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As recognized, adventure as with ease as experience more or less lesson, amusement, as without difficulty as harmony can be gotten by just checking out a ebook Js plus it is not directly done, you could put up with even more around this life, more or less the world.

We offer you this proper as with ease as easy pretension to acquire those all. We come up with the money for Js and numerous book collections from fictions to scientific research in any way. in the midst of them is this Js that can be your partner.

How To Code in Node.js
John Wiley & Sons
ECMAScript 6
represents the biggest
update to the core of
JavaScript in the
history of the language.
In Understanding

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

JavaScript: The Definitive Guide "O'Reilly Media, Inc." "Writing readable code"--Cover
Pro JavaScript Design Patterns Justin Kelly 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.

Beginning JavaScript with DOM Scripting and Ajax
"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

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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.

Full Stack JavaScript Development With MEAN
No Starch Press
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

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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.

HTML5 Programming with JavaScript For Dummies
John Wiley & Sons
"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 Game Programming with enchant.js* Packt Publishing Ltd No matter how much experience you have with JavaScript, odds are you don't fully understand the language. This concise yet in-depth guide takes you inside

scope and closures, two core concepts you need to know to become a more efficient and effective JavaScript programmer. You'll learn how and why they work, and how an understanding of closures can be a powerful part of your development skillset. Like other books in the "You Don't Know JS" series, Scope and Closures dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can achieve true JavaScript mastery. Learn about scope, a set of rules to help JavaScript engines locate variables in your code Go deeper into nested scope, a series of containers for variables and functions Explore function- and block-based scope, "hoisting", and the patterns and benefits of scope-based hiding Discover how to use closures for synchronous and asynchronous tasks, including the creation of JavaScript libraries **You Don't Know JS: ES6 & Beyond** "O'Reilly Media, Inc." 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

The Principles of Object-Oriented JavaScript Apress 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

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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?

6 JavaScript Projects O'Reilly Media 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

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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

TypeScript: Modern JavaScript Development "O'Reilly Media, Inc."

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 Allongé No Starch Press
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

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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.

Full Stack JavaScript No Starch Press

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.

Maintainable JavaScript
Simon and Schuster
What will you learn from this book? This brain-friendly guide teaches you everything from JavaScript language fundamentals to advanced topics, including objects, functions, and the browser's document object model. You won't just be reading—you'll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript in ways you never imagined. And you'll write real code, lots of it, so you can start building your own web applications. Prepare to open your mind as you learn (and nail) key topics including: The inner details of JavaScript How JavaScript works with the browser The secrets of JavaScript types Using arrays The power of functions How to work with objects Making use of prototypes Understanding closures Writing and testing applications What's so special about this book? We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First JavaScript Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep. This book

replaces Head First JavaScript, which is now out of print.

JavaScript Cookbook

Apress

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

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browser Express: building an API Polling: repeating requests with XHR Socket.IO: real-time messaging

Effective JavaScript "O'Reilly Media, Inc."

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 with Promises* "O'Reilly Media, Inc." 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 *JavaScript: The Good Parts* DigitalOcean 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.

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Professional JavaScript for Web Developers CRC Press 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 Node.js the Right Way Addison-Wesley Professional 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.