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JavaScript Creativity Apress
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
JavaScript for Impatient Programmers
DigitalOcean
"Conquering JavaScript - Node.js helps the reader
master the Node.js framework for faster and robust
development"--
Beginning JavaScript with DOM Scripting and
Ajax "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.
*TypeScript: Modern JavaScript
Development* Apress
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.
Node.js the Right Way O'Reilly Media
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
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.

JavaScript Allong é Justin Kelly

Take advantage of JavaScript 's power to build robust web-scale or enterprise applications that are easy to extend and maintain. By applying the design patterns outlined in this practical book, experienced JavaScript developers will learn how to write flexible and resilient code that 's easier—yes, easier—to work with as your code base grows. JavaScript may be the most essential web programming language, but in the real world, JavaScript applications often break when you make changes. With this book, author Eric Elliott shows you how to add client- and server-side features to a large JavaScript application without negatively affecting the rest of your code. Examine the anatomy of a large-scale JavaScript application Build modern web apps with the capabilities of desktop applications Learn best practices for code organization, modularity, and reuse Separate your application into different layers of responsibility Build efficient, self-describing hypermedia APIs with Node.js Test, integrate, and deploy software updates in rapid cycles Control resource access with user authentication and authorization Expand your application 's reach through internationalization

JavaScript: The Good Parts Packt Publishing Ltd

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.

Professional JavaScript for Web Developers No Starch Press

For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript material on the market. The seventh edition represents a significant update, with new information for ECMAScript 2020, and new chapters on language-specific features. JavaScript: The Definitive Guide is ideal for experienced programmers who want to learn the programming language of the web, and for current JavaScript programmers who want to master it.

HTML5 Game Programming with enchant.js "O'Reilly Media, Inc."

An example-driven guide covering modern web app development techniques and emerging technologies such as WebAssembly, Service Workers, and Svelte.js to build faster, secure, and scalable apps Key FeaturesDiscover effective techniques for accessing DOM, minimizing painting, and using a V8 engine to optimize JavaScriptUnderstand what makes the web tick and create apps that look and feel like native desktop applicationsExplore modern JavaScript frameworks like Svelte.js for building next-gen web appsBook Description High-performance web development is all about cutting through the complexities in different layers of a web app and building services and APIs that improve the speed and performance of your apps on the browser. With emerging web technologies, building scalable websites and sustainable web apps is smoother than ever. This book starts by taking you through the web frontend, popular web development practices, and the latest version of ES and JavaScript. You'll work with Node.js and learn how to build web apps without a framework. The book consists of three hands-on examples that help you understand JavaScript applications at both the server-side and the client-side using Node.js and Svelte.js. Each chapter covers modern techniques such as DOM manipulation and V8 engine optimization to strengthen your understanding of the web. Finally, you 'll delve into advanced topics such

as CI/CD and how you can harness their capabilities to speed up your web development dramatically. By the end of this web development book, you'll have understood how the JavaScript landscape has evolved, not just for the frontend but also for the backend, and be ready to use new tools and techniques to solve common web problems. What you will learnExplore Vanilla JavaScript for optimizing the DOM, classes, and modules, and querying with jQueryUnderstand immutable and mutable code and develop faster web appsDelve into Svelte.js and use it to build a complete real-time Todo appBuild apps to work offline by caching calls using service workersWrite C++ native code and call the WebAssembly module with JavaScript to run it on a browserImplement CircleCI for continuous integration in deploying your web appsWho this book is for This JavaScript book is for web developers, C/C++ programmers, and anyone who wants to build robust web applications using advanced web technologies. This book assumes a good grasp of Vanilla JavaScript and an understanding of web development tools, such as Chrome Developer tools or Mozilla 's developer tools.

You Don't Know JS: Scope & Closures Packt Publishing Ltd

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 Full Stack JavaScript Development With MEAN "O'Reilly Media, Inc."

No matter how much experience you have with JavaScript, odds are you don 't fully understand the language. As part of the "You Don 't Know JS" series, this compact guide focuses on new features available in ECMAScript 6 (ES6), the latest version of the standard upon which JavaScript is built. Like other books in this series, You Don 't Know JS: ES6 & Beyond dives into trickier parts of the language that many JavaScript programmers either avoid or know nothing about. Armed with this knowledge, you can achieve true JavaScript mastery. With this book, you will: Learn new ES6 syntax that eases the pain points of common programming idioms Organize code with iterators, generators, modules, and classes Express async flow control with Promises combined with generators Use collections to work more efficiently with data in structured ways Leverage new API helpers, including Array, Object, Math, Number, and String Extend your program 's capabilities through meta programming Preview features likely coming to JS beyond ES6 Pro JavaScript Design Patterns John Wiley & Sons 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 Hands-On JavaScript High Performance "O'Reilly

Media, Inc."

Web designers and programmers, add JavaScript to your HTML5 development toolkit without fear Modern websites are complex, and some of the most exciting features - things like geolocation, canvas, portability to mobile and more - require JavaScript to leverage what HTML5 can create. Don't know JavaScript? That's where HTML5 Programming with JavaScript For Dummies comes in. Rather than walking you through JavaScript as a programming language, it approaches JavaScript as a tool to help you enhance web pages. Helps web designers and programmers tap the full power of HTML5 by leveraging JavaScript, even if they have no prior knowledge of JavaScript Enables readers to produce modern websites with today's technology essentials: portability to mobile devices, animation, the use of Libraries, the Canvas component, and more Emphasizes practical uses and offers many short examples for illustration Discover basic to complex ways to use JavaScript programming syntax to harness the full power of HTML5 and CSS3. JavaScript: The Definitive Guide Apress " It 's uncommon to have a programming language wonk who can speak in such comfortable and friendly language as David does. His walk through the syntax and semantics of JavaScript is both charming and hugely insightful; reminders of gotchas complement realistic use cases, paced at a comfortable curve. You 'll find when you finish the book that you 've gained a strong and comprehensive sense of mastery. " —Paul Irish, developer advocate, Google Chrome " This is not a book for those looking for shortcuts; rather it is hard-won experience distilled into a guided tour. It 's one of the few books on JS that I 'll recommend without hesitation. " —Alex Russell, TC39 member, software engineer, Google In order to truly master JavaScript, you need to learn how to work effectively with the language 's flexible, expressive features and how to avoid its pitfalls. No matter how long you 've been writing JavaScript code, Effective JavaScript will help deepen your understanding of this powerful language, so you can build more predictable, reliable, and maintainable programs. Author David Herman, with his years of experience on Ecma 's JavaScript standardization committee, illuminates the language 's inner workings as never before—helping you take full advantage of JavaScript 's expressiveness. Reflecting the latest versions of the JavaScript standard, the book offers well-proven techniques and best practices you 'll rely on for years to come. Effective JavaScript is organized around 68 proven approaches for writing better JavaScript, backed by concrete examples. You 'll learn how to choose the right programming style for each project, manage unanticipated problems, and work more successfully with every facet of JavaScript programming from

data structures to concurrency. Key features include Better ways to use prototype-based object-oriented programming Subtleties and solutions for working with arrays and dictionary objects Precise and practical explanations of JavaScript 's functions and variable scoping semantics Useful JavaScript programming patterns and idioms, such as options objects and method chaining In-depth guidance on using JavaScript 's unique " run-to-completion " approach to concurrency

HTML5 Programming with JavaScript For Dummies Apress

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. Eloquent JavaScript, 3rd Edition John Wiley & Sons

A visual and accessible guide to JavaScript and jQuery in a built-to-last hardcover edition In JavaScript & jQuery renowned author Jon Duckett discards the traditional programming book template and approaches writing code in a more relevant, less intimidating way. Full-color and packed with instructional graphics and photos, his books have gained a loyal following by illustrating programming in a way both instructive for newcomers and invaluable for seasoned coders. By discussing JavaScript and jQuery in a single text, Duckett ensures you will quickly be writing your own working scripts. Yet the book doesn't assume you have experience in either JavaScript or jQuery. By making use of popular jQuery plugins, Duckett illustrates techniques that would require pages upon pages of detailed explanation if you were being taught to create the plugins yourself. This durable and attractive hardcover edition is a book you will have open on your desk as a reference for

years to come. A timeless and lasting version of a classic "Duckett" book in a hardbound, dust-jacketed edition Completely accessible to those who feel intimidated by the subject matter and relevant to all front-end designers and developers who need to understand JavaScript Discusses applying responsive design techniques, leveraging APIs to save you time and work in coding, and identifying when to use CSS transforms over pure JavaScript Beautiful 4-color illustrations and examples make this a terrific academic resource for those of all experience levels JavaScript & jQuery clearly explains the jargon of programming, addressing the vocabulary without making it a prerequisite for readers. Duckett speaks directly to readers, making this an invaluable resource. This book is also available as a set, Web Design with HTML, CSS, JavaScript and jQuery Set 978119038634 along with HTML and CSS Design and Build Websites 9781118871645. JavaScript Cookbook No Starch Press 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 SystemJS 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. The Principles of Object-Oriented JavaScript "O'Reilly Media, Inc." JavaScript lies at the heart of almost every modern web application, from social apps to the newest browser-based games. 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. Eloquent JavaScript, 2nd Edition dives deep into the JavaScript language to show you how to write beautiful, effective code. Author Marijn Haverbeke immerses you in example code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you ' ll learn: The essential elements of programming, including syntax, control, and dataHow to organize and clarify your code with object-oriented and functional programming techniquesHow to script the browser and make basic web applicationsHow to use the DOM effectively to interact with browsersHow to harness Node.js to build servers and utilities This edition is thoroughly revised and

modernized to reflect the current state of JavaScript and web browsers, with brand-new material, such as a chapter on code performance in JavaScript, and expanded coverage of recursion and closures. All source code is available online in an interactive sandbox, where you can edit the code, run it, and see its output instantly. Isn ' t it time you became fluent in the language of the Web? JavaScript for Programmers Addison-Wesley Professional Summary Get Programming with JavaScript is a hands-on introduction to programming for readers who have never programmed. You'll be writing your own web apps, games, and programs in no time! Foreword by Remy Sharp. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Are you ready to start writing your own web apps, games, and programs? You ' re in the right place! Get Programming with JavaScript is a hands-on introduction to programming for readers who have never written a line of code. Since you ' re just getting started, this friendly book offers you lots of examples backed by careful explanations. As you go along, you ' ll find exercises to check your understanding and plenty of opportunities to practice your new skills. You don ' t need anything special to follow the examples—just the text editor and web browser already installed on your computer. We even give you links to working online code so you can see how everything should look live on your screen. What ' s Inside All the basics—objects, functions, responding to users, and more Think like a coder and design your own programs Create a text-based adventure game Enhance web pages with JavaScript Run your programs in a web browser Four bonus chapters available online About the Reader No experience required! All you need is a web browser and an internet connection. About the Author John Larsen is a mathematics and computing teacher with an interest in educational research. He has an MA in mathematics and an MSc in information technology. He started programming in 1982, writing simple programs for teaching mathematics in 1993, building websites in 2001, and developing data-driven web-based applications for education in 2006. Table of Contents PART 1 CORE CONCEPTS ON THE CONSOLE Programming, JavaScript, and JS Bin Variables: storing data in your program Objects: grouping your data Functions: code on demand Arguments: passing data to functions Return values: getting data from functions Object arguments: functions working with objects Arrays: putting data into lists Constructors: building objects with functions Bracket notation: flexible property names PART 2 ORGANIZING YOUR PROGRAMS Scope: hiding information Conditions: choosing code to run Modules: breaking a program into pieces Models: working with data Views: displaying data Controllers: linking models and views

PART 3 JAVASCRIPT IN THE BROWSER

HTML: building web pages
Controls: getting user input
Templates: filling placeholders with data
XHR: loading data
Conclusion: get programming with JavaScript
BONUS ONLINE CHAPTERS
Node: running JavaScript outside the browser
Express: building an API
Polling: repeating requests with XHR
Socket.IO: real-time messaging

Mastering Backbone.js Simon and Schuster

Why reinvent the wheel every time you run into a problem with JavaScript? This cookbook is chock-full of code recipes for common programming tasks, along with techniques for building apps that work in any browser. You'll get adaptable code samples that you can add to almost any project--and you'll learn more about JavaScript in the process. The recipes in this book take advantage of the latest features in ECMAScript 2020 and beyond and use modern JavaScript coding standards. You'll learn how to:

- Set up a productive development environment with a code editor, linter, and test server
- Work with JavaScript data types, such as strings, arrays, and BigInts
- Improve your understanding of JavaScript functions, including arrow functions, closures, and generators
- Apply object-oriented programming concepts like classes and inheritance
- Work with rich media in JavaScript, including audio, video, and SVGs
- Manipulate HTML markup and CSS styles
- Use JavaScript anywhere with Node.js
- Access and manipulate remote data with REST, GraphQL, and Fetch
- Get started with the popular Express application-building framework
- Perform asynchronous operations with Promises, async/await, and web workers