

Javascript Documentation

Jump Start JavaScript Building Android Apps with HTML, CSS, and JavaScript Special Edition Using JavaScript Speaking JavaScript Beginning JavaScript with DOM Scripting and Ajax JavaScript: The Definitive Guide Beginning JavaScript OpenLayers 3 : Beginner's Guide JavaScript Programming Sams Teach Yourself JavaScript in 24 Hours JavaScript Development DOM Scripting Learning JavaScript PHP, MySQL, JavaScript & HTML5 All-in-One For Dummies HTML, CSS and JavaScript All in One, Sams Teach Yourself JavaScript Cookbook Beginning HTML, XHTML, CSS, and JavaScript Learning PHP, MySQL, JavaScript, and CSS Pro Data Visualization using R and JavaScript Adobe Acrobat 4.0 JavaScript-simple Neasy Book JavaScript: The Web Warrior Series Beginning JavaScript with DOM Scripting and Ajax Adobe Acrobat 5.0 Pure JavaScript Professional ASP.NET MVC 5 JavaScript and AJAX For Dummies Official Netscape JavaScript 1.2 Book Advanced Javascript Guide to HTML, JavaScript and PHP The HTML5 JavaScript Model Practical Web 2.0 Applications with PHP FEDLINK Technical Notes JavaScript Bible JavaScript Pocket Reference Eloquent JavaScript Programming Windows Store Apps with HTML, CSS, and JavaScript Creating Games with Unity and Maya Beginning JavaScript JavaScript

Jump Start JavaScript

Get a Jump Start on JavaScript today! JavaScript is a key technology in modern web development, enabling you to craft interactive, usable and engaging experiences for your users. In just one weekend with this SitePoint book, you'll learn how to: Use JavaScript to solve real world problems: build forms, track user events and craft animations Use JavaScript with HTML5 and CSS3 Build an entire JavaScript-powered application from scratch: a task management application Plus you'll discover how to use modern techniques such as Canvas and Ajax.

Building Android Apps with HTML, CSS, and JavaScript

Whether you are a hobbyist or a professional web developer, if you wish to use maps on your website, then this book is for you. A basic understanding of JavaScript will be helpful, but is not necessary. If you've never worked with maps before, this book will introduce you to some common mapping topics and will guide you through the OpenLayers library. Experienced developers can also use this book as a reference to OpenLayers 3 components and to further enhance their knowledge.

Special Edition Using JavaScript

Pure JavaScript, Second Edition is a substantial and focused reference for experienced Web developers. This book begins with an accelerated introduction to the newest features of JavaScript so that experienced Web developers can quickly understand the concepts of JavaScript and begin developing their own JavaScript solutions immediately. Pure JavaScript, Second Edition contains concise descriptions of JavaScript forms, cookies, windows, and layers. Beyond the brief descriptions and short syntax snippets found in most references, this book also provides real-life, well-commented JavaScript examples for each documented

object, property, method, and event handler. This not only helps the reader's understanding of the syntax, but also provides a contextual aid in determining how and why a specific object or method may be used. It also includes a special reference section dedicated to server-side JavaScript, coverage of JScript and Active Scripting, and a complete reference to browser-supported JavaScript.

Speaking JavaScript

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

Beginning JavaScript with DOM Scripting and Ajax

Get the basics on four key web programming tools in one great book! PHP, JavaScript, and HTML5 are essential programming languages for creating dynamic websites that work with the MySQL database. PHP and MySQL provide a robust, easy-to-learn, open-source solution for creating superb e-commerce sites and content management. JavaScript and HTML5 add support for the most current multimedia effects. This one-stop guide gives you what you need to know about all four! Seven self-contained minibooks cover web technologies, HTML5 and CSS3, PHP programming, MySQL databases, JavaScript, PHP with templates, and web applications. Addresses how PHP, MySQL, JavaScript, and HTML5 are vital tools for creating dynamic, database-driven websites and are especially important for e-commerce sites Serves as essential reading for web designers who are new to these technologies, offering a crash course covering all of these powerful technologies in this handy volume of seven self-contained minibooks Covers how to program in PHP and how to create and administer a MySQL database as well as how to manipulate MySQL data via a web interface Shows how to create a secure website and how to code popular e-business applications such as login programs and shopping carts With seven books in one, PHP, MySQL, JavaScript & HTML5 All-in-One For Dummies will turn your website into the center of attention in no time at all.

JavaScript: The Definitive Guide

Where To Download Javascript Documentation

A guide to the universal document exchange application offers lessons in creating and editing PDF files, making PDF files available as Web pages, and distributing, viewing, and printing documents on varied operating systems.

Beginning JavaScript

Learn how to build interactive, data-driven websites—even if you don't have any previous programming experience. If you know how to build static sites with HTML, this popular guide will help you tackle dynamic web programming. You'll get a thorough grounding in today's core open source technologies: PHP, MySQL, JavaScript, and CSS. Explore each technology separately, learn how to combine them, and pick up valuable web programming concepts along the way, including objects, XHTML, cookies, and session management. This book provides review questions in each chapter to help you apply what you've learned. Learn PHP essentials and the basics of object-oriented programming Master MySQL, from database structure to complex queries Create web pages with PHP and MySQL by integrating forms and other HTML features Learn JavaScript fundamentals, from functions and event handling to accessing the Document Object Model Pick up CSS basics for formatting and styling your web pages Turn your website into a highly dynamic environment with Ajax calls Upload and manipulate files and images, validate user input, and secure your applications Explore a working example that brings all of the ingredients together

OpenLayers 3 : Beginner's Guide

This Fifth Edition is completely revised and expanded to cover JavaScript as it is used in today's Web 2.0 applications. This book is both an example-driven programmer's guide and a keep-on-your-desk reference, with new chapters that explain everything you need to know to get the most out of JavaScript, including: Scripted HTTP and Ajax XML processing Client-side graphics using the canvas tag Namespaces in JavaScript--essential when writing complex programs Classes, closures, persistence, Flash, and JavaScript embedded in Java applications Part I explains the core JavaScript language in detail. If you are new to JavaScript, it will teach you the language. If you are already a JavaScript programmer, Part I will sharpen your skills and deepen your understanding of the language. Part II explains the scripting environment provided by web browsers, with a focus on DOM scripting with unobtrusive JavaScript. The broad and deep coverage of client-side JavaScript is illustrated with many sophisticated examples that demonstrate how to: Generate a table of contents for an HTML document Display DHTML animations Automate form validation Draw dynamic pie charts Make HTML elements draggable Define keyboard shortcuts for web applications Create Ajax-enabled tool tips Use XPath and XSLT on XML documents loaded with Ajax And much more Part III is a complete reference for core JavaScript. It documents every class, object, constructor, method, function, property, and constant defined by JavaScript 1.5 and ECMAScript Version 3. Part IV is a reference for client-side JavaScript, covering legacy web browser APIs, the standard Level 2 DOM API, and emerging standards such as the XMLHttpRequest object and the canvas tag. More than 300,000 JavaScript programmers around the world have made this their indispensable reference book for building JavaScript applications. "A must-have reference for expert JavaScript programmers well-organized and detailed." -- Brendan Eich,

creator of JavaScript

JavaScript Programming

If you're new to JavaScript, or an experienced web developer looking to improve your skills, Learning JavaScript provides you with complete, no-nonsense coverage of this quirky yet essential language for web development. You'll learn everything from primitive data types to complex features, including JavaScript elements involved with Ajax and dynamic page effects. By the end of the book, you'll be able to work with even the most sophisticated libraries and web applications. Complete with best practices and examples of JavaScript use, this new edition shows you how to integrate the language with the browser environment, and how to practice proper coding techniques for standards-compliant websites. This book will help you: Learn the JavaScript application structure, including basic statements and control structures Identify JavaScript objects—String, Number, Boolean, Function, and more Use browser debugging tools and troubleshooting techniques Understand event handling, form events, and JavaScript applications with forms Develop with the Browser Object Model, the Document Object Model, and custom objects you create Learn about browser cookies and more modern client-side storage techniques Get details for using XML or JSON with Ajax applications Learning JavaScript follows proven learning principles to help you absorb the concepts at an easy pace, so you'll learn how to create powerful and responsive applications in any browser.

Sams Teach Yourself JavaScript in 24 Hours

This is the most up-to-date book on JavaScript available, covering current standards, techniques, and practices. It provides all you need to know to hit the ground running, without making you trawl through hundreds of pages of syntax. The book contains multiple chapters on Ajax and DOM Scripting, which are two of the hottest web development and design tools available today. Using a pragmatic and thorough approach, the book ensures that even the most novice JavaScript programmers will become familiar and comfortable using the tools presented.

JavaScript Development

DOM Scripting

JavaScript is a non-programmers version of Java, designed to make developing Internet applications more accessible to noncomputer experts. This book guides readers through the technology behind this powerful tool and explains how to maximize its potential. Since JavaScript complements essentially every publishing and development tool available for the Internet. The author thoroughly discusses how to integrate JavaScript into application development and how it is being used in all of the commercial applications already available. Perfect for novice and advanced programmers alike, this book clearly and skillfully illustrates how JavaScript can take World Wide Web browsers beyond text and images and into a world of powerful, full-fledged applications that run easily across the Internet as on

a local machine. * A non-programmers comprehensive guide to understanding and using this hot new tool * Explains how to maximize "JavaScripting" potential by guiding readers step-by-step through the technology of Java and its integration into applications. * Includes a multi-platform CD-ROM filled with JavaScript freeware and shareware tools, as well as the author's sample applications and demos of commercial products

Learning JavaScript

Advanced JavaScript, Third Edition provides an in-depth examination of the most important features of JavaScript. Beginning with an overview of JavaScript, the book quickly moves into more advanced features needed for complex yet robust JavaScript scripts, such as objects, arrays, and date and time functions. Additionally, various features of JavaScript that are essential for modern web pages are discussed, including manipulating the status bar, creating dynamic calendars, and working with forms, images, and the Document Object Model. Numerous examples illustrate how to implement various techniques. Topics covered how to enhance your web pages with LED signs, banners, and images; implementing cookies to store and retrieve information; the structure of the Document Object Model and how it can be used to view, access, and change an HTML document; Security measures to protect private information while using the Internet.

PHP, MySQL, JavaScript & HTML5 All-in-One For Dummies

Make your Web pages stand out above the noise with JavaScript and the expert instruction in this much-anticipated update to the bestselling JavaScript Bible. With renowned JavaScript expert Danny Goodman at your side, you'll get a thorough grounding in JavaScript basics, see how it fits with current Web browsers, and find all the soup-to-nuts detail you'll need. Whether you're a veteran programmer or just starting out, this is the JavaScript book Web developers turn to again and again. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

HTML, CSS and JavaScript All in One, Sams Teach Yourself

JavaScript Cookbook

Learn to use these powerful tools together and build Web sites that work. If you want to build Web pages that offer real value to your site's visitors, JavaScript and AJAX are top tools for the job. Even if you're new to Web programming, this book helps you create sites any designer will admire. With easy-to-understand steps and an emphasis on free tools, you'll be able to jump right into building a site using the same techniques as the pros. Down to basics — learn your way around JavaScript and choose an editor and test browser. Manage complexity — use functions, arrays, and objects to create more sophisticated programs. Page magic — discover how to control what happens on your pages, animate objects, and put pages in motion. Get beautiful — Use the jQuery User Interface library to add sliders, tabbed interfaces, and custom dialogs to a site. Come clean with AJAX — build AJAX

Where To Download Javascript Documentation

requests into your programs, use jQuery, and work with AJAX data Open the book and find: How to choose a test browser How to discuss string concatenation with a straight face Tips for debugging your code How to add useful information to a dropdown list Why AJAX connections should be asynchronous The exciting possibilities of the jQuery library How to use the Aptana editor Online resources for JavaScript programmers

Beginning HTML, XHTML, CSS, and JavaScript

Why reinvent the wheel every time you run into a problem with JavaScript? This cookbook is chock-full of code recipes that address common programming tasks, as well as techniques for building web apps that work in any browser. Just copy and paste the code samples into your project—you'll get the job done faster and learn more about JavaScript in the process. You'll also learn how to take advantage of the latest features in ECMAScript 5 and HTML5, including the new cross-domain widget communication technique, HTML5's video and audio elements, and the drawing canvas. You'll find recipes for using these features with JavaScript to build high-quality application interfaces. Create interactive web and desktop applications Work with JavaScript objects, such as String, Array, Number, and Math Use JavaScript with Scalable Vector Graphics (SVG) and the canvas element Store data in various ways, from the simple to the complex Program the new HTML5 audio and video elements Implement concurrent programming with Web Workers Use and create jQuery plug-ins Use ARIA and JavaScript to create fully accessible rich internet applications

Learning PHP, MySQL, JavaScript, and CSS

Microsoft Press is pleased to offer the second edition of Kraig Brockschmidt's in-depth ebook on writing Windows Store apps using HTML, CSS3, and JavaScript on the Windows 8.1 platform. The ebook includes 20 chapters and 4 appendices. Download the PDF (30.1 MB) <http://aka.ms/611111pdf> Download the EPUB file (71.2 MB) <http://aka.ms/611111epub> Download the Mobi for Kindle file (113 MB) <http://aka.ms/611111mobi> Download Companion Files (132 MB) <http://aka.ms/611111files>

Pro Data Visualization using R and JavaScript

JavaScript is the glue that enables HTML to become interactive. Learn how you can leverage JavaScript Libraries to quickly build beautiful Web applications. * Add Ajax libraries to your Web site * Use jQuery in your Web applications * Extend jQuery with a custom plugin * Take advantage of popular jQuery plugins * Work with Adobe's Spry Framework * Use Yahoo's YUI framework The HTML5 JavaScript Model is the fourth of five articles on the new Web standard, HTML5. These five full-color articles feature ample visuals to illustrate what your Web sites can do with the help of HTML5. The articles are also combined in the book, HTML5, which will add exclusive material in the form of a related real-life project to go alongside each article. This article is equivalent to 39 print pages.

Adobe Acrobat 4.0

Where To Download Javascript Documentation

With this second edition of the popular DOM Scripting: Web Design with JavaScript and the Document Object Model comes a modern revision to update best practices and guidelines. It includes full coverage of HTML5 in a new, dedicated chapter, and details on JavaScript libraries and how they can help your scripting. The book provides everything you'll need to start using JavaScript and the Document Object Model to enhance your web pages with client-side dynamic effects and user-controlled animation. It shows how JavaScript, HTML5, and Cascading Style Sheets (CSS) work together to create usable, standards-compliant web designs. We'll also cover cross-browser compatibility with DOM scripts and how to make sure they degrade gracefully when JavaScript isn't available. DOM Scripting: Web Design with JavaScript and the Document Object Model focuses on JavaScript for adding dynamic effects and manipulating page structure on the fly using the Document Object Model. You'll start with a crash course in JavaScript and the DOM, then move on to several real-world examples that you'll build from scratch, including dynamic image galleries and dynamic menus. You'll also learn how to manipulate web page styles using the CSS DOM, and create markup on the fly. If you want to create websites that are beautiful, dynamic, accessible, and standards-compliant, this is the book for you!

JavaScript-simpleNeasyBook

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

JavaScript: The Web Warrior Series

Pro Data Visualization using R and JavaScript makes the R language approachable, and promotes the idea of data gathering and analysis. You'll see how to use R to interrogate and analyze your data, and then use the D3 JavaScript library to format and display that data in an elegant, informative, and interactive way. You will learn how to gather data effectively, and also how to understand the philosophy and implementation of each type of chart, so as to be able to represent the results visually. With the popularity of the R language, the art and practice of creating data visualizations is no longer the preserve of mathematicians, statisticians, or

cartographers. As technology leaders, we can gather metrics around what we do and use data visualizations to communicate that information. Pro Data Visualization using R and JavaScript combines the power of the R language with the simplicity and familiarity of JavaScript to display clear and informative data visualizations. Gathering and analyzing empirical data is the key to truly understanding anything. We can track operational metrics to quantify the health of our products in production. We can track quality metrics of our projects, and even use our data to identify bad code. Visualizing this data allows anyone to read our analysis and easily get a deep understanding of the story the data tells.

Beginning JavaScript with DOM Scripting and Ajax

Now in its sixth edition, JAVASCRIPT guides beginning programmers through web application development using the JavaScript programming language. As with previous editions of the book, the authors introduce key web authoring techniques with a strong focus on industry application. New coverage includes developing for touchscreen and mobile devices, and using the jQuery library. A real-world project, similar to what students would encounter in a professional setting, is developed chapter by chapter. Because professional web development jobs often require programmers to add features to existing sites, each chapter project uses a professionally designed web site. After completing a course using this textbook, students will be able to use JavaScript to build professional quality, dynamic web sites. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Adobe Acrobat 5.0

Unity brings you ever closer to the "author once, deploy anywhere" dream. With its multiplatform capabilities, you can target desktop, web, mobile devices, and consoles using a single development engine. Little wonder that Unity has quickly become the #1 game engine out there. Mastering Unity is absolutely essential in an increasingly competitive games market where agility is expected, yet until now practical tutorials were nearly impossible to find. Creating Games with Unity and Maya gives you with an end-to-end solution for Unity game development with Maya. Written by a twelve-year veteran of the 3D animation and games industry and professor of 3D animation, this book takes you step-by-step through the process of developing an entire game from scratch-including coding, art, production, and deployment. This accessible guide provides a "non-programmer" entry point to the world of game creation. Aspiring developers with little or no coding experience will learn character development in Maya, scripts, GUI interface, and first- and third-person interactions.

Pure JavaScript

Covers the HTML environment, customizing archived scripts, writing scripts from scratch, and creating searchable databases

Professional ASP.NET MVC 5

In Practical PHP Web 2.0 Applications, PHP, MySQL, CSS, XHTML, and JavaScript/Ajax development techniques are brought together to show you how to create the hottest PHP web applications, from planning and design up to final implementation, without going over unnecessary basics that will hold you back. This book includes must-have application features such as search functionality, maps, blogs, dynamic image galleries, and personalized user areas. It covers everything in a practical, tutorial style so you can start working on your own projects as quickly as possible.

JavaScript and AJAX For Dummies

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.

Official Netscape JavaScript 1.2 Book

An indispensable introductory guide to creating web pages using the most up-to-date standards This beginner guide shows you how to use XHTML, CSS, and JavaScript to create compelling Web sites. While learning these technologies, you will discover coding practices such as writing code that works on multiple browsers including mobile devices, how to use AJAX frameworks to add interactivity to your pages, and how to ensure your pages meet accessible requirements. Packed with real-world examples, the book not only teaches you how to write Web sites using XHTML, CSS and JavaScript, but it also teaches you design principles that help you create attractive web sites and practical advice on how to make web pages more usable. In addition, special checklists and appendices review key topics and provide helpful references that re-enforce the basics you've learned. Serves as an ideal beginners guide to writing web pages using XHTML Explains how to use CSS to make pages more appealing and add interactivity to pages using JavaScript and

Where To Download Javascript Documentation

AJAX frameworks Share advice on design principles and how to make pages more attractive and offers practical help with usability and accessibility Features checklists and appendices that review key topics This introductory guide is essential reading for getting started with using XHTML, CSS and JavaScript to create exciting and compelling Web sites. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Advanced Javascript

Beginning JavaScript with DOM Scripting and Ajax is an essential resource for modern JavaScript programming. This completely updated second edition covers everything you need to know to get up-to-speed with JavaScript development and add dynamic enhancements to web pages, right from the basics. As well as focusing on client-side JavaScript, you will also learn how to work with the Browser Object Model, the Document Object Model (DOM), how to use XML and JSON as well as communicate with service side scripts such as PHP. Find out how to: Construct good JavaScript syntax following modern coding practices Use JavaScript to communicate with the server and retrieve data Dynamically manipulate markup, validate forms and deal with images Debug applications using features inside the browser JavaScript is one of the most important technologies on the web. It provides the means to add dynamic functionality to your web pages and serves as the backbone of Ajax-style web development. Beginning JavaScript with DOM Scripting and Ajax will take you from being a JavaScript novice to work freely with this important technology - begin your JavaScript journey today!

Guide to HTML, JavaScript and PHP

In just a short time, you can learn how to use HTML5, Cascading Style Sheets (CSS3), and JavaScript together to design, create, and maintain world-class websites. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials from the ground up. Clear instructions and practical, hands-on examples show you how to use HTML to create the framework of your website, design your site's layout and typography with CSS, and then add interactivity with JavaScript and jQuery. Step-by-step instructions carefully walk you through the most common web development 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 Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Get user input with web-based forms Use JavaScript to build dynamic, interactive web pages Add AJAX effects to your web pages Leverage JavaScript libraries such as jQuery Make your site easy to maintain and update as it grows Contents at a Glance Part I Getting Started on the Web 1 Understanding How the Web Works 2 Structuring an HTML Document 3 Understanding Cascading Style Sheets 4 Understanding JavaScript 5 Validating and Debugging Your Code Part II Building Blocks of Practical Web Design 6 Working with Fonts, Text Blocks, Lists, and Tables 7 Using External and Internal Links 8 Working with Colors, Images, and Multimedia Part III Advanced Web Page Design with CSS 9 Working with Margins, Padding, Alignment, and

Floating 10 Understanding the CSS Box Model and Positioning 11 Using CSS to Do More with Lists, Text, and Navigation 12 Creating Fixed or Liquid Layouts Part IV Getting Started with Dynamic Sites 13 Understanding Dynamic Websites and HTML5 Applications 14 Getting Started with JavaScript Programming 15 Working with the Document Object Model (DOM) 16 Using JavaScript Variables, Strings, and Arrays 17 Using JavaScript Functions and Objects 18 Controlling Flow with Conditions and Loops 19 Responding to Events 20 Using Windows Part V Advanced JavaScript Programming 21 JavaScript Best Practices 22 Using Third-Party JavaScript Libraries and Frameworks 23 A Closer Look at jQuery 24 First Steps Toward Creating Rich Interactions with jQuery UI 25 AJAX: Remote Scripting Part VI Advanced Website Functionality and Management 26 Working with Web-Based Forms 27 Organizing and Managing a Website

The HTML5 JavaScript Model

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>.

Practical Web 2.0 Applications with PHP

This book enables readers to quickly develop a working knowledge of HTML, JavaScript and PHP. The text emphasizes a hands-on approach to learning and makes extensive use of examples. A detailed science, engineering, or mathematics background is not required to understand the material, making the book ideally suitable for self-study or an introductory course in programming. Features: describes the creation and use of HTML documents; presents fundamental concepts of client-side and server-side programming languages; examines JavaScript and PHP implementation of arrays, built-in and user-defined methods and functions, math capabilities, and input processing with HTML forms; extends programming fundamentals to include reading and writing server-based files, command-line interfaces, and an introduction to GD graphics; appendices include a brief introduction to using a "pseudocode" approach to organizing solutions to computing problems; includes a Glossary and an extensive set of programming exercises.

FEDLINK Technical Notes

Special Edition Using JavaScript covers the following topics: An Overview of JavaScript Programming Fundamentals Basic Objects Working with Browser Windows Working with the Document Object Working with Forms Dynamic HTML

JavaScript Bible

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.

JavaScript Pocket Reference

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.

Eloquent JavaScript

ASP.NET MVC insiders cover the latest updates to the technology in this popular Wrox reference MVC 5 is the newest update to the popular Microsoft technology that enables you to build dynamic, data-driven websites. Like previous versions, this guide shows you step-by-step techniques on using MVC to best advantage, with plenty of practical tutorials to illustrate the concepts. It covers controllers, views, and models; forms and HTML helpers; data annotation and validation; membership, authorization, and security. MVC 5, the latest version of MVC, adds sophisticated features such as single page applications, mobile optimization, and adaptive rendering A team of top Microsoft MVP experts, along with visionaries in the field, provide practical advice on basic and advanced MVC topics Covers controllers, views, models, forms, data annotations, authorization and security, Ajax, routing, ASP.NET web API, dependency injection, unit testing, real-world application, and much more Professional ASP.NET MVC 5 is the comprehensive

resource you need to make the best use of the updated Model-View-Controller technology.

Programming Windows Store Apps with HTML, CSS, and JavaScript

Take your JavaScript knowledge as far as it can go JavaScript has grown up, and it's a hot topic. Newer and faster JavaScript VMs and frameworks built upon them have increased the popularity of JavaScript for server-side web applications, and richJS applications are being developed for mobile devices. This book delivers a compelling tutorial, showing you how to build a real-world app from the ground up. Experienced developers who want to master the latest techniques and redefine their skills will find this deep dive into JavaScript's hidden functionalities gives them the tools to create truly amazing and complex applications. JavaScript has evolved into much more than simple client-side scripting; this book delves into advanced topics not generally found in other more intermediate JS development books Expert author delivers an in-depth tutorial showing how to build a real-world app that is loosely coupled, with each component built to exist separately Explores how to build a backbone app, the importance of JavaScript templates, Node.js and MongoDB, 3D Canvas using WebGL /Three.js, how to convert a desktop app into a dedicated mobile app, and much more Ideal for experienced developers with a deep knowledge of JavaScript as well as online developers with strong graphic design skills who are experienced in HTML/CSS and want to develop their front-end skills JavaScript Programming: Pushing the Limits will arm you with the skills to create killer apps for the 21st Century.

Creating Games with Unity and Maya

JavaScript is one of the easiest, most straightforward ways to enhance a website with interactivity. Sams Teach Yourself JavaScript in 24 Hours, 4th Edition serves as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and personable style with an extensive use of practical, complete examples. It also includes material on the latest developments in JavaScript and web scripting. You will learn how to use JavaScript to enhance web pages with interactive forms, objects, and cookies, as well as how to use JavaScript to work with games, animation, and multimedia.

Beginning JavaScript

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.

JavaScript

Explains how to create PDF's, customize navigation and formatting, and design interactive forms

Where To Download Javascript Documentation

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