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Professional JavaScript for Web Developers Apress JavaScript Creativity teaches you how to use every feature of this versatile and powerful language in exciting and creative ways. JavaScript can be used for so much more than simple interactivity. Master your use of canvas, animation, audio and video, 3D visualizations, motion detection and real-time collaboration. In every chapter of this book you will learn how to use and evolve JavaScript's creative capabilities in your own projects, as well as having project examples to follow throughout. Specifically, you will learn how to: Expertly use canvas and animation Push audio and video to their full capabilities Code and manipulate advanced 3D visualizations Create your own music directly from the browser Implement real-time collaboration with Node.js Explore real-time audio and video with WebRTC Play with motion detection and gesture control Combine all features into one social music creation experiment, similar to Google's 'Jam with Chrome' JavaScript Creativity is for the developer who has a working knowledge of JavaScript and wants to take their code to the next level. Every feature explored can be manipulated and implemented in your everyday projects to really impress your clients or just increase your code skill. This book is an exciting, action-packed introduction to all the advanced and truly creative aspects of this language - start creative coding today!

JavaScript for Impatient Programmers
"O'Reilly Media, Inc."
Learn agile JavaScript web development using the latest cutting-edge front-end and back-end technologies including Node.js, MongoDB, Backbone.js, Parse.com, Heroku, and Microsoft Azure. Using a key project example of a message board app, you will learn the foundations of a typical web application: fetching data, displaying it, and submitting new data. Practical examples of the app build are provided with multiple technologies and all code examples are in full color. This book will save you many hours by providing a hand-picked and tested collection of quick start guides that will enable you

to spend less time learning and more time building your own applications. Completely updated for this second edition, Full Stack JavaScript uses current versions of all technologies, including ES6/ES2015 and the latest versions of Node and npm. Prototype fast and ship code that matters! What You'll Learn Use a collection of quick start guides, tutorials, and suggestions, to enhance several development appsReview virtually all setup and deployment step-by-step.Work with Chat web/mobile applications Put front-end and back-end components together and deploy them to production environmentWho This Book Is For Programmers who want to learn more about effective JavaScript coding

Test-Driven JavaScript Development Apress
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For JavaScript developers
working on increasingly large
and complex projects,
effective automated testing
is crucial to success. Test-
Driven JavaScript Development
is a complete, best-practice
guide to agile JavaScript
testing and quality assurance
with the test-driven
development (TDD)
methodology. Leading agile
JavaScript developer
Christian Johansen covers all
aspects of applying state-of-
the-art automated testing in
JavaScript environments,
walking readers through the
entire development lifecycle,
from project launch to
application deployment, and
beyond. Using real-life
examples driven by unit
tests, Johansen shows how to
use TDD to gain greater
confidence in your code base,
so you can fearlessly
refactor and build more
robust, maintainable, and
reliable JavaScript code at
lower cost. Throughout, he
addresses crucial issues
ranging from code design to
performance optimization,
offering realistic solutions
for developers, QA
specialists, and testers.
Coverage includes •
Understanding automated
testing and TDD • Building
effective automated testing
workflows • Testing code for
both browsers and servers
(using Node.js) • Using TDD
to build cleaner APIs, better
modularized code, and more
robust software • Writing
testable code • Using test
stubs and mocks to test units
in isolation • Continuously
improving code through
refactoring • Walking through
the construction and
automated testing of fully
functional software The
accompanying Web site,
tddjs.com, contains all of
the book's code listings and
additional resources.
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Head First JavaScript Programming
"O'Reilly Media, Inc."
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.
Node.js the Right Way "O'Reilly Media, Inc."
It seems like there's never been as much widespread desire before to learn JS. But with a million blogs, books, and videos out there, just where do you start?The worldwide best selling "You Don't Know JS" book series is back for a 2nd edition: "You Don't Know JS Yet". All 6 books are brand new, rewritten to cover all sides of JS for 2020 and beyond."Get Started" prepares you for the journey ahead, first surveying the language then detailing how the rest of the You Don't Know JS Yet book series guides you to knowing JS more deeply.

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How To Code in Node.js Packt Publishing Ltd

JavaScript Allongé solves two important problems for the ambitious JavaScript programmer. First, JavaScript Allongé gives you the tools to deal with JavaScript bugs, hitches, edge cases, and other potential pitfalls. There are plenty of good directions for how to write JavaScript programs. If you follow them without alteration or deviation, you will be satisfied. Unfortunately, software is a complex thing, full of interactions and side-effects. Two perfectly reasonable pieces of advice when taken separately may conflict with each other when taken together. An approach may seem sound at the outset of a project, but need to be revised when new requirements are discovered. When you "leave the path" of the directions, you discover their limitations. In order to solve the problems that occur at the edges, in order to adapt and deal with changes, in order to refactor and rewrite as needed, you need to understand the underlying principles of the JavaScript programming language in detail. You need to understand why the directions work so that you can understand how to modify them to work properly at or beyond their original limitations. That's where JavaScript Allongé comes in. JavaScript Allongé is a book about programming with functions, because JavaScript is a programming language built on flexible and powerful functions. JavaScript Allongé begins at the beginning, with values and expressions, and builds from there to discuss types, identity, functions, closures, scopes, and many more subjects up to working with classes and instances. In each case, JavaScript Allongé takes care to explain exactly how things work so that when you encounter a problem, you'll know exactly what is happening and how to fix it. Second, JavaScript Allongé provides recipes for using functions to write software that is simpler, cleaner, and less complicated than alternative approaches that are object-centric or code-centric. JavaScript idioms like function combinators and decorators leverage JavaScript's power to make code easier to read, modify, debug and refactor, thus avoiding problems before they happen. JavaScript Allongé teaches you how to handle complex code, and it also teaches you how to simplify code without dumbing it down. As a result, JavaScript Allongé is a rich read releasing many of JavaScript's subtleties, much like the Café Allongé beloved by coffee enthusiasts everywhere. License: CC BY-SA 3.0 Source is available from Github * https://github.com/justinkelly /javascript-allonge

You Don't Know JS: Up & Going Jones & Bartlett Learning

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! What you'll learn What functions, variables, events and objects are and how to use them. How build a site that will still work in the case that JavaScript is turned off. How to access and update part of the page using code. How to use JavaScript to communicate with the server and retrieve data. How to use JavaScript to for form validation and user feedback. How to use Third-Party Libraries like jQuery. Who this book is for Beginning JavaScript with DOM Scripting and Ajax is for the person who has a good grasp of HTML and CSS but wants to add JavaScript to their skillset. If you want to learn some basic programming concepts, have experience but need help updating your skills, or you're coming from another language, Beginning JavaScript with DOM Scripting and Ajax can help. Table of Contents Getting Started with JavaScript Data and Decisions From DHTML to DOM Scripting HTML5 and JavaScript Presentation and Behavior (CSS and Event Handling) Common Uses of JavaScript: Image and Windows JavaScript and User Integration: Navigation and Forms Back-End Interaction with Ajax and Node.js Data Validation Techniques Modern JavaScript Case Study: A Dynamic Gallery Using Third-Party JavaScript Appendix A: Debugging JavaScript

Speaking JavaScript "O'Reilly Media, Inc."

Get to the forefront of server-side JavaScript programming by writing compact, robust, fast, networked Node applications that scale. Ready to take JavaScript beyond the browser, explore dynamic languages features and embrace evented programming? Explore the fun, growing repository of Node modules provided by npm. Work with multiple protocols, load-balanced RESTful web services, express, 0MQ, Redis, CouchDB, and more. Develop production-grade Node applications fast. JavaScript is the backbone of the modern web, powering nearly every web app's user interface. Node.js is JavaScript for the server. This book shows you how to develop small, fast, low-profile, useful, networked applications. You'll write asynchronous, non-blocking code using Node's style and patterns. You'll cluster and load balance your services with Node core features and third-party tools. You'll work with many protocols, creating RESTful web services, TCP socket clients and servers, and more. This short book packs a hefty dose of Node.js. You'll test your code's functionality and performance under load. You'll learn important aspects of Node development--from its architecture and core, to its ecosystem of third-party modules. You'll discover how Node pairs a server-side event loop with a JavaScript runtime to produce screaming fast, non-blocking concurrency. Through a series of practical programming domains, you'll use the latest available ECMAScript Harmony features and harness key Node classes such as EventEmitter and Stream. Throughout the book, you'll develop real programs that are small, fast, low-profile, and useful. Get ready to join a smart community that's rapidly advancing the state of the art in web development. What You Need: Latest stable release of Node.js, this book was written with 0.12.x in mind. The 0MQ (ZeroMQ) library, version 3.2 or higher.

TypeScript: Modern JavaScript Development Addison-Wesley Professional

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.

JavaScript for Absolute Beginners No Starch Press

Learn to make more efficient apps, with just one

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language! Smashing Node.js: JavaScript Everywhere equips you with the necessary tools to understand Node.js and its uses in developing efficient web apps. With more traditional web servers becoming obsolete, having knowledge on servers that achieve high scalability and optimal resource consumption using Node.js is the key to your app development success. Teaching you the essentials to making event-driven server-side apps, this book demonstrates how you can use less space and take less time for communication between web client and server. Contains numerous hands-on examples Explains implementation of real-time apps including Socket.IO and HTML5, and WebSockets Addresses practical Node.js advantages from specific design choices Demonstrates why knowledge and use of JavaScript is beneficial Includes an interactive online component with sample chapters Explains components of stand out apps including brevity and benchmarks Looking to enhance your abilities even further? Smashing Node.js: JavaScript Everywhere makes developing server-side apps accessible with its focus on JavaScript, open source, and easy-to-use language.

JavaScript: The Good Parts O'Reilly Media
HTML5 Game Programming with enchant.js gives first-time programmers of all ages the tools to turn their video game ideas into reality. A step-by-step guide to the free, open-source HTML5 and JavaScript engine enchant.js, it is ideally suited for game fans who have always wanted to make their own game but didn't know how. It begins with the foundations of game programming and goes on to introduce advanced topics like 3D. We live in an age where smartphones and tablets have made games more ubiquitous than ever. Based around HTML5, enchant.js is ideally suited for aspiring game programmers who have always been intimidated by code. Games written using enchant.js take only a few hours to write, and can be played in a browser, iOS, and Android devices, removing the stress of programming to focus on the fun. Discover the joy of game development with enchant.js. Provides a comprehensive, easy guide to game programming through enchant.js Gives aspiring game developers a tool to realize their ideas Introduces readers to the basics of HTML5 and JavaScript programming

Web Development with MongoDB and Node.js No Starch Press
"Conquering JavaScript - Node.js helps the reader master the Node.js framework for faster and robust development"--

Effective JavaScript John Wiley & Sons
Dispels the myth that JavaScript is a "baby" language and demonstrates why it is the scripting language of choice used in the design of millions of Web pages and server-side applications Quickly covers JavaScript basics and then moves on to more advanced topics such as object-oriented

programming, XML, Web services, and remote scripting Addresses the many issues that Web application developers face, including internationalization, security, privacy, optimization, intellectual property issues, and obfuscation Builds on the reader's basic understanding of HTML, CSS, and the Web in general This book is also available as part of the 4-book JavaScript and Ajax Wrox Box (ISBN: 0470227818) . This 4-book set includes: Professional JavaScript for Web Developers (ISBN: 0764579088) Professional Ajax 2nd edition (ISBN: 0470109491) Professional Web 2.0 Programming (ISBN: 0470087889) Professional Rich Internet Applications: Ajax and Beyond (ISBN: 0470082801)

JavaScript: The Definitive Guide "O'Reilly Media, Inc."
If you've used a more traditional object-oriented language, such as C++ or Java, JavaScript probably doesn't seem object-oriented at all. It has no concept of classes, and you don't even need to define any objects in order to write code. But don't be fooled—JavaScript is an incredibly powerful and expressive object-oriented language that puts many design decisions right into your hands. In The Principles of Object-Oriented JavaScript, Nicholas C. Zakas thoroughly explores JavaScript's object-oriented nature, revealing the language's unique implementation of inheritance and other key characteristics. You'll learn: – The difference between primitive and reference values – What makes JavaScript functions so unique – The various ways to create objects – How to define your own constructors – How to work with and understand prototypes – Inheritance patterns for types and objects The Principles of Object-Oriented JavaScript will leave even experienced developers with a deeper understanding of JavaScript. Unlock the secrets behind how objects work in JavaScript so you can write clearer, more flexible, and more efficient code.

JavaScript with Promises Apress
It's easy to learn parts of JavaScript, but much harder to learn it completely—or even sufficiently—whether you're new to the language or have used it for years. With the "You Don't Know JS" book series, you'll get a more complete understanding of JavaScript, including trickier parts of the language that many experienced JavaScript programmers simply avoid. The series' first book, Up & Going, provides the necessary background for those of you with limited programming experience. By learning the basic building blocks of programming, as well as JavaScript's core mechanisms, you'll be prepared to dive into the other, more in-depth books in the series—and be well on your way toward true JavaScript. With this book you will: Learn the essential programming building blocks, including operators, types, variables, conditionals, loops, and functions Become familiar with JavaScript's core mechanisms such as values, function closures, this, and prototypes Get an overview of other books in the series—and learn why it's important to understand all parts of JavaScript

HTML5 Programming with JavaScript For Dummies "O'Reilly Media, Inc."
With modern tools. it is possible to create a production grade, full-stack application using HTML, CSS, and JavaScript alone. The combination of MongoDB, Express, AngularJS, and Node.js has become so popular that it has earned the title MEAN stack -- the subject of this book. This book explores the MEAN stack in detail. We will begin by covering Node.js, as it will lay the groundwork for all of our server-side work. You will learn how to get Node running on your local machine as well as download modules using npm. The key aspects of the Node.js programming model will also be covered. From there, we will move on to MongoDB, where you'll learn how to interact with Mongo from a Node application. You will also learn how to create, retrieve, update, and delete data from a Mongo store. After you have a solid grasp on Node and Mongo, the book will move on to the Express web server. We'll cover the basics of Express applications via topics like routes and middleware. Building on previous chapters, we will cover the integration of Node, Mongo, and Express. Our coverage of the MEAN stack will wrap up with several chapters on AngularJS. These chapters will cover Angular fundamentals like data binding, directives, controllers, routing, and services. In an effort to explore competing technologies, a slight introduction to Ember.js will also be provided. Full stack JavaScript is not fully encompassed by the MEAN stack. There is an entire ecosystem of JavaScript tools to learn about, and this book will introduce a few of them. We will cover task runners Gulp.js and Grunt.js which are extremely useful for automating mundane, repetitive tasks. We'll also cover JSHint, a linting tool used to improve code quality. Linting tools analyze source code and report potentials issues - a feature that is especially useful in non-compiled languages like JavaScript.

Mastering Backbone.js DigitalOcean
Leverage the features of TypeScript to boost your development skills and create captivating applications About This Book Learn how to develop modular, scalable, maintainable, and adaptable web applications by taking advantage of TypeScript Explore techniques to use TypeScript alongside other leading tools such as Angular 2, React, and Node.js Focusing on design patterns in TypeScript, this step-by-step guide demonstrates all the important design patterns in practice Who This Book Is For This Learning Path is for intermediate-level JavaScript developers who want to use TypeScript to build beautiful web applications and fun projects. No prior knowledge of TypeScript is required, but a basic understanding of jQuery is expected. This Learning Path is also for experienced TypeScript developers who want to take their skills to the next level, and also for web developers who wish to make the most of TypeScript. What You Will Learn Understand the key TypeScript language features and runtime Install and configure the necessary tools in order to start developing an application Create object-oriented code that

adheres to the SOLID principles Develop robust applications with testing (Mocha, Chai, and SinonJS) Apply GoF patterns in an application with a testing approach Identify the challenges when developing an application Migrate JavaScript codebases to TypeScript to improve your workflow Utilize System.JS and Webpack to load scripts and their dependencies Develop high performance server-side applications to run within Node.js In Detail TypeScript is an open source and cross-platform typed superset of JavaScript that compiles to plain JavaScript that runs in any browser or any host. TypeScript adds optional static types, classes, and modules to JavaScript, to enable great tooling and better structuring of large JavaScript applications. Through this three-module learning path, you'll learn the ins-and-outs of TypeScript for building more robust software. The first module gets you started with TypeScript and helps you understand the basics of TypeScript and automation tools. Get a detailed description of function, generics, callbacks, and promises, and discover the object-oriented features and memory management functionality of TypeScript. The next module starts by explaining the current challenges when designing and developing an application and how you can solve these challenges by applying the correct design pattern and best practices. You will be introduced to low-level programming concepts to help you write TypeScript code, as well as working with software architecture, best practices, and design aspects. The final module will help you build a complete single page app with Angular 2, create a neat mobile app using NativeScript, and even build a Pac Man game with TypeScript. As if the fun wasn't enough, you'll also find out how to migrate your legacy codebase from JavaScript to TypeScript. By the end of this Learning Path, you will be able to take your skills up a notch and develop full-fledged web applications using the latest features of the TypeScript. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Learning TypeScript by Remo H. Jansen TypeScript Design Patterns by Vilic Vane TypeScript Blueprints by Ivo Gabe de Wolff Style and approach This is a step-by-step, practical guide covering the fundamentals of TypeScript with practical examples. The end-to-end projects included in this book will give you ready-to-implement solutions for your business scenario, showcasing the depth and robustness of TypeScript.

Eloquent JavaScript, 2nd Ed. Addison-Wesley

Asynchronous JavaScript is everywhere, whether you're using Ajax, AngularJS, Node.js, or WebRTC. This practical guide shows intermediate to advanced JavaScript developers how Promises can help you manage asynchronous code effectively—including the inevitable flood of callbacks as your codebase grows. You'll learn the inner workings of Promises and ways to avoid difficulties and missteps when using them. The ability to asynchronously fetch data and load scripts in the browser broadens the capabilities of JavaScript applications. But if you don't understand how the async part works, you'll wind up with unpredictable code that's difficult to maintain. This book is ideal whether you're new to Promises or want to expand your knowledge of this technology. Understand how async JavaScript works by delving into callbacks, the event loop, and threading Learn how Promises organize callbacks into discrete steps that are easier to read and maintain Examine scenarios you'll encounter and techniques you can use when writing real-world applications Use features in the Bluebird library and jQuery to work with Promises Learn how the Promise API handles asynchronous errors Explore ECMAScript 6 language features that simplify Promise-related code

Get Programming with JavaScript John Wiley & Sons

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 Java¬ Script 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 inter¬ active sandbox, where you can edit the code, run it, and see its output instantly.

The Principles of Object-Oriented JavaScript CRC Press

Design and build scalable web applications using Backbone.js About This Book Level up your Backbone.js skills and create professional web applications with the best practices Use the Backbone.js components in the right way and avoid maintenance nightmares Improve your development workflow from application design to deployment Apply the best practices given in this tutorial to solve day-to-day problems in your applications Who This Book Is For This book is for those developers who know the basic concepts of Backbone.js and want to build scalable applications with it. If you are looking for the best practices of using Backbone.js applied to real work applications, this book is for you. You will be able to apply architectural principles to create amazing web applications easily. What You Will Learn Build web applications that scale with Backbone.js Design a powerful architecture that eliminates maintenance nightmares Use common patterns and best practices in Backbone.js web applications developments Pack your applications to be deployed to production environments Clean up your code organization to a simple and maintainable architecture Test your components and get confidence with your code Deal with common scenarios like file uploading and login issues In Detail Backbone.js is a popular library to build single page applications used by many start-ups around the world because of its flexibility, robustness and simplicity. It allows you to bring your own tools and libraries to make amazing webapps with your own rules. However, due to its flexibility it is not always easy to create scalable applications with it. By learning the best practices and project organization you will be able to create maintainable and scalable web applications

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with Backbone.js. With this book you will start right from organizing your Backbone.js application to learn where to put each module and how to wire them. From organizing your code in a logical and physical way, you will go on to delimit view responsibilities and work with complex layouts. Synchronizing models in a two-way binding can be difficult and with sub resources attached it can be even worse. The next chapter will explain strategies for how to deal with these models. The following chapters will help you to manage module dependencies on your projects, explore strategies to upload files to a RESTful API and store information directly in the browser for using it with Backbone.js. After testing your application, you are ready to deploy it to your production environment. The final chapter will cover different flavors of authorization. The Backbone.js library can be difficult to master, but in this book you will get the necessary skill set to create applications with it, and you will be able to use any other library you want in your stack. Style and approach This book takes a tutorial approach to help you scale your Backbone.js applications. It builds a web application using the best practices and applies architectural design principles to develop maintainable web-apps. Each chapter explains the design decisions and improves the project that is used as an example alongside the book.