

Javascript The Definitive Guide Free

This second edition of the definitive reference guide to JavaScript, the HTML extension that gives Web pages programming-language capabilities, covers JavaScript as it is used in Netscape 3.0 and 2.0 and in Microsoft Internet Explorer.

An introduction to writing code with JavaScript covers such topics as style guidelines, programming practices, and automation. Completely revised and updated, this best-selling introduction to programming in JavaScript focuses on writing real applications. JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful, effective code. It has been updated to reflect the current state of JavaScript and web browsers and includes brand-new material on features like class notation, arrow functions, iterators, async functions, template strings, and block scope. A host of new exercises have also been added to test your skills and keep you on track. As with previous editions, Haverbeke continues to teach through extensive examples and immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. You start by learning the basic structure of the JavaScript language as well as control structures, functions, and data structures to help you write basic programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to:

- Understand the essential elements of programming, including syntax, control, and data
- Organize and clarify your code with object-oriented and functional programming techniques
- Script the browser and make basic web applications
- Use the DOM effectively to interact with browsers
- Harness Node.js to build servers and utilities

Isn't it time you became fluent in the language of the Web? * All source code is available online in an interactive sandbox, where you can edit the code, run it, and see its output instantly.

The world's population is rapidly urbanizing but the affluence and development often associated with cities are far from equitably or sustainably distributed. Where it was once taken for granted that responsibility for urban development lay with the state

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

Learn everything you need to master the AdonisJs framework, including topics such as interacting with a database, rendering templates, writing asynchronous code, and hosting sites with SSL. Along the way, you'll see how to build a commerce application, which lists products and allows shoppers to register and purchase those products. The site will feature a product catalog, a shopping cart, user registration and login, and profile management. The Definitive Guide to AdonisJs also covers how to create a front-end build chain, so that you can use a modern front-end framework, such as React. You'll discover how to connect your front end to the server, so that data and transactions can be shared between the two. Finally, you'll see how to secure and deploy the application to a virtual private server, including how to apply for and install an SSL certificate and start accepting payments. After reading and using this book, you'll know all you need about AdonisJs. You'll have the tools to turn that side-project you've been thinking about into a real money-making product. It is written by a web expert and reviewed by the AdonisJs project lead. This is the complete start-to-finish guide you've been waiting for. What You'll Learn Set up Node.js and AdonisJs, so that you can start building your application Create and use views and template code Implement cooperative multitasking, in JavaScript Represent eventual values with AdonisJs promises Organize and isolate your code in controllers and decorate them with middleware, to do things like authentication Build queries, using the Lucid DSL, and package these database entities up into model classes Validate form data and respond with the appropriate error messages Respond to general framework errors with custom error pages Learn the deeper parts of sessions and cookies Update the state of the user interface with WebSockets Host AdonisJs applications in a modern hosting environment Who This Book Is For Readers should have a functional understanding of JavaScript.

For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript material on the market. The seventh edition represents a significant update, with new information for ECMAScript 2020, 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.

So you're ready to make the leap from writing HTML and CSS web pages to creating dynamic web applications. You want to take your web skills to the next level. And you're finally ready to add "programmer" to the resume. It sounds like you're ready to learn the Web's hottest programming language: JavaScript. Head First JavaScript is your ticket to going beyond copying and pasting the code from someone else's web site, and writing your own interactive web pages. With Head First JavaScript, you learn: The basics of programming, from variables to types to looping How the web browser runs your code, and how you can talk to the browser with your code Why you'll never have to worry about casting, overloading, or polymorphism when you're writing JavaScript code How to use the Document Object Model to change your web pages without making your users click buttons If you've ever read a Head First book, you know what to expect -- a visually rich format designed for the way your brain works. Head First JavaScript is no exception. It starts where HTML and CSS leave off, and takes you through your first program into more complex programming concepts -- like working directly with the web browser's object model and writing code that works on all modern browsers. Don't be intimidated if you've never written a line of code before! In typical Head First style, Head First JavaScript doesn't skip steps, and we're not interested in having you cut and paste code. You'll learn JavaScript, understand it, and have a blast along the way. So get ready... dynamic and exciting web pages are just pages away.

JavaScript--the powerful, object-based scripting language that can be embedded directly into HTML pages--has earned its place in the web developer's toolkit, to the extent that it's now considered required knowledge for web developers. You can use JavaScript to create dynamic, interactive applications that run completely within a web browser. JavaScript is also the language of choice for developing Dynamic HTML content. Because its syntax is based on the popular programming languages C, C++, and Java, JavaScript is familiar and easy to learn for experienced programmers. At the same time, it's an interpreted scripting language, providing a flexible, forgiving programming environment for new programmers. The JavaScript Pocket Reference, 2nd Edition, provides a complete overview of the core JavaScript language and client-side scripting environment, as well as quick-reference material on core and client-side objects, methods, and properties. The new edition has been revised to cover JavaScript 1.5, and is particularly useful for developers working with the standards-compliant web browsers, such as Internet Explorer 6, Netscape 7, and Mozilla. Ideal as an introduction for beginners and a quick reference for advanced developers, this pocket-sized book is easy to take anywhere and serves as the perfect companion volume to the bestselling JavaScript: The Definitive Guide, 4th Edition. O'Reilly's Pocket References have become a favorite among developers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point and need to get to the answer quickly, the new JavaScript Pocket Reference is the book you'll want close at hand.

Expert JavaScript is your definitive guide to understanding how and why JavaScript behaves the way it does. Master the inner workings of JavaScript by learning in detail how modern applications are made. In covering lesser-understood aspects of this powerful language and truly understanding how it works, your JavaScript code and programming skills will improve. You will learn about core fundamentals of JavaScript, including deep dives into functions, scopes, closures, and practical object-oriented code. Mark Daggett explains clearly how closures, events, and asynchronous code really operate, as well as conventions and concepts to write JavaScript in a clear, pragmatic style. Many of the changes in ECMAScript6 and its implications are all explained. You'll be introduced to modern workflow tools to make application development faster, more enjoyable, and ostensibly more profitable. You'll understand how to measure code quality and write more testable JavaScript, and finally you'll learn about real-world applications of JavaScript, including JavaScript-powered robots. JavaScript is one of the most powerful languages on the web today, and it is only getting stronger. This book will take you through the process of planning, coding, testing, profiling and finally releasing your application, at expert level. With more frameworks and more improvements than ever, now is the time to become an expert at JavaScript. Make this journey - use Expert JavaScript today. What you'll learn What is really going on underneath functions, in arguments, types, coercion, and scope How closures, events, and asynchronous code work at a fundamental level How to understand advanced topics including promise objects, coroutines, and generators How to apply this newfound knowledge pragmatically to build the very best modern JavaScript applications Who this book is for This book is for the experienced JavaScript programmer who wants to understand the how and why of their code in order to become a better developer. This book is not intended to teach JavaScript at a syntactical level, but instead delve deep into the code - the philosophy, the reasoning and the detailed expert-level knowledge behind it. This newfound knowledge will enable the reader to build the very best modern JavaScript applications. It is for anyone who wants to become a better programmer by understanding at a very high level how the code works. Table of Contents Objects and Prototypes Functions Getting Closure JavaScript Slang Living Asynchronously JavaScript IRL Pragmatic JavaScript Style Workflow Code Quality Improving Testability 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.

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.

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.

With Pro JavaScript Design Patterns, you'll start with the basics of object-oriented programming in JavaScript applicable to design patterns, including making JavaScript more expressive, inheritance, encapsulation, information hiding, and more. The book then details how to implement and take advantage of several design patterns in JavaScript. Each chapter is packed with real-world examples of how the design patterns are best used and expert advice on writing better code, as well as what to watch out for. Along the way you'll discover how to create your own libraries and APIs for even more efficient coding.

If you're a web designer or app developer interested in sophisticated page styling, improved accessibility, and saving time and effort, this book is for you. This revised edition provides a comprehensive guide to CSS implementation, along with a thorough review of the latest CSS specifications. CSS is a constantly evolving language for describing the presentation of web content on

screen, printers, speech synthesizers, screen readers, and chat windows. It is used by all browsers on all screen sizes on all types of IoT devices, including phones, computers, video games, televisions, watches, kiosks, and auto consoles. Authors Eric Meyer and Estelle Weyl show you how to improve user experience, speed development, avoid potential bugs, and add life and depth to your applications through layout, transitions and animations, borders, backgrounds, text properties, and many other tools and techniques. This guide covers: Selectors, specificity, and the cascade Values, units, fonts, and text properties Padding, borders, outlines, and margins Colors, backgrounds, and gradients Floats and positioning tricks Flexible box layout The new Grid layout system 2D and 3D transforms, transitions, and animation Filters, blending, clipping, and masking Media and feature queries Provides information on the basics of Ajax to create Web applications that function like desktop programs.

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

R Markdown: The Definitive Guide is the first official book authored by the core R Markdown developers that provides a comprehensive and accurate reference to the R Markdown ecosystem. With R Markdown, you can easily create reproducible data analysis reports, presentations, dashboards, interactive applications, books, dissertations, websites, and journal articles, while enjoying the simplicity of Markdown and the great power of R and other languages. In this book, you will learn Basics: Syntax of Markdown and R code chunks, how to generate figures and tables, and how to use other computing languages Built-in output formats of R Markdown: PDF/HTML/Word/RTF/Markdown documents and ioslides/Slidy/Beamer/PowerPoint presentations Extensions and applications: Dashboards, Tufte handouts, xaringan/reveal.js presentations, websites, books, journal articles, and interactive tutorials Advanced topics: Parameterized reports, HTML widgets, document templates, custom output formats, and Shiny documents. Yihui Xie is a software engineer at RStudio. He has authored and co-authored several R packages, including knitr, rmarkdown, bookdown, blogdown, shiny, xaringan, and animation. He has published three other books, Dynamic Documents with R and knitr, bookdown: Authoring Books and Technical Documents with R Markdown, and blogdown: Creating Websites with R Markdown. J.J. Allaire is the founder of RStudio and the creator of the RStudio IDE. He is an author of several packages in the R Markdown ecosystem including rmarkdown, flexdashboard, learnr, and radix. Garrett Grolemund is the co-author of R for Data Science and author of Hands-On Programming with R. He wrote the lubridate R package and works for RStudio as an advocate who trains engineers to do data science with R and the Tidyverse.

What could you do with data if scalability wasn't a problem? With this hands-on guide, you'll learn how Apache Cassandra handles hundreds of terabytes of data while remaining highly available across multiple data centers -- capabilities that have attracted Facebook, Twitter, and other data-intensive companies. Cassandra: The Definitive Guide provides the technical details and practical examples you need to assess this database management system and put it to work in a production environment. Author Eben Hewitt demonstrates the advantages of Cassandra's nonrelational design, and pays special attention to data modeling. If you're a developer, DBA, application architect, or manager looking to solve a database scaling issue or future-proof your application, this guide shows you how to harness Cassandra's speed and flexibility. Understand the tenets of Cassandra's column-oriented structure Learn how to write, update, and read Cassandra data Discover how to add or remove nodes from the cluster as your application requires Examine a working application that translates from a relational model to Cassandra's data model Use examples for writing clients in Java, Python, and C# Use the JMX interface to monitor a cluster's usage, memory patterns, and more Tune memory settings, data storage, and caching for better performance

Perform fast interactive analytics against different data sources using the Trino high-performance distributed SQL query engine. With this practical guide, you'll learn how to conduct analytics on data where it lives, whether it's Hive, Cassandra, a relational database, or a proprietary data store. Analysts, software engineers, and production engineers will learn how to manage, use, and even develop with Trino. Initially developed by Facebook, open source Trino is now used by Netflix, Airbnb, LinkedIn, Twitter, Uber, and many other companies. Matt Fuller, Manfred Moser, and Martin Traverso show you how a single Trino query can combine data from multiple sources to allow for analytics across your entire organization. Get started: Explore Trino's use cases and learn about tools that will help you connect to Trino and query data Go deeper: Learn Trino's internal workings, including how to connect to and query data sources with support for SQL statements, operators, functions, and more Put Trino in production: Secure Trino, monitor workloads, tune queries, and connect more applications; learn how other organizations apply Trino

ECMAScript 6 represents the biggest update to the core of JavaScript in the history of the language. In Understanding ECMAScript 6, expert developer Nicholas C. Zakas provides a complete guide to the object types, syntax, and other exciting changes that ECMAScript 6 brings to JavaScript. Every chapter is packed with example code that works in any JavaScript environment so you'll be able to see new features in action. You'll learn: –How ECMAScript 6 class syntax relates to more familiar JavaScript concepts –What makes iterators and generators useful –How arrow functions differ from regular functions –Ways to store data with sets, maps, and more –The power of inheritance –How to improve asynchronous programming with promises –How modules change the way you organize code Whether you're a web developer or a Node.js developer, you'll find Understanding ECMAScript 6 indispensable on your journey from ECMAScript 5 to ECMAScript 6.

HTML and CSS are the workhorses of web design, and using them together to build consistent, reliable web pages requires both skill and knowledge. The task is more difficult if you're relying on outdated, confusing, and unnecessary HTML hacks and workarounds. Author Ben Henick shows you how to avoid those traps by going beyond the standard tips, tricks, and techniques to connect the underlying theory and design of HTML and CSS to your everyday work habits. With this practical book, you'll learn how to work with these tools far more effectively than is standard practice for most web developers. Whether you handcraft individual pages or build templates, HTML & CSS: The Good Parts will help you get the most out of these tools in all aspects of web page design—from layout to typography and to color. Structure HTML markup to maximize the power of CSS Implement complex multi-column layouts from scratch Improve site production values with advanced CSS techniques Support formal usability and accessibility requirements with tools built into HTML and CSS Avoid the most annoying browser and platform limitations

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

Squid is the most popular Web caching software in use today, and it works on a variety of platforms including Linux, FreeBSD, and Windows. Squid improves network performance by reducing the amount of bandwidth used when surfing the Web. It makes web pages load faster and can even reduce the load on your web server. By caching and reusing popular web content, Squid allows you to get by with smaller network connections. It also protects the host on your internal network by acting as a firewall and proxying your internal web traffic. You can use Squid to collect statistics about the traffic on your network, prevent users from visiting inappropriate web sites at work or school, ensure that only

authorized users can surf the Internet, and enhance your privacy by filtering sensitive information from web requests. Companies, schools, libraries, and organizations that use web-caching proxies can look forward to a multitude of benefits. Written by Duane Wessels, the creator of Squid, *Squid: The Definitive Guide* will help you configure and tune Squid for your particular situation. Newcomers to Squid will learn how to download, compile, and install code. Seasoned users of Squid will be interested in the later chapters, which tackle advanced topics such as high-performance storage options, rewriting requests, HTTP server acceleration, monitoring, debugging, and troubleshooting Squid. Topics covered include: Compiling and installing Squid Running Squid Using Squid's sophisticated access controls Tuning disk storage for optimal performance Configuring your operating system for HTTP interception Forwarding Requests to other web caches Using redirectors to rewrite user requests Monitoring Squid with the cache manager and SNMP Using Squid to accelerate and protect HTTP servers Managing bandwidth consumption with Delay Pools

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.

JavaScript The Definitive Guide"O'Reilly Media, Inc."

Any programmer working with a dynamically typed language will tell you how hard it is to scale to more lines of code and more engineers. That's why Facebook, Google, and Microsoft invented gradual static type layers for their dynamically typed JavaScript and Python code. This practical book shows you how one such type layer, TypeScript, is unique among them: it makes programming fun with its powerful static type system. If you're a programmer with intermediate JavaScript experience, author Boris Cherny will teach you how to master the TypeScript language. You'll understand how TypeScript can help you eliminate bugs in your code and enable you to scale your code across more engineers than you could before. In this book, you'll: Start with the basics: Learn about TypeScript's different types and type operators, including what they're for and how they're used Explore advanced topics: Understand TypeScript's sophisticated type system, including how to safely handle errors and build asynchronous programs Dive in hands-on: Use TypeScript with your favorite frontend and backend frameworks, migrate your existing JavaScript project to TypeScript, and run your TypeScript application in production

Like it or not, JavaScript is everywhere these days—from browser to server to mobile—and now you, too, need to learn the language or dive deeper than you have. This concise book guides you into and through JavaScript, written by a veteran programmer who once found himself in the same position. *Speaking JavaScript* helps you approach the language with four standalone sections. First, a quick-start guide teaches you just enough of the language to help you be productive right away. More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth. Complete contents include: JavaScript quick start: Familiar with object-oriented programming? This part helps you learn JavaScript quickly and properly. JavaScript in depth: Learn details of ECMAScript 5, from syntax, variables, functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in. Background: Understand JavaScript's history and its relationship with other programming languages. Tips, tools, and libraries: Survey existing style guides, best practices, advanced techniques, module systems, package managers, build tools, and learning resources.

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.

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.

This task-based, visual-reference guide has been fully revised and uses step-by-step instructions and plenty of screenshots to give beginning and intermediate scripters what they need to know to keep their skills up-to-date. 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 eighth edition, readers will find new information on using frameworks and libraries--such as jQuery--and modern coding techniques.

Whether for building interactive browser-based applications or creating server-side applications in Node, JavaScript is the most widely used language for web programming. With new features, language improvements, paradigms, and potential use cases appearing regularly, there's never been a more exciting time to be a JavaScript developer. In *The Joy of*

JavaScript, author and JavaScript expert Luis Atencio teaches you key design concepts that lead to clean, lean, modular, and easy-to-maintain code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

What's the best approach for developing an application with JavaScript? This book helps you answer that question with numerous JavaScript coding patterns and best practices. If you're an experienced developer looking to solve problems related to objects, functions, inheritance, and other language-specific categories, the abstractions and code templates in this guide are ideal—whether you're using JavaScript to write a client-side, server-side, or desktop application. Written by JavaScript expert Stoyan Stefanov—Senior Yahoo! Technical and architect of YSlow 2.0, the web page performance optimization tool—JavaScript Patterns includes practical advice for implementing each pattern discussed, along with several hands-on examples. You'll also learn about anti-patterns: common programming approaches that cause more problems than they solve. Explore useful habits for writing high-quality JavaScript code, such as avoiding globals, using single var declarations, and more Learn why literal notation patterns are simpler alternatives to constructor functions Discover different ways to define a function in JavaScript Create objects that go beyond the basic patterns of using object literals and constructor functions Learn the options available for code reuse and inheritance in JavaScript Study sample JavaScript approaches to common design patterns such as Singleton, Factory, Decorator, and more Examine patterns that apply specifically to the client-side browser environment

WebAssembly: The Definitive Guide is 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 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. Author Brian Sletten introduces elements of this technology incrementally while building to several concrete, code-driven examples of practical, cutting-edge WebAssembly uses. Whether you work with enterprise software or embedded systems, or in entertainment, scientific computing, or startup environments, you'll learn how WebAssembly can have a positive impact on the way you develop software. Use WebAssembly designs to increase code portability across platforms Reuse more of your software assets in a wider number of deployment targets Learn how WebAssembly increases protection against prominent security attacks Use WebAssembly to deploy legacy code in web environments Increase your user base across languages and development environments Integrate JavaScript code with other languages and environments to improve performance, security, and productivity Learn how WebAssembly will affect your career as software developer

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

Provides information on using Web 2.0 technologies to create a Web site, covering such topics as Web page services, HTML, working with images, site testing and maintenance, using WordPress, and building a wiki.

Every enterprise application creates data, whether it's log messages, metrics, user activity, outgoing messages, or something else. And how to move all of this data becomes nearly as important as the data itself. If you're an application architect, developer, or production engineer new to Apache Kafka, this practical guide shows you how to use this open source streaming platform to handle real-time data feeds. Engineers from Confluent and LinkedIn who are responsible for developing Kafka explain how to deploy production Kafka clusters, write reliable event-driven microservices, and build scalable stream-processing applications with this platform. Through detailed examples, you'll learn Kafka's design principles, reliability guarantees, key APIs, and architecture details, including the replication protocol, the controller, and the storage layer. Understand publish-subscribe messaging and how it fits in the big data ecosystem. Explore Kafka producers and consumers for writing and reading messages Understand Kafka patterns and use-case requirements to ensure reliable data delivery Get best practices for building data pipelines and applications with Kafka Manage Kafka in production, and learn to perform monitoring, tuning, and maintenance tasks Learn the most critical metrics among Kafka's operational measurements Explore how Kafka's stream delivery capabilities make it a perfect source for stream processing systems

Covers topics including HTTP methods and status codes, optimizing proxies, designing web crawlers, content negotiation, and load-balancing strategies.

The definitive guide is for Web developers and Web authors who want to go beyond simple Flash animations to create enhanced Flash-driven sites, this book covers fundamental programming concepts as well as components, syntax, and usage, and how to use common applications.

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