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Das Beste an JavaScript **JavaScript: The Good Parts** *Die Kunst der JavaScript-Programmierung*
JavaScript *JavaScript-Programmierung von Kopf bis Fuß* **Coders at Work** *JavaScript kurz & gut*
How JavaScript Works **JavaScript CSS kurz & gut** **Building Android Apps with HTML, CSS, and JavaScript** *JavaScript: The Definitive Guide* **Cocoa** Das Beste an HTML & CSS **NFC mit Android und Arduino** **High performance websites** *React: Building Modern Web Applications*
JavaScript & jQuery **Closure: The Definitive Guide** *JavaScript kinderleicht!* **Angular JS: Moderne Webanwendungen und Single Page Applications mit JavaScript** **How JavaScript Works**
JavaScript für Ungeduldige *Learn TypeScript 3 by Building Web Applications* **Reliable JavaScript**
JavaScript Domain-Driven Design *JavaScript für Enterprise-Entwickler* *JavaScript & jQuery: The Missing Manual* Mastering The Faster Web with PHP, MySQL, and JavaScript **Coffeescript Kurz & Gut** **OpenGL Insights** *Core HTML5 Canvas* **Client-Server Web Apps with JavaScript and Java**
Scythe - Das Vermächtnis der Ältesten **JavaScript Application Design** *jQuery Simple Rules*
Programming with JavaScript Test-Driven Development with Python

JavaScript-Programmierung von Kopf bis Fuß

Jun 22 2022 JavaScript-Programmierung von Kopf bis Fuß zeigt Ihnen alles — von den JavaScript-Grundlagen bis hin zu fortgeschrittenen Themen, wie Objekten, Funktionen und dem Document Object Model des Browsers. Sie werden nicht nur lesen. Sie werden spielen, Rätsel lösen, über Geheimnisse nachdenken und mit JavaScript auf unvorstellbare Weise interagieren. Und Sie werden echten Code schreiben, sehr viel sogar, damit Sie bald anfangen können, Ihre eigenen Web-Applikationen zu bauen. In diesem Buch sind die neuesten Erkenntnisse der Kognitionswissenschaft und der Lerntheorie eingeflossen, um Ihnen das Lernen so einfach wie möglich zu machen. Statt einschläfernder Bleiwüsten verwendet dieses Buch eine Vielzahl von Abbildungen und Textstilen, die Ihnen das Wissen direkt ins Hirn spielen — und zwar so, dass es sitzt.

Coders at Work May 21 2022

Das Beste an HTML & CSS Aug 12 2021

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Hinweise zu effektiven und gut gebauten Stylesheets und HTML-Dokumenten, zum Boxmodell und seinen Tücken, zur Wartbarkeit, zum guten Codierstil u.v.m.

Learn TypeScript 3 by Building Web

Applications Oct 02 2020 Learn TypeScript and many of its features by building state of art web applications from scratch with the help of modern tooling, frameworks, and libraries Key Features Create modern Web applications to help businesses around the world benefit from better quality applications Learn the latest features of TypeScript 3 and use them wisely Explore TDD practices, OOP techniques, and industry best practices to create high-quality and modular apps Book Description TypeScript is a superset of the JavaScript programming language, giving developers a tool to help them write faster, cleaner JavaScript. With the help of its powerful static type system and other powerful tools and techniques it allows developers to write modern JavaScript

applications. This book is a practical guide to learn the TypeScript programming language. It covers from the very basics to the more advanced concepts, while explaining many design patterns, techniques, frameworks, libraries and tools along the way. You will also learn a ton about modern web frameworks like Angular, Vue.js and React, and you will build cool web applications using those. This book also covers modern front-end development tooling such as Node.js, npm, yarn, Webpack, Parcel, Jest, and many others. Throughout the book, you will also discover and make use of the most recent additions of the language introduced by TypeScript 3 such as new types enforcing explicit checks, flexible and scalable ways of project structuring, and many more breaking changes. By the end of this book, you will be ready to use TypeScript in your own projects and will also have a concrete view of the current frontend software development landscape. What you will learn Understand and take advantage of

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TypeScript's powerful Type System Grasp the key concepts and features of Angular, React, Vue.js, and NestJS Handle asynchronous processes using Promises, async/await, Fetch, RxJS, and more Delve into REST, GraphQL and create APIs using Apollo Discover testing concepts, techniques, and tools like TDD, BDD, E2E, Jest Learn Object-Oriented and Functional Programming concepts and leverage those with TypeScript Explore design practices and patterns such as SOLID, MVC, DI and IoC, LoD, AOP, and more Who this book is for This book is for software developers who are willing to discover what TypeScript is and how to leverage it to write great quality software. Developers that are already familiar with TypeScript will find this book useful by learning the languages featured introduced by most recent releases. Basic knowledge of the JavaScript programming is expected.

High performance websites Jun 10 2021
Wollen Sie, dass Ihre Website schneller

dargestellt wird? High Performance Websites präsentiert 14 Profi-Regeln, mit denen Sie Ihre Webseiten um 20 bis 25 % schneller machen können. Best-Practise-Ergebnisse Die Regeln wurden von Steve Souders - Chief Performance Engineer bei Yahoo! - erstellt. Sie sind die komprimierten Best Practise-Ergebnisse seiner jahrelangen Arbeit bei Yahoo!, einer der meist besuchten Websites des Internets. Performance verbessern Die Regeln, die Steve Souders in High Performance Websites vorstellt, helfen Ihnen dabei, Ihre Website-Performance zu verbessern. Sie erfahren, wie Sie Ajax, CSS, JavaScript, Flash und Bilder so aufbereiten, dass Ihre Webseiten dadurch deutlich schneller werden. Dabei ist jede Profi-Regel mit einem klar verständlichen Beispiel erklärt. Der im Buch er-läuterte Code steht zum freien Download zur Verfügung. Die Profi-Regeln Reduzieren Sie HTTP-Requests. Setzen Sie ein Content Delivery Network ein. Fügen Sie Expires-Direktiven ein. Komprimieren Sie Ihre Skripten und Stylesheets.

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Platzieren Sie Stylesheets oben. Platzieren Sie Skripten unten. Vermeiden Sie CSS-Ausdrücke. Lagern Sie JavaScript und CSS aus. Reduzieren Sie DNS-Lookups. Minifizieren Sie JavaScript-Quellcode. Vermeiden Sie Redirects. Entfernen Sie doppelte Skripten. Konfigurieren Sie Ihre ETags neu. Machen Sie Ajax cache-freundlich. Unerlässliche Pflichtlektüre Wenn Sie Webseiten programmieren, die auch bei höherem Besucheraufkommen nicht in die Knie gehen sollen, dann ist High Performance Websites eine unerlässliche Pflichtlektüre für Sie.

Coffeescript Kurz & Gut Mar 27 2020

JavaScript ist im Gegensatz zu vielen anderen Programmiersprachen nicht am Reibrett entstanden. Dementsprechend hat die Sprache einige Schönheitsfehler: zum Beispiel ist die Syntax nicht sonderlich klar und intuitiv ist, sodass gerade komplexere Programme schnell unübersichtlich und schwer lesbar wirken. CoffeeScript schafft hier Abhilfe: Als Praprozessor wird die Sprache JavaScript

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gewissermaßen vorgeschaltet, um später wieder in JavaScript zu transkompilieren. CoffeeScript hat eine saubere Syntax und kommt mit ca. 30% weniger Codezeilen aus, ohne dass dabei die Performance beeinträchtigt wurde. CoffeeScript - kurz & gut ist ein Buch für alle JavaScript-Programmierer, die einen schnellen Einstieg in die Skriptsprache suchen. Der Erfinder von CoffeeScript, Jeremy Ashkenas, war an der Entstehung des Buches beteiligt.

JavaScript für Ungeduldige Nov 03 2020 DER schnelle Einstieg in modernes JavaScript JavaScript für Ungeduldige ist ein vollständiger und dennoch prägnanter Leitfaden für modernes JavaScript, bis zu ES2020. Wenn Sie mit Sprachen wie Java, C#, C oder C++ umgehen können, werden Sie mit diesem Buch schnell mit JavaScript produktiv arbeiten können, ohne sich lange mit veralteten Konzepten rumschlagen zu müssen.

Das Beste an JavaScript Oct 26 2022 Douglas Crockford stellt in diesem E-Book ein Subset an

Features zusammen, deren Einsatz er uneingeschränkt empfehlen kann. Dabei benennt er auch die Facetten der Sprache, die gar nicht oder nur mit Umwegen funktionieren. Er analysiert JavaScript und unterscheidet klar zwischen guten, schlechten und furchtbaren JavaScript-Features. Freuen Sie sich auf pointierte Statements zu Funktionen, schwacher und strenger Typisierung, dynamischen Objekten, dem auf globalen Variablen basierenden Programmiermodell u.v.m. Begleiten Sie den Autor bei seiner analytischen Tour de Force durch die verschiedenen Komponenten von JavaScript. Am Ende werden Sie anders über Objekte und Funktionen, Vererbung, Arrays, reguläre Ausdrücke und Methoden denken und JavaScript klüger für Ihre Zwecke nutzen. Das Beste an JavaScript richtet sich an fortgeschrittene Leser, die bereits Kenntnisse in JavaScript oder einer anderen Programmiersprache mitbringen.

Die Kunst der JavaScript-Programmierung Aug

24 2022 Das Buch ist eine Einführung in JavaScript, die sich auf gute Programmier Techniken konzentriert. Der Autor lehrt den Leser, wie man die Eleganz und Präzision von JavaScript nutzt, um browserbasierte Anwendungen zu schreiben. Das Buch beginnt mit den Grundlagen der Programmierung - Variablen, Kontrollstrukturen, Funktionen und Datenstrukturen -, dann geht es auf komplexere Themen ein, wie die funktionale und objektorientierte Programmierung, reguläre Ausdrücke und Browser-Events. Unterstützt von verständlichen Beispielen wird der Leser rasch die Sprache des Web fließend 'sprechen' können.

OpenGL Insights Feb 24 2020 Get Real-World Insight from Experienced Professionals in the OpenGL Community With OpenGL, OpenGL ES, and WebGL, real-time rendering is becoming available everywhere, from AAA games to mobile phones to web pages. Assembling contributions from experienced developers, vendors,

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researchers, and educators, OpenGL Insights presents real-world techniques for intermediate and advanced OpenGL, OpenGL ES, and WebGL developers. Go Beyond the Basics The book thoroughly covers a range of topics, including OpenGL 4.2 and recent extensions. It explains how to optimize for mobile devices, explores the design of WebGL libraries, and discusses OpenGL in the classroom. The contributors also examine asynchronous buffer and texture transfers, performance state tracking, and programmable vertex pulling. Sharpen Your Skills Focusing on current and emerging techniques for the OpenGL family of APIs, this book demonstrates the breadth and depth of OpenGL. Readers will gain practical skills to solve problems related to performance, rendering, profiling, framework design, and more.

Client-Server Web Apps with JavaScript and Java Dec 24 2019 As a Java programmer, how can you tackle the disruptive client-server

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approach to web development? With this comprehensive guide, you'll learn how today's client-side technologies and web APIs work with various Java tools. Author Casimir Saternos provides the big picture of client-server development, and then takes you through many practical client-server architectures. You'll work with hands-on projects in several chapters to get a feel for the topics discussed. User habits, technologies, and development methods have drastically altered web app design in recent years. But the Web itself hasn't changed. This book shows you how to build apps that conform to the web's underlying architecture. Learn the advantages of using separate client and server tiers, including code organization and speedy prototyping Explore the major tools, frameworks, and starter projects used in JavaScript development Dive into web API design and REST style of software architecture Understand Java's alternatives to traditional packaging methods and application server

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deployment Build projects with lightweight servers, using jQuery with Jython, and Sinatra with Angular Create client-server web apps with traditional Java web application servers and libraries

JavaScript kinderleicht! Feb 06 2021 JavaScript ist die Programmiersprache des Internet, die geheime Zutat, die deine Lieblingssites so fantastisch macht und Online-Spiele zum Laufen bringt! "JavaScript kinderleicht" zeigt dir (und deinen Eltern) die Welt der Programmierung im Web. Nick Morgan führt dich Schritt für Schritt durch die Grundlagen von JavaScript. Du experimentierst mit einzigartigen (und oft urkomischen) Beispielprogrammen, die du sofort in deinem Webbrowser ausprobieren kannst. Neue Begriffe werden erklärt; der Programmcode ist farbig dargestellt, strukturiert und mit Erklärungen versehen; witzige Abbildungen erhöhen den Lernspaß. Du beginnst mit den Grundlagen, etwa mit Strings, Arrays und Schleifen, und gehst dann zu

fortgeschrittenen Aufgaben über: Du entwickelst mit jQuery interaktive Elemente, lernst objektorientiert zu programmieren oder wie man auf Browser-Klicks reagiert. Schließlich programmierst du Spiele wie "Schatzsuche", "Hangman" und "Snake". Du lernst auch, wie du

- Funktionen einsetzt und wie sie helfen, übersichtliche Programme zu schreiben,
- HTML schreibst und veränderst, um dynamische Webseiten zu entwickeln,
- deine Webseiten mithilfe des DOM und von jQuery auf Benutzereingaben reagieren lässt,
- mit dem Canvas-Element Grafiken zeichnest und animierst
- benutzergesteuerte Spiele mit Kollisionserkennung und Spielständen programmierst

Alle Kapitel bauen aufeinander auf. Die Programmieraufgaben am Ende jedes Kapitels fordern dich heraus und animieren dich, deine eigenen, tollen Programme zu schreiben.

CSS kurz & gut Jan 17 2022 Cascading Style Sheets sind für viele Designer und Webentwickler zu einem unersetzlichen Mittel

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für effizientes, standardkonformes und browserübergreifendes Webdesign geworden. Angesichts der Fülle an Selektoren und Eigenschaften ist es aber nicht immer leicht, den Überblick über den Standard zu behalten. Darüber hinaus sind mit CSS3 viele spannende Design-Möglichkeiten hinzugekommen, die einen genaueren Blick wert sind. CSS - kurz & gut beinhaltet eine vollständige Referenz aller CSS-Selektoren, Eigenschaften und Werte, die in den Standards CSS2, CSS 2.1 und CSS3 definiert sind. Darüber hinaus enthält der Band eine kurze Einführung in die Funktionsweise von Cascading Style Sheets und berücksichtigt auch neue Konzepte wie beispielsweise Media-Queries, die in CSS3 neu eingeführt wurden.

JavaScript: The Good Parts Sep 25 2022 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

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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

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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.

Closure: The Definitive Guide Mar 07 2021 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

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JavaScript code, even when it's compiled [JavaScript & jQuery: The Missing Manual](#) May 29 2020 JavaScript lets you supercharge your HTML with animation, interactivity, and visual effects—but many web designers find the language hard to learn. This easy-to-read guide not only covers JavaScript basics, but also shows you how to save time and effort with the jQuery and jQuery UI libraries of prewritten JavaScript code. You'll build web pages that feel and act like desktop programs—with little or no programming. The important stuff you need to know: Pull back the curtain on JavaScript. Learn how to build a basic program with this language. Get up to speed on jQuery. Quickly assemble JavaScript programs that work well on multiple web browsers. Transform your user interface. Learn jQuery UI, the JavaScript library for interface features like design themes and controls. Make your pages interactive. Create JavaScript events that react to visitor actions. Use animations and effects. Build drop-down

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navigation menus, pop-ups, automated slideshows, and more. Collect data with web forms. Create easy-to-use forms that ensure more accurate visitor responses. Practice with living examples. Get step-by-step tutorials for web projects you can build yourself.

[Mastering The Faster Web with PHP, MySQL, and JavaScript](#) Apr 27 2020 Make web

applications run faster by using advanced PHP,

SQL and JavaScript techniques Key Features

Use a customized PHP stack to create efficient

data-driven web applications Ensure seamless

implementation of a JavaScript & HTML 5 CSS

based frontend and PHP based backend. Learn

about problem identification, best strategies,

and UI design patterns as well to build a clean,

fast web application Book Description This book

will get you started with the latest

benchmarking, profiling and monitoring tools for

PHP, MySQL and JavaScript using Docker-based

technologies. From optimizing PHP 7 code to

learning asynchronous programming, from

implementing Modern SQL solutions to discovering Functional JavaScript techniques, this book covers all the latest developments in Faster Web technologies. You will not only learn to determine the best optimization strategies, but also how to implement them. Along the way, you will learn how to profile your PHP scripts with Blackfire.io, monitor your Web applications, measure database performance, optimize SQL queries, explore Functional JavaScript, boost Web server performance in general and optimize applications when there is nothing left to optimize by going beyond performance. After reading this book, you will know how to boost the performance of any Web application and make it part of what has come to be known as the Faster Web. What you will learn Install, configure, and use profiling and benchmarking testing tools Understand how to recognize optimizable data structures and functions to effectively optimize a PHP7 application Diagnose bad SQL query performance and discover ways

to optimize it Grasp modern SQL techniques to optimize complex SQL queries Identify and simplify overly complex JavaScript code Explore and implement UI design principles that effectively enhance the performance Combine web technologies to boost web server performance Who this book is for The audience for this book would be PHP developers who have some basic knowledge of PHP programming and Web technologies. JavaScript programming knowledge is not necessary.

jQuery Sep 20 2019

JavaScript für Enterprise-Entwickler Jun 29 2020

Immer mehr Programmierer von Enterprise-Anwendungen interessieren sich für JavaScript. Sie wollen sich schnell darin einarbeiten, sind aber oft nicht mit den gängigen JavaScript-Büchern für Webentwickler zufrieden. Nach einem schnellen Überblick über die JavaScript-Kernkonzepte geht es in diesem Buch daher ohne Umschweife an die spannenden Themen, u.a.: funktionales, prototypisches und

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objektorientiertes Programmieren, Testen, Packaging, Entwurfsmuster, jQuery und node.js. Kenntnisse in der Webentwicklung sind erforderlich, Java-EE-oder .NET-Erfahrung ist hilfreich.

Simple Rules Aug 20 2019 Geld, Gesundheit, Partnersuche oder der eigene Betrieb: Manche Probleme und Handlungsoptionen wachsen einem leicht über den Kopf. Nun ist erstmals wissenschaftlich erwiesen: Mit einfachen Regeln kann man die meisten noch so komplexen Probleme effizient angehen und erfolgreich lösen - vom individuellen Diätplan bis zu unternehmerischen Weichenstellungen. Die Wirtschaftsprofessoren Donald Sull und Kathleen M. Eisenhardt zeigen, wie wir uns bei der Entscheidungsfindung an wenige wirklich wichtige Kriterien halten können.

Building Android Apps with HTML, CSS, and JavaScript Dec 16 2021 If you know HTML, CSS, and JavaScript, you already have the tools you need to develop Android applications. This

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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

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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>.

Cocoa Sep 13 2021 Diese deutsche Übersetzung des Bestsellers von Aaron Hillegass ist das Standardwerk zur Mac-Programmierung. Hillegass behandelt alle Grundlagen, die Sie zur Programmierung für den Mac mit Cocoa brauchen, um featurereiche Anwendungen für OS X zu entwickeln. Das Buch ist eine wertvolle Ressource für jeden Mac-Programmierer!

JavaScript Nov 15 2021 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.

[Scythe - Das Vermächtnis der Ältesten](#) Nov 22

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2019 Endlich: das spektakuläre Finale der großen »Scythe«-Trilogie Drei Jahre sind vergangen, seit mit Scythe Goddard ein Scythe der neuen Ordnung die Macht ergriffen hat, und seit der Thunderhead verstummt ist – für alle Menschen, bis auf Grayson Tolliver. Gibt es Hoffnung auf ein Wiedersehen mit Citra und Rowan und auf ein wirkliches Happy End in der scheinbar perfekten Welt? Stell dir eine Welt vor, in der Armut, Krankheit und Tod besiegt sind. Aber auch in dieser perfekten Welt müssen Menschen sterben. Die Entscheidung über Leben und Tod treffen die Scythe: sie allein entscheiden, wer sterben muss. Und nicht alle Scythe haben halten sich an alten Regeln ...

JavaScript Domain-Driven Design Jul 31 2020
JavaScript backs some of the most advanced applications. It is time to adapt modern software development practices from JavaScript to model complex business needs. JavaScript Domain-Driven Design allows you to leverage your JavaScript skills to create advanced applications.

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You'll start with learning domain-driven concepts and working with UML diagrams. You'll follow this up with how to set up your projects and utilize the TDD tools. Different objects and prototypes will help you create model for your business process and see how DDD develops common language for developers and domain experts. Context map will help you manage interactions in a system. By the end of the book, you will learn to use other design patterns such as DSLs to extend DDD with object-oriented design base, and then get an insight into how to select the right scenarios to implement DDD.

Angular JS: Moderne Webanwendungen und Single Page Applications mit JavaScript Jan 05 2021
Das populäre Framework AngularJS macht die Komplexität moderner JavaScript- und Single-Page-Anwendungen (SPA) für Entwickler beherrschbar. Es unterstützt bei immer wiederkehrenden Aufgaben wie Datenbindung, Validierung oder Routing/Deep-Linking. Die

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Tatsache, dass sowohl Google als auch eine riesige Community hinter AngularJS stehen, schafft darüber hinaus Vertrauen. Dieses Buch zeigt, wie Sie von AngularJS in Ihren Projekten profitieren. Dabei beschränkt es sich nicht nur auf die Grundlagen, sondern geht auch auf die zahlreichen Möglichkeiten zur Erweiterung mit Blick auf die eigenen Bedürfnissen ein. Die Autoren gehen auch auf das Zusammenspiel mit anderen Technologien und Standards wie RequireJS, Yeoman, Bower, Grunt, TypeScript oder OAuth 2.0 ein. Aus dem Inhalt: - Moderne JavaScript-basierte Single-Page-Applications (SPA) mit AngularJS erstellen - RESTful Services via AJAX anbinden - Formulare bereitstellen und Eingaben validieren - Logische Seiten innerhalb einer SPA mit Routing und Deep-Linking realisieren - Internationalisierung von Ein- und Ausgaben - Umgang mit mobilen und touch-basierten Anwendungen sowie Animationen - Testautomatisierung mit Jasmine - AngularJS an eigene Bedürfnisse anpassen -

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Wiederverwendbare Komponenten mit Direktiven bereitstellen - Moderne Security-Szenarien umsetzen - AngularJS mit anderen Technologien und Standards wie RequireJS, Yeoman, Bower, Grunt, TypeScript oder OAuth 2.0 kombinieren

JavaScript & jQuery Apr 08 2021

Reliable JavaScript Sep 01 2020 Create more robust applications with a test-first approach to JavaScript Reliable JavaScript, How to Code Safely in the World's Most Dangerous Language demonstrates how to create test-driven development for large-scale JavaScript applications that will stand the test of time and stay accurate through long-term use and maintenance. Taking a test-first approach to software architecture, this book walks you through several patterns and practices and explains what they are supposed to do by having you write unit tests. Write the code to pass the unit tests, so you not only develop your technique for structuring large-scale

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applications, but you also learn how to test your work. You'll come away with hands-on practice that results in code that is correct from the start, and has the test coverage to ensure that it stays correct during subsequent maintenance. All code is provided both in the text and on the web, so you can immediately get started designing more complete, robust applications. JavaScript has graduated from field-validation scripts to full-scale applications, but many developers still approach their work as if they were writing simple scripts. If you're one of those developers, this book is the solution you need to whip your code into shape and create JavaScript applications that work. Write more concise and elegant code by thinking in JavaScript Test the implementation and use of common design patterns Master the use of advanced JavaScript features Ensure your code's conformance to your organization's standards If you're ready to step up your code and develop more complete software solutions, Reliable JavaScript is your

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essential resource.

JavaScript Feb 18 2022

Programming with JavaScript Jul 19 2019

Designed specifically for the CS-1 Introductory Programming Course, "Programming with JavaScript: Algorithms and Applications for Desktop and Mobile Browsers" introduces students to computer science and programming using a modern approach.

How JavaScript Works Dec 04 2020 Douglas Crockford starts by looking at the fundamentals: names, numbers, booleans, characters, and bottom values. JavaScript's number type is shown to be faulty and limiting, but then Crockford shows how to repair those problems. He then moves on to data structures and functions, exploring the underlying mechanisms and then uses higher order functions to achieve class-free object oriented programming. The book also looks at eventual programming, testing, and purity, all the while looking at the requirements of The Next Language. Most of our

languages are deeply rooted in the paradigm that produced FORTRAN. Crockford attacks those roots, liberating us to consider the next paradigm. He also presents a strawman language and develops a complete transpiler to implement it. The book is deep, dense, full of code, and has moments when it is intentionally funny.

JavaScript: The Definitive Guide Oct 14 2021 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

Core HTML5 Canvas Jan 25 2020 One of HTML5's most exciting features, Canvas provides a powerful 2D graphics API that lets you implement everything from word processors to video games. In *Core HTML5 Canvas*, best-selling author David Geary presents a code-

fueled, no-nonsense deep dive into that API, covering everything you need to know to implement rich and consistent web applications that run on a wide variety of operating systems and devices. Succinctly and clearly written, this book examines dozens of real-world uses of the Canvas API, such as interactively drawing and manipulating shapes, saving and restoring the drawing surface to temporarily draw shapes and text, and implementing text controls. You'll see how to keep your applications responsive with web workers when you filter images, how to implement smooth animations, and how to create layered, 3D scrolling backgrounds with parallax. In addition, you'll see how to implement video games with extensive coverage of sprites, physics, collision detection, and the implementation of a game engine and an industrial-strength pinball game. The book concludes by showing you how to implement Canvas-based controls that you can use in any HTML5 application and how to use Canvas on

mobile devices, including iOS5. This authoritative Canvas reference covers The canvas element—using it with other HTML elements, handling events, printing a canvas, and using offscreen canvases Shapes—drawing, dragging, erasing, and editing lines, arcs, circles, curves, and polygons; using shadows, gradients, and patterns Text—drawing, positioning, setting font properties; building text controls Images—drawing, scaling, clipping, processing, and animating Animations—creating smooth, efficient, and portable animations Sprites—implementing animated objects that have painters and behaviors Physics—modeling physical systems (falling bodies, pendulums, and projectiles), and implementing tweening for nonlinear motion and animation Collision detection—advanced techniques, clearly explained Game development—all aspects of game development, such as time-based motion and high score support, implemented in a game engine Custom controls—infrastructure for

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implementing custom controls; implementing progress bars, sliders, and an image panner Mobile applications—fitting Canvas apps on a mobile screen, using media queries, handling touch events, and specifying iOS5 artifacts, such as app icons Throughout the book, Geary discusses high-quality, reusable code to help professional developers learn everything they really need to know, with no unnecessary verbiage. All of the book’s code and live demonstrations of key techniques are available at corehtml5canvas.com.

JavaScript Jul 23 2022 JavaScript ist eine mächtige, objektorientierte Skriptsprache, deren Code in HTML-Seiten eingebettet und vom Browser interpretiert und ausgeführt wird. Im Zusammenhang mit Ajax kommt JavaScript immer häufiger bei der Programmierung komplexer Anwendungen z.

JavaScript kurz & gut Apr 20 2022 JavaScript ist eine mächtige, objektorientierte Skriptsprache, deren Code in HTML-Seiten eingebettet und

vom Browser interpretiert und ausgeführt wird. Richtig eingesetzt, eignet sie sich aber auch für die Programmierung komplexer Anwendungen und hat im Zusammenhang mit HTML5 noch einmal an Bedeutung gewonnen. Diese Kurzreferenz ist ein Auszug aus der überarbeiteten und ergänzten Neuauflage von JavaScript - Das umfassende Referenzwerk, 6. Auflage, der JavaScript-Bibel schlechthin. JavaScript kurz & gut befasst sich in den ersten neun Kapiteln mit der neuesten Version des Sprachkerns (ECMAScript 5) und behandelt die Syntax der Sprache, Typen, Werte, Variablen, Operatoren und Anweisungen sowie Objekte, Arrays, Funktionen und Klassen. All dies ist nicht nur für die Verwendung von JavaScript in Webbrowsern, sondern auch beim Einsatz von Node auf der Serverseite relevant. In den folgenden fünf Kapiteln geht es um die Host-Umgebung des Webbrowsers. Es wird erklärt, wie Sie clientseitiges JavaScript für die Erstellung dynamischer Webseiten und -

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applikationen verwenden und mit JavaScript auf die HTML5-APIs zugreifen. Diese Kapitel liefern Informationen zu den wichtigsten Elementen von clientseitigem JavaScript: Fenster, Dokumente, Elemente, Stile, Events, Netzwerke und Speicherung.

JavaScript Application Design Oct 22 2019
Summary JavaScript Application Design: A Build First Approach introduces JavaScript developers to techniques that will improve the quality of their software as well as their web development workflow. You'll begin by learning how to establish build processes that are appropriate for JavaScript-driven development. Then, you'll walk through best practices for productive day-to-day development, like running tasks when your code changes, deploying applications with a single command, and monitoring the state of your application once it's in production. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book The fate of most

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applications is often sealed before a single line of code has been written. How is that possible? Simply, bad design assures bad results. Good design and effective processes are the foundation on which maintainable applications are built, scaled, and improved. For JavaScript developers, this means discovering the tooling, modern libraries, and architectural patterns that enable those improvements. JavaScript Application Design: A Build First Approach introduces techniques to improve software quality and development workflow. You'll begin by learning how to establish processes designed to optimize the quality of your work. You'll execute tasks whenever your code changes, run tests on every commit, and deploy in an automated fashion. Then you'll focus on designing modular components and composing them together to build robust applications. This book assumes readers understand the basics of JavaScript. What's Inside Automated development, testing, and deployment processes

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JavaScript fundamentals and modularity best practices Modular, maintainable, and well-tested applications Master asynchronous flows, embrace MVC, and design a REST API About the Author Nicolas Bevacqua is a freelance developer with a focus on modular JavaScript, build processes, and sharp design. He maintains a blog at ponyfoo.com. Table of Contents PART 1 BUILD PROCESSES Introduction to Build First Composing build tasks and flows Mastering environments and the development workflow Release, deployment, and monitoring PART 2 MANAGING COMPLEXITY Embracing modularity and dependency management Understanding asynchronous flow control methods in JavaScript Leveraging the Model-View-Controller Testing JavaScript components REST API design and layered service architectures

React: Building Modern Web Applications May 09 2021 Master the art of building dynamic, modern web applications with React About This

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Book Learn the hot new frontend web framework from Facebook - ReactJS, an easy way of developing the V in MVC and a better approach to software engineering in JavaScript A fast-paced guide to designing and building scalable and maintainable web apps with React.js Learn all the new ES6 features and be among the most prominent JavaScript developers who can write efficient JS programs as per the latest standards Master the art of building modern web applications using React Learn to build modern native iOS and Android applications using JavaScript and the incredible power of React Who This Book Is For This course is for web developers that want to unlock high performance dynamism in the applications that they create. If you want a comprehensive journey into one of the most important JavaScript frameworks around today, dive into this course. What You Will Learn Take control of the front end with reactive JavaScript programming Discover what ReactJS offers your

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development - before mastering it Create React elements with properties and children Use JSX to speed up your React development process Test your React components with the Jest test framework Learn the latest syntax of ES6 Execute ES6 in a non-supported ES6 environment Learn the principles of object-oriented programming Create a complete single-page application Use an application design plan to write smarter, more meaningful code Learn how to use animations to give extra style to your application Get to grips with the React Native environment Write your own custom native UI components Integrate native modules in Objective-C and Java that interact with JavaScript In Detail ReactJS has helped to transform the web as we know it. Designed by Facebook to help developers build rapid, responsive UI that can deal with data-intensive usage, it's an essential component in any web developer's skillset. This ReactJS course, in five connected modules, provides you with a fast,

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engaging and practical route into ReactJS—so you can build powerful, elegant, and modern web applications. Beginning with the Reactive Programming with JavaScript module, you will learn how to take advantage of a reactive and functional programming paradigm to rethink how you approach your JavaScript code. It's built to help you understand the concepts, relevant and applicable for any frontend developer. You'll then dive a little deeper into ReactJS. The second module gives you a rapid look through the fundamentals of ReactJS, showing you how to build a basic application and demonstrating how to implement the Flux architecture. In the third module you will get to grips with ES6—this will make you a more fluent JavaScript developer, giving you control over ReactJS. You can put your old JavaScript hacks aside and instead explore how to create ES6 custom iterators. In the final two modules you'll learn how to fully master ReactJS, exploring its wider ecosystem of tools that have helped to make it

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one of the most important tools in web development today. Ending with insights and guidance on React Native, the tool built for today's demand for native, intuitive user experiences and interfaces, with this course you can be confident in building dynamic and modern apps with React. Style and approach Consisting of five separate modules, journey from the fundamentals of reactive programming to the exciting possibilities of React Native. Each module builds on each other, helping you to incrementally develop your skills and knowledge.

NFC mit Android und Arduino Jul 11 2021 Near Field Communications (NFC) ist eine Übertragungstechnik zum kontaktlosen Datenaustausch per Funktechnik über kurze Strecken. Praktisch jedes Android-Smartphone ist mit einem NFC-Modul ausgestattet. Das Buch erläutert den Einsatz dieser rasant wachsenden Technologie mit zahlreichen Anwendungsbeispielen, mit Beispiel-Code,

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Übungen und Schritt-für-Schritt-Projektanleitungen. Der Leser erfährt, wie eigene NFC-Anwendungen für das Android-Smartphone, für den Arduino und Embedded-Linux-Geräte erstellt werden.

Test-Driven Development with Python Jun 17 2019 By taking you through the development of a real web application from beginning to end, the second edition of this hands-on guide demonstrates the practical advantages of test-driven development (TDD) with Python. You'll learn how to write and run tests before building each part of your app, and then develop the minimum amount of code required to pass those tests. The result? Clean code that works. In the process, you'll learn the basics of Django, Selenium, Git, jQuery, and Mock, along with current web development techniques. If you're ready to take your Python skills to the next level, this book—updated for Python 3.6—clearly demonstrates how TDD encourages simple designs and inspires confidence. Dive into the

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TDD workflow, including the unit test/code cycle and refactoring Use unit tests for classes and functions, and functional tests for user interactions within the browser Learn when and how to use mock objects, and the pros and cons of isolated vs. integrated tests Test and automate your deployments with a staging server Apply tests to the third-party plugins you integrate into your site Run tests automatically by using a Continuous Integration environment Use TDD to build a REST API with a front-end Ajax interface

How JavaScript Works Mar 19 2022 Douglas Crockford starts by looking at the fundamentals: names, numbers, booleans, characters, and bottom values. JavaScript's number type is shown to be faulty and limiting, but then Crockford shows how to repair those problems. He then moves on to data structures and functions, exploring the underlying mechanisms and then uses higher order functions to achieve class-free object oriented programming. The

book also looks at eventual programming, testing, and purity, all the while looking at the requirements of The Next Language. Most of our languages are deeply rooted in the paradigm that produced FORTRAN. Crockford attacks

those roots, liberating us to consider the next paradigm. He also presents a strawman language and develops a complete transpiler to implement it. The book is deep, dense, full of code, and has moments when it is intentionally funny.