

A Software Engineer Learns Html5 Javascript And Jquery Kindle Edition Dane Cameron

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Head First HTML5 Programming Apress

HTML5 is here, and with it, web applications have acquired power, ease, scalability, and responsiveness like never before. With this book, developers will learn how to use the latest cutting-edge HTML5 web technology—available in the most recent versions of modern browsers—to build web applications with unparalleled functionality, speed, and responsiveness. This new edition includes major revisions for WebSockets functionality, reflecting the new W3C specification. It also features new chapters covering the drag-and-drop API as well as SVG. Explains how to create real-time HTML5 applications that tap the full potential of modern browsers Provides practical, real-world examples of HTML5 features in action Covers all the new HTML5 APIs to get you up-to-speed quickly with HTML5 Fully updated to include the latest revisions of the WebSocket API, and much more.

Learning Web App Development John Wiley & Sons

Foundation Website Creation with HTML5, CSS3, and JavaScript shows the entire process of building a website. This process involves much more than just technical knowledge, and this book provides all the information you'll need to understand the concepts behind designing and developing for the Web, as well as the best means to deliver professional results based on best practices. Of course, there is far more to building a successful website than knowing a little Hypertext Markup Language (HTML). The process starts long before any coding takes place, and this book introduces you to the agile development process, explaining why this method makes so much sense for web projects and how best to implement it. We also make sure you're up to date by using the latest HTML5 features. Planning is vital, so you'll also learn to use techniques such as brainstorming, wireframes, mockups, and prototypes to get your project off to the best possible start and help ensure smooth progress as it develops. An understanding of correct, semantic markup is essential for any web professional; this book explains how HTML5 should be used to structure content so that the markup adheres to current web standards. You'll learn about the wide range of HTML5 elements available to you, and you'll learn how and when to use them through building example web pages. Without creative use of Cascading Style Sheets (CSS), websites would all look largely the same. CSS enables you to set your website apart from the rest, while maintaining the integrity of your markup. We'll showcase the new features of CSS3 and how you can use them. You'll learn how CSS3 works and how to apply styles to your pages, allowing you to realize your design ideas in the browser. JavaScript can be used to make your website easier and more interesting to use. This book provides information on appropriate uses of this technology and introduces the concepts of JavaScript programming. You'll also see how JavaScript works as part of the much-hyped technique Ajax, and in turn, where Ajax fits into the wider Web 2.0 picture. While a website is being built, it needs to be tested across multiple browsers and platforms to ensure that the site works for all users, regardless of ability or disability, and this book explains how best to accomplish these tasks. Then, it discusses the process of launching and maintaining the site so that it will continue to work for all its users throughout its life cycle. Foundation Website Creation with HTML5, CSS3, and JavaScript concludes by covering server-side technologies, acting as a guide to the different options available. With insights from renowned experts such as Jason Fried of 37signals, Daniel Burka of Digg and Pownce, and Chris Messina of Citizen Agency, Foundation Website Creation with CSS, XHTML, and JavaScript provides invaluable information applicable to every web project—regardless of size, scope, or budget.

Professional JavaScript Packt Publishing Ltd

2012 Jolt Productivity Award winner! Using HTML5, web developers can create standards-based browser applications with extraordinary richness and power, incorporating everything from drag-and-drop to native audio and video – all without any third-party plug-ins. Simply put, every web developer needs to master HTML5 – and the sooner you do so, the greater advantage you ' ll have. HTML5 Developer ' s Cookbook provides all the expert advice and proven code you need to start building production-quality HTML5 applications right now. Authors Chuck Hudson and Tom Leadbetter present tested, modular recipes at beginner, intermediate, and advanced levels. You ' ll learn exactly how to deliver state-of-the-art user experiences by integrating HTML5 ' s new and enhanced elements with CSS3, multimedia, and JavaScript APIs. Reflecting current standards, this book prioritizes HTML5 features with substantial browser support and identifies the level of browser support for each feature discussed. Coverage includes Understanding and using HTML5 ' s new structural elements Using grouping, text-level, and redefined semantics Managing browser-handling in HTML5 Leveraging new CSS3 layout and style techniques Maximizing interactivity with HTML5 Web Forms Embedding audio and video with HTML5 Drawing with the canvas Controlling browser histories Integrating location awareness with the Geolocation API Implementing client side storage Working with local files Managing communication and threading Optimizing the HTML5 browser experience Integrating device data Turn to HTML5 Developer ' s Cookbook for expert answers, real

solutions, and the code required to implement them. It ' s all you need to jumpstart any HTML5 project and create rich, high-value web applications your users will love.

HTML5 Step by Step Apress

The HTML5 Developer ' s Collection includes two recently published HTML5 application development eBooks: Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours HTML5 Developer's Cookbook With Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours, learn how to turn Web pages into stunning mobile applications in just 24 hours or less! HTML5 adds a number of new features and APIs to the language that allow Web designers to be more descriptive and effective in creating their Web pages. Using the new APIs you can build offline Web applications, work with location data, store data on a local computer in a manner similar to cookies, and more! Author Jennifer Kyrnin walks you through how to get started with the HTML5 specification to build great mobile applications. HTML5 Developer ' s Cookbook brings together all the expert advice and proven code you need to start building production-quality HTML5 applications right now. Pioneering HTML5 experts Chuck Hudson and Tom Leadbetter present tested, modular recipes at beginner, intermediate, and advanced levels. You ' ll learn exactly how to deliver state-of-the-art user experiences by integrating HTML5 ' s new and enhanced elements with CSS3 styles, JavaScript APIs, and events. Completely up-to-date to reflect current standards, this book prioritizes HTML5 features with substantial browser support and identifies the level of browser support for each covered feature. This collection covers Working with the new HTML5 tags most valuable for mobile development Getting started fast with HTML5 features already supported by today ' s browsers Detecting mobile devices and HTML5 support and upgrade sites to support them Styling and building more efficient, usable mobile pages Using jQuery Mobile to quickly create mobile apps Leveraging HTML5 ' s breakthrough drawing and typography features Efficiently integrating media content into your apps Adding meaning with HTML5 sectioning and semantic elements Implementing drag-and-drop more easily than ever Building offline applications and other apps that use local storage Detecting and working with location data via the GeoLocation API Using microformats and microdata to make Web pages friendlier to computers Adding powerful back-end functionality with WebSockets, Web Workers, and File APIs Improving user navigation with the History API Understanding and using HTML5 ' s new structural elements Using grouping, text-level, and redefined semantics Managing browser-handling in HTML5 Leveraging new CSS3 layout and style techniques Maximizing interactivity with HTML5 Web Forms Embedding audio and video with HTML5 Drawing with the canvas Controlling browser histories Integrating location awareness into mobile applications with the Geolocation API Implementing client side storage and working with local files Managing communication and threading Optimizing the HTML5 browser experience Integrating device data

Learn Three.js Jones & Bartlett Learning

Want To Learn jQuery, JavaScript, and HTML5 in the Simplest Way Possible? If So, Then You've Come To The Right Place. This eBook Was Written by a Software Engineer Who Will Take You Step-by-Step To Become Skilled and Knowledgeable at jQuery, JavaScript, HTML5, and More! Here Is A Preview of What You Will Learn: - The Basics of HTML - The Basics of JavaScript - The Basics of CSS3 - HTML5 - jQuery - Forms - Web Services - Web Socket Communications - Managing Local Data With the Help of Web Storage - Offline Web Applications - And More!

Learn HTML5 and JavaScript for Android "O'Reilly Media, Inc."

Summary Hello! HTML5 & CSS3 is written for the web designer or developer who wants a fast, example-oriented introduction to the new HTML and CSS features. This snappy, user-friendly, and fun guide will get you started right away. About this Book Whether you're building web pages, mobile apps, or desktop apps, you need to learn HTML5 and CSS3. So why wait? Hello! HTML5 & CSS3 is a smart, snappy, and fun way to get started now. In this example-rich guide to HTML5 and CSS3, you'll start with a user-friendly introduction to HTML5 markup and then take a quick tour through forms, graphics, drag-and-drop, multimedia, and more. Next, you'll explore CSS3, including new features like drop shadows, borders, colors, gradients, and backgrounds. Every step of the way, you'll find hands-on examples, both large and small, to help you learn by doing. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's inside Easy-to-follow intro to HTML5 and CSS3 Fully illustrated and loaded with examples Designed for low-stress learning No prior experience needed! Table of Contents PART 1 LEARNING HTML5 Introducing HTML5 markup HTML5 forms Dynamic graphics Audio and video Browser-based APIs Network and location APIs PART 2 LEARNING CSS3 New CSS language features Layout with CSS3 Motion and color Borders and backgrounds with CSS3 Text and fonts

Web Programming with HTML5, CSS, and JavaScript John Wiley & Sons

If you want to build your organization's next web application with HTML5, this practical book will help you sort through the various frameworks, libraries, and development options that populate this stack. You'll learn several of these approaches hands-on by writing multiple versions of a sample web app throughout the book, so you can determine the right strategy for your enterprise. What's the best way to reach both mobile and desktop users? How about modularization, security, and test-driven development? With lots of working code samples, this book will help web application developers and software architects navigate the growing number of HTML5 and JavaScript choices available. The book's sample apps are available at <http://savesickchild.org>. Mock up the book's working app with HTML, JavaScript, and CSS Rebuild the sample app, first with jQuery and then Ext JS Work with different build tools, code generators, and package managers Build a modularized version of the app with RequireJS Apply test-driven development with the Jasmine framework Use WebSocket to build an online auction for the app Adapt the app for both PCs and mobile with responsive web design Create mobile versions with jQuery Mobile, Sencha Touch, and PhoneGap

HTML5 for .NET Developers Packt Publishing Ltd

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.

A SIMPLE START TO JQUERY, JAVASCRIPT, AND HTML5 FOR BEGINNERS John Wiley & Sons Master HTML and HTML5 in 20 lessons--online video tutorials included! Based on the author's successful online courses, this complete, integrated learning tool provides easy-to-follow lessons that feature clear explanations, sample code and exercises, and video tutorials. Each lesson is designed to take you less than an hour to complete. HTML5: 20 Lessons to Successful Web Development covers the basics of HTML, including laying out an HTML document, using fonts, colors, and images, creating lists and tables, and building forms. Next, you'll learn how to use the HTML5 canvas, support geolocation, build advanced forms, implement local storage, add audio and video to your pages, and much more. Together, the book and almost five hours of video training make learning HTML5 easier than ever! Ready-to-use code at www.mhprofessional.com

Machine Learning Engineering in Action Apress

Grasp the fundamentals of web application development by building a simple database-backed app from scratch, using HTML, JavaScript, and other open source tools.

Through hands-on tutorials, this practical guide shows inexperienced web app developers how to create a user interface, write a server, build client-server communication, and use a cloud-based service to deploy the application. Each chapter includes practice problems, full examples, and mental models of the development workflow. Ideal for a college-level course, this book helps you get started with web app development by providing you with a solid grounding in the process. Set up a basic workflow with a text editor, version control system, and web browser Structure a user interface with HTML, and include styles with CSS Use JQuery and JavaScript to add interactivity to your application Link the client to the server with AJAX, JavaScript objects, and JSON Learn the basics of server-side programming with Node.js Store data outside your application with Redis and MongoDB Share your application by uploading it to the cloud with CloudFoundry Get basic tips for writing maintainable code on both client and server

Learn To Code Html And Css Simon and Schuster

This is the book for web designers, web developers, and front-end coders who want to get up to speed with HTML5 in 2012. This is the book that isn't afraid to point out what everyone gets wrong about HTML5's new markup, so you don't make the same mistakes. This is the book that will show you what rocks in HTML5 today and what the future holds for interactivity and video now Flash is dying. This is the book that doesn't think marking up a basic web page should be a quasi-religious exercise where the high priests of HTML5 must be consulted for their interpretation of the holy texts (the HTML5 spec). This is the book that doesn't pull its punches. This is the book for web professionals who think for themselves. This is the book that tells the truth about HTML5. **5 Reasons You Should Read The Truth About HTML5**. Learn HTML5 markup the right way After spending an insane number of hours researching HTML5's new markup I discovered one disturbing fact: everyone gets it wrong. Really. Don't waste hours trawling through confusing, poorly researched, and often flat-out wrong blog posts (or books). Get the truth on HTML5's markup in chapter three and chapter four. **2. Learn about the future of semantics** Did you know Google, Yahoo! and Microsoft teamed up in 2011 to launch a new, potentially groundbreaking semantics initiative using HTML5's new microdata standard? They did, and the new semantics are being used by major sites like eBay and IMDB right now. In chapter seven you'll be brought up to speed on one of the biggest changes to semantics to ever hit the web. **3. Learn what HTML5 features you can implement today** HTML5 isn't one big blob of technology that will be "finished" at some point in the future. It's a grab bag of cool stuff, much of which has been around for years. Learn what's well supported and ready to go today in 2012, including new forms features in chapter eight, and the new audio and video possibilities in chapter ten. **4. Learn what happens when Flash dies** The writing is on the wall for Flash. Apple never supported it on mobile; Adobe (Adobe!) have given up on the plug-in for Android; and Microsoft won't support it in IE10 in the default desktop experience of Windows 8. (Let that sink in for a moment.) Clients will demand HTML5 equivalents of what was done with Flash so we'll look at what HTML's Canvas can do in chapter nine and what HTML5 video can (and can't) do in chapter ten. **5. HTML5 for CMSs, and beyond HTML5** Finally in chapter twelve we'll look at some of the web app oriented features of HTML5, one of which (the History API) changes something as fundamental as a page refresh. We'll also touch on features that we should be demanding asking politely to be included in our CMSs, and we'll look briefly at some post-HTML5 web standards development for mobile that's becoming a reality right now.

A Simple Start to JQuery, JavaScript, and HTML5 for Beginners Createspace Independent Publishing Platform

Learn HTML5 and JavaScript for Android teaches the essential HTML5 and JavaScript skills you need to make great apps for the Android platform and browser. This book guides you through the creation of a mobile web app. You'll put the HTML5, CSS3 and JavaScript skills you learn into practice, giving you invaluable first-hand experience that will serve you well as you go on to develop your own web apps for Android smartphones and tablets. Throughout this book, you will learn new skills and bring these altogether to create a web app that runs on the Android platform as well as other mobile platforms.

Foundation Website Creation with HTML5, CSS3, and JavaScript "O'Reilly Media, Inc."

Summary HTML5 for .NET Developers teaches professional software engineers how to integrate the latest HTML5 APIs and semantic markup into rich web applications using JavaScript, ASP.NET MVC, and WCF. Written from the .NET perspective, this book is full of practical applications and ways to connect the new web standards with your existing development practices About the Technology A shift is underway for Microsoft developers—to build web applications you'll need to integrate HTML5 features like Canvas-based graphics and the new JavaScript-driven APIs with familiar technologies like ASP.NET MVC and WCF. This book is designed for you. About this Book HTML5 for .NET Developers teaches you how to blend HTML5 with your current .NET tools and practices. You'll start with a quick overview of the new HTML5 features and the semantic markup model. Then, you'll systematically work through the JavaScript APIs as you learn to build single page web apps that look and work like desktop apps. Along the way, you'll get tips and learn techniques that will prepare you to build "metro-style" applications for Windows 8 and WP 8. This book assumes you're familiar with HTML,

and concentrates on the intersection between new HTML5 features and Microsoft-specific technologies. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside HTML5 from a .NET perspective Local storage, threading, and WebSockets Using JSON-enabled web services WCF services for HTML5 How to build single page web apps "This book speaks directly to the interests and concerns of the .NET developer."—From the Forward by Scott Hanselman, Microsoft Table of Contents HTML5 and .NET A markup primer: classic HTML, semantic HTML, and CSS Audio and video controls Canvas The History API: Changing the game for MVC sites Geolocation and web mapping Web workers and drag and drop Websockets Local storage and state management Offline web applications

HTML5 Programming with JavaScript For Dummies Pearson Education

The best way to learn anything is by doing. The author uses a friendly tone and fun examples to ensure that you learn the basics of application development. Once you have read this book, you should have the necessary skills to build your own applications. If you have no experience but want to learn how to create applications in HTML5, this book is the only help you'll need. Using practical examples, HTML5 Web Application Development by Example will develop your knowledge and confidence in application development.

The JavaScript Workshop "O'Reilly Media, Inc."

Experience learning made easy—and quickly teach yourself how to create Web pages with the HTML5 specification. With Step by Step, you set the pace—building and practicing the skills you need, just when you need them! Use a division-based layout to structure your Web pages Include menu bars and hyperlinks for clear navigation Apply colors, font sizes, and other formatting with CSS Add graphics, sound, and video to your pages Use the Canvas tag to render visual images on the fly Build user-input forms with buttons, boxes, and menus Your Step by Step digital content includes: All the book's practice files—ready to download and put to work. See "Using the Practice Files," inside. Fully searchable online edition of this book—without unlimited access on the Web. Free online account required; see inside book.

Html5 Web Application Development by Example Beginner's Guide Simon and Schuster

HTML5 is the latest version of the web technology, which brings it right up-to-date with powerful features such as audio and video without using a plug-in, and a canvas area with professional tools for creating paths, lines, curves, shapes, fills, gradients, patterns, text and more. It also provides accurate geolocation, background web workers, offline web applications, microdata, a local storage engine and many other improvements to standard HTML, such as dozens of new form tags and attributes. If you are a professional or amateur web developer you need these tools in your kit, and this book is the fastest and easiest way there is to learn them. With Robin Nixon's HTML5 Crash Course you will learn both HTML (if you don't already know it) and HTML5, as well as get an introduction to CSS and JavaScript as they relate to HTML5. Packed with numerous examples over 20 chapters, this book will help you to become an HTML5 pro in next to no time.

Learning PHP, MySQL & JavaScript "O'Reilly Media, Inc."

A practical approach with hands on recipes to learn more about HTML5 Data and Services, its features and techniques when building websites or web applications. This book is for programmers and developers who work with a lot of backend code and want to get fast tracked into the world of HTML5 and Javascript. It is also for JavaScript developers who would like to update their knowledge with new techniques and capabilities made possible with HTML5. Some experience in HTML and jQuery is assumed.

Enterprise Web Development Packt Publishing Ltd

Beginning HTML5 and CSS3 is your introduction to the new features and elements of HTML5—as a web developer you'll learn about all the leaner, cleaner, and more efficient code available now with HTML5, along with some new tools that will allow you to create more meaningful and richer content. For everyone involved in web design, this book also introduces the new structural integrity and styling flexibility of CSS 3—which means better-looking pages and smarter content in your website projects. For all forward-looking web professionals who want to start enjoying and deploying the new HTML5 and CSS3 features right away, this book provides you with an in-depth look at the new capabilities—including audio and video—that are new to web standards. You'll learn about the new HTML5 structural sections, plus HTML5 and CSS3 layouts. You'll also discover why some people think HTML5 is going to be a Flash killer, when you see how to create transitions and animations with these new technologies. So get ahead in your web development through the practical, step-by-step approaches offered to you in Beginning HTML5 and CSS3.

Learn HTML5 and JavaScript for iOS Pearson Education

Get to grips with the fundamentals of JavaScript and learn to build the programming skills that will kickstart your career as a software developer Key Features Learn the basics of JavaScript programming to create dynamic web pages Explore the fundamentals of back-end development using Node.js Tackle challenging development problems and apply solutions to real-world situations Book Description If you're looking for a programming language to develop flexible and efficient apps, JavaScript is a great choice. However, while offering real benefits, the complexity of the entire JavaScript ecosystem can be overwhelming. This Workshop is a smarter way to learn JavaScript. It is specifically designed to cut through the noise and help build your JavaScript skills from scratch, while sparking your interest with engaging activities and clear explanations. Starting with explanations of JavaScript's fundamental programming concepts, this book will introduce the key tools, libraries and frameworks that programmers use in everyday development. You will then move on and see how to handle data, control the flow of information in an application, and create custom events. You'll explore the differences between client-side and server-side JavaScript, and expand your knowledge further by studying the different JavaScript development paradigms, including object-oriented and functional programming. By the end of this JavaScript book, you'll have the confidence and skills to tackle real-world JavaScript development problems that reflect the emerging requirements of the modern web. What you will learn Write clean, maintainable and eloquent JavaScript code Build websites using plain JS and various frameworks and libraries Simplify your workflow with package managers such as Gulp and Grunt Use Node.js to build server-side JavaScript applications Improve the functionality of your applications with browser APIs Implement asynchronous programming to build apps that can multitask Who this book is for The JavaScript Workshop is the ideal guide to JavaScript for beginners. It is designed for anyone who wants to get started learning JavaScript. Whether you're an aspiring web developer, or are just curious about learning how to code with a versatile programming language, this book will help you get up and running. Previous development experience is not required, but basic prior knowledge of HTML and CSS will help you get the most from this book.

Coding with JavaScript For Dummies Packt Publishing Ltd

You have a great idea for a simple mobile web app. Or, you have a great idea for a complicated mobile web app. Either way, Learn HTML5 and JavaScript for iOS will help you build, fine-tune, and publish your app for iPhone, iPad, or iPod touch. Scott Preston will walk you through building a mobile web app from scratch using real-world examples.

You'll learn about design considerations, mobile web frameworks, and HTML5 features like animation and graphics using Canvas. You'll also learn how to customize your app for a variety of platforms, and you'll explore testing and performance tips for your app. Get an overview of HTML5, JavaScript, and mobile web frameworks Discover tips for iOS usability as well as performance Dig into features like images, animation, and even geolocation