and capitalize in this lucrative market with their much sought after talents and experience. Take the skills you already have and expand your career into HTML5 development with this book. What You'll Learn Quickly identify the core similarities and differences between HTML5 and other coding standards Follow a large scale game development project to experience the full lifecycle of an HTML5 game development project Download graphics and media to use in sample projects throughout the book Who This Book Is For Professional developers working in application and database development. These seasoned coders, having secured a wealth of knowledge, can transfer that expertise to the growing HTML5 game development market. This book will instantly appeal to this audience as it will not attempt to teach the basics of programming; instead it will simply point out the differences in how to develop with HTML5.

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

PhoneGap is a growing and leading open-source mobile web apps development framework that lets developers build JavaScript and HTML5-based web applications with native wrappers for more than six mobile platforms, including iOS, Android, and BlackBerry. This framework lets you build HTML- and JavaScript-based apps and still take advantage of native mobile device capabilities like camera, localStorage, geolocation, storage and much more, irrespective of the mobile platform you target. It also lets you use more specialized JavaScript frameworks like jQuery Mobile and more. Beginning PhoneGap is a definitive, one-of-a-kind book that teaches the fundamentals and strategies behind cross-platform mobile application development. Instead of learning languages like Objective-C, focus on building apps from day one for Android, iOS, Blackberry, WebOS and Symbian—without the complexities of these platforms. This book shows how to build apps which makes use of Google Local Search to create a Restaurant finder apps (which uses Maps to layout locations and uses internal database to store your favorite restaurants. Furthermore, you'll learn how to extend PhoneGap's functionality by using PhoneGap plugins to write apps like Dropbox (syncing files in the background outside HTML/JavaScript code and in native code). By the time you finish Beginning PhoneGap, you'll know PhoneGap inside and out, and, consequently, be able to develop mobile web apps faster and more efficiently than

96 Questions and Answers. - All the questions are 100% valid and stable. - You can reply on this practice test to pass the exam with a good mark and in the first attempt.

HTML5 is here, and with it, web applications have acquired power, ease, scalability, and responsiveness like never before. With this book, developers will learn how to use the latest cutting-edge HTML5 web technology—available in the most recent versions of modern browsers—to build web applications with unparalleled functionality, speed, and responsiveness. This new edition includes major revisions for WebSockets functionality, reflecting the new W3C specification. It also features new chapters covering the drag-and-drop API as well as SVG. Explains how to create real-time HTML5 applications that tap the full potential of modern browsers Provides practical, real-world examples of HTML5 features in action Covers all the new HTML5 APIs to get you up-to-speed quickly with HTML5 Fully updated to include the latest revisions of the WebSocket API, and much more.

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian

C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Fundamentals of Web Development covers the broad range of topics required for modern web development (both client- and server-side) and is appropriate for students who have taken a CS1 course sequence. The book guides students through the creation of enterprise-quality websites using current development frameworks, its comprehensive coverage of a modern internet development platform includes HTML5, CSS3, Javascript, and the LAMP stack (that is, Linux, Apache, MySQL, and PHP). Other important technologies covered include jQuery, XML, WordPress, Bootstrap, and a variety of third-party APIs that include Facebook, Twitter, and Google and Bing Maps. Coverage also includes the required ACM web development topics in a modern manner closely aligned with best practices in the real world of web development. Teaching and Learning Experience Help students master the fundamentals of web development: A true grasp of web development requires an understanding of both the foundations of the web and current web development practices. Support learning outcomes in various teaching scenarios: This book allows instructors to chart their own unique way through the topics that make up contemporary web development.

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