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[Learning Ext JS](#) Simon and Schuster

This book is a practical step-by-step tutorial which guides you to migrate from Ext JS 3 to Ext JS 4. There are examples backed with explanations and plenty of code and illustrations to look forward to. This book is written for web developers who are familiar with Ext JS 3 and want to have detailed insights into the new features of Ext JS 4.

Magento 2 Developer's Guide Packt Publishing Ltd

JavaScript ist sowohl die einzige relevante Programmiersprache für das Web, um auf Seiten des Clients (also in einem Browser) die Funktionalität von Webseiten zu erweitern als auch Basis von AJAX und dem neuen Web 2.0. Mit JavaScript lassen sich schnell und einfach Features in Webseiten einbauen, die mit anderen Technologien nur schwer oder überhaupt nicht realisierbar wären. Lernen Sie in diesem Buch die Möglichkeiten der universellen Sprachen kennen und effektiv im Rahmen Ihrer Web-Applikationen einsetzen. Beginnend mit einfachen Erweiterungen der Webseite und Grundlagen der Sprache über Formularplausibilisierungen, dynamische Effekte und Animationen (DHTML), Umgang mit Objekten (DOM) inklusive Prototyping, Ereignisbehandlung bis hin zur asynchronen Datennachforderung von Teilen der Webseite (Ajax) und Optimierungs- und Sicherheitsmaßnahmen. Dabei werden Sie sowohl Lösungen kennen lernen, die von Grund auf mit purem JavaScript erstellt werden, als auch den Nutzen von leistungsfähigen Frameworks wie dem Dojo Toolkit, jQuery oder Prototype sehen.

Mastering OpenLayers 3 "O'Reilly Media, Inc."

In the event of large crises (earthquakes, typhoons, floods, ...), a primordial task of the fire and rescue services is the search for human survivors on the incident site. This is a complex and dangerous task, which - too often - leads to loss of lives among the human crisis managers themselves. This book explains how unmanned search can be added to the toolkit of the search and rescue workers, offering a valuable tool to save human lives and to speed up the search and rescue process. The introduction of robotic tools in the world of search and rescue is not straightforward, due to the fact that the search and rescue context is extremely technology-unfriendly, meaning that very robust solutions, which can be deployed extremely quickly, are required. Multiple research projects across the world are tackling this problem and in this book, a special focus is placed on showcasing the results of the European Union ICARUS project on this subject. The ICARUS project proposes to equip first responders with a comprehensive and integrated set of unmanned search and rescue tools, to increase the situational awareness of human crisis managers, so that more work can be done in a shorter amount of time. The ICARUS tools consist of assistive unmanned air, ground, and sea vehicles, equipped with victim-detection sensors. The unmanned vehicles collaborate as a coordinated team, communicating via ad hoc cognitive radio networking. To ensure optimal human-robot collaboration, these tools are seamlessly integrated into the command and control equipment of the human crisis managers and a set of training and support tools is provided to them in order to learn to use the ICARUS system. The research leading to these results has received funding from the European Community's Seventh Framework Programme (FP7/2007-2013) under grant agreement number 285417. The publishing of this book was funded by the EC FP7 Post-Grant Open Access Pilot programme.

Classroom in a Book: A Guide to CQ5 for Marketing Professionals Packt Publishing Ltd

Provides information on how to write better JavaScript programs, covering such topics as functions, arrays, library and API design, and concurrency.

OpenLayers 2.10 Beginner's Guide Apress

Get a solid grounding in Apache Oozie, the workflow scheduler system for managing Hadoop jobs. With this hands-on guide, two experienced Hadoop practitioners walk you through the intricacies of this powerful and flexible platform, with numerous examples and real-world use cases. Once you set up your Oozie server, you'll dive into techniques for writing and coordinating workflows, and learn how to write complex data pipelines. Advanced topics show you how to handle shared libraries in Oozie, as well as how to implement and manage Oozie's security capabilities. Install and configure an Oozie server, and get an overview of basic concepts Journey through the world of writing and configuring workflows Learn how the Oozie coordinator schedules and executes workflows based on triggers Understand how Oozie manages data dependencies Use Oozie bundles to package several coordinator apps into a data pipeline Learn about security features and shared library management Implement custom extensions and write your own EL functions and actions Debug workflows and manage Oozie's operational details

Das JavaScript-Handbuch Simon and Schuster

Designed to be a structured guide, **Mastering Ext JS** is full of engaging examples to help you learn in a practical context. This book is for developers who are familiar with using Ext JS who want to augment their skills to create even better web applications.

HTML5 Hacks BoD — Books on Demand

It's time for a current, definitive JavaScript book, and in this comprehensive beginner's guide, bestselling author Larry Ullman teaches the language as it is implemented today. Larry demonstrates how to build upon JavaScript's ease of use, while demystifying its often-cryptic syntax, especially for those who have not programmed before. This book enforces modern JavaScript's best practices and embraces key Web development approaches such as progressive enhancement and unobtrusive scripting. The author demonstrates loads of real-world code and makes it available for download. You'll learn about JavaScript itself and the relationship between JavaScript and HTML. Next you'll explore variables, common operators, and control structures. Then you'll create functions, handle events, and do more with HTML forms. You'll master Ajax, work with frameworks, and use JavaScript with PHP to create a complete example. The result is a book that helps you not just tinker with JavaScript but to thoroughly comprehend it. This book includes: Easy step-by-step instruction,

ample illustrations, and clear examples Real-world techniques to build your skills Insight into best practices from a veteran Web expert Emphasis on strategies for creating reliable code that will work on all of today's browsers and devices, even those without JavaScript

Mobile JavaScript Application Development Peachpit Press

When developing apps for the latest smartphones, you're faced with several vexing questions. How many platforms do you need to accommodate? What level of support do mobile browsers provide? To help you address these and many other key issues, this guide provides a hands-on tour of the most powerful JavaScript frameworks available today. You'll build sample apps with jQuery Mobile, Sencha Touch, and PhoneGap to learn the unique advantages—and disadvantages—of each framework. From there, you can determine which one is best for your project. This book is ideal for web developers familiar with JavaScript, HTML, and CSS. Experience the simplicity of jQuery Mobile for building cross-browser applications Learn how Sencha Touch's architecture, widgets, and blazing-fast rendering engine makes it a good choice for enterprise software Use PhoneGap to package your web app into a native iOS, Android, or Windows Phone application Discover the impact of various HTML5 features on mobile app development Pick up JavaScript productivity tips as you delve into its object orientation, closures, and coding conventions Test and debug your app with a collection of tips, tricks, and tools

Ext Js 4 First Look John Wiley & Sons

Newly revised and updated resource on jQuery's many features and advantages Web Development with jQuery offers a major update to the popular **Beginning JavaScript and CSS Development with jQuery** from 2009. More than half of the content is new or updated, and reflects recent innovations with regard to mobile applications, jQuery mobile, and the spectrum of associated plugins. Readers can expect thorough revisions with expanded coverage of events, CSS, AJAX, animation, and drag and drop. New chapters bring developers up to date on popular features like jQuery UI, navigation, tables, interactive capabilities, and audio and video. The book focuses on the new features of jQuery that improve performance and speed, providing huge advantages over traditional JavaScript. Offers new and revised content throughout the book, which focuses on the most recent features and capabilities of jQuery Serves as an essential instructional tool for web developers with JavaScript and CSS knowledge who want to learn more Advises readers on how to best use jQuery's powerful, easy-to-use features to create dynamic web pages and web applications This resource provides a deep understanding of jQuery and sets readers up for successful interactions with all it has to offer.

Mobile Web Framework for JavaScript and HTML5 Pearson Education

Learning JavaScript Design Patterns "O'Reilly Media, Inc."

Apache Oozie Packt Publishing Ltd

An introduction to writing code with JavaScript using classical and modern design patterns, including modules, observers, facades, and mediators.

Getting Started with WebRTC Packt Publishing Ltd

Discover Ext JS, one of today's most powerful and highly regarded JavaScript frameworks, with perhaps the best set of GUI widgets around, and a whole host of components that make developing client-side applications a breeze. Using a pragmatic approach, you'll dissect seven full-fledged applications, covering How Ext JS allows you to create these applications with a slick user interface with a minimum of effort How the other parts of Ext JS aside from the GUI widgets provide many of the capabilities modern applications need, such as Ajax and data mechanisms How other technologies such as Gears can be brought in to make the applications more powerful

Understanding single-page web applications Packt Publishing Ltd

Summary Sencha Touch in Action is the definitive guide to developing applications with Sencha Touch. You'll begin with basic design principles for building great mobile applications, and then explore the features of Sencha Touch that bring those ideas to life. You'll learn how and why objects operate in the framework as you work through several real-world examples. This book also promotes the emerging best practices for mobile web development, from widget implementation to developing an application with the Sencha Touch MVC framework. Updated for Sencha Touch 2. About the Technology The Sencha Touch framework makes it easy to build cross-platform mobile apps using HTML5 and JavaScript. It offers numerous features that mimic native mobile APIs and an MVC architecture that feels right at home for application developers. So you get the power and richness of native apps and the convenience of standard web tools. About this Book **Sencha Touch in Action** is a complete guide for developers of native-quality mobile Sencha Touch applications. You'll explore real-world examples as you master this impressive framework from the ground up. The book shows you good practices for mobile web development, from widget implementation to the structure of MVC applications. The book requires basic JavaScript skills. It assumes no experience with Sencha Touch or Ext JS. What's Inside Covers Sencha Touch 2 Build on your existing web dev skills Create mobile web apps that feel like native apps Extend enterprise apps to mobile clients Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Authors Jay Garcia is a popular speaker, Sencha community advocate, and author of **Ext JS in Action**. Anthony De Moss is a professional web and mobile developer. Mitchell Simoens is a Sencha developer supporting the Sencha Touch and Ext JS products. Table of Contents PART 1 INTRODUCTION TO SENCHA TOUCH Introducing Sencha Touch Using Sencha Touch for the first time Sencha Touch foundations PART 2 BUILDING MOBILE USER INTERFACES Mastering the building blocks Toolbars, buttons, and docked items Getting the user's attention Data stores and views Working with forms Maps and media PART 3 CONSTRUCTING AN APPLICATION Class system foundations Building Sencha Touch applications Building Web Applications and Microservices for the Cloud with Go and React "O'Reilly Media, Inc."

With 90 detailed hacks, expert web developers Jesse Cravens and Jeff Burtoft demonstrate intriguing uses of HTML5-related technologies. Each recipe provides a clear explanation, screenshots, and complete code examples for specifications that include Canvas, SVG, CSS3, multimedia, data storage, web workers, WebSockets, and geolocation. You'll also find hacks for HTML5 markup elements and attributes that will give you a solid foundation for creative recipes that follow. The last chapter walks you through everything you need to know to get your HTML5 app off the ground, from Node.js to deploying your server to the cloud. Here are just a few of the hacks you'll find in this book: Make iOS-style card flips with CSS transforms and transitions Replace the background of your video with the Canvas tag Use Canvas to create high-res Retina Display-ready media Make elements on your page user-customizable with editable content Cache media resources locally with the filesystem API Reverse-geocode the location of your web app user Process image data with pixel manipulation in a dedicated web worker Push notifications to the browser with Server-Sent Events

JavaScript Frameworks for Modern Web Development "O'Reilly Media, Inc."

Developing applications for Android and other mobile devices using web technologies is now well within reach. When the capabilities of HTML5 are combined with CSS3 and JavaScript, web application developers have an opportunity to develop compelling mobile applications using familiar tools. Not only is it possible to build mobile web apps that feel as good as native apps, but to also write an application once and have it run a variety of different devices. While the HTML5 specification is still evolving, there is a lot that can be used right now to build mobile web apps. Mobile web apps are now starting to provide many of the features that were once only available to native-language-based apps in Java, Objective-C, etc. **Pro Android Web Apps** teaches developers already familiar with web application development, how to code and structure a web app for use on the Android mobile platform. Understand both the why and how of mobile web app development, focusing on the Android platform. Learn how to structure mobile web apps through a number of practical, real-world application examples. Discover what cloud platforms such as Google AppEngine have to offer Android web apps, for both hosting web apps and providing device to

cloud data synchronization solutions. Get a real picture of the status of HTML5 on Android and other mobile devices, including some things to watch out for when building your own applications. Understand the capabilities of the web application stack, and how to complement those with native bridging frameworks such as PhoneGap to access native features of the device. Gain an understanding of the different UI frameworks that are available for building mobile web apps. Learn how to include mapping and leverage location-based services in mobile web apps to create engaging mobile experiences. Enable social integration with your Android web app and gain access to millions of potential users. After reading this book, you will not only have a greater understanding of the world of web apps on Android, but also how to leverage additional tools and frameworks to increase the reach of your mobile web apps. Additionally, through the practical samples in the book you will have been given solid exposure of where both the opportunities and challenges lie when building mobile apps the web way.

Enrich ü hrung, Praxis und Referenz Packt Publishing Ltd

Enrich your software design skills and take a guided tour of the wild, vast, and untamed frontier that is JavaScript development. Especially useful for frontend developers, this revision includes specific chapters on React and VueJS, as well as an updated one on Angular. To help you get the most of your new skills, each chapter also has a "further reading" section. This book will serve as an introduction to both new and well established libraries and frameworks, such as Angular, VueJS, React, Grunt, Yeoman, RequireJS, Browserify, Knockout, Kraken, Async.js, Underscore, and Lodash. It also covers utilities that have gained popular traction and support from seasoned developers and tools applicable to the entire development stack, both client- and server-side. While no single book can possibly cover every JavaScript library of value, JavaScript Frameworks for Modern Web Development focuses on incredibly useful libraries and frameworks that production software uses. You will be treated to detailed analyses and sample code for tools that manage dependencies, structure code in a modular fashion, automate repetitive build tasks, create specialized servers, structure client side applications, facilitate horizontal scaling, and interacting with disparate data stores. What You'll Learn Work with a variety of JavaScript frameworks, such as Angular, Vue, React, RequireJS, Knockout, and more Choose the right framework for different types of projects Employ the appropriate libraries and tools in your projects Discover useful JavaScript development tools such as Grunt, Yeoman, Lodash, etc. Who This Book Is For Web developers of all levels of ability; particularly relevant for front-end developers, server-side coders, and developers interested in learning JavaScript.

Mastering PostGIS Packt Publishing Ltd

Using WebGL®, you can create sophisticated interactive 3D graphics inside web browsers, without plug-ins. WebGL makes it possible to build a new generation of 3D web games, user interfaces, and information visualization solutions that will run on any standard web browser, and on PCs, smartphones, tablets, game consoles, or other devices. WebGL Programming Guide will help you get started quickly with interactive WebGL 3D programming, even if you have no prior knowledge of HTML5, JavaScript, 3D graphics, mathematics, or OpenGL. You'll learn step-by-step, through realistic examples, building your skills as you move from simple to complex solutions for building visually appealing web pages and 3D applications with WebGL. Media, 3D graphics, and WebGL pioneers Dr. Kouichi Matsuda and Dr. Rodger Lea offer easy-to-understand tutorials on key aspects of WebGL, plus 100 downloadable sample programs, each demonstrating a specific WebGL topic. You'll move from basic techniques such as rendering, animating, and texturing triangles, all the way to advanced techniques such as fogging, shadowing, shader switching, and displaying 3D models generated by Blender or other authoring tools. This book won't just teach you WebGL best practices, it will give you a library of code to jumpstart your own projects. Coverage includes:

- WebGL's origin, core concepts, features, advantages, and integration with other web standards
- How and basic WebGL functions work together to deliver 3D graphics
- Shader development with OpenGL ES Shading Language (GLSL ES)
- 3D scene drawing: representing user views, controlling space volume, clipping, object creation, and perspective
- Achieving greater realism through lighting and hierarchical objects
- Advanced techniques: object manipulation, heads-up displays, alpha blending, shader switching, and more
- Valuable reference appendixes covering key issues ranging from coordinate systems to matrices and shader loading to web browser settings

This is the newest text in the OpenGL Technical Library, Addison-Wesley's definitive collection of programming guides and reference manuals for OpenGL and its related technologies. The Library enables programmers to gain a practical understanding of OpenGL and the other Khronos application-programming libraries including OpenGL ES and OpenCL. All of the technologies in the OpenGL Technical Library evolve under the auspices of the Khronos Group, the industry consortium guiding the evolution of modern, open-standards media APIs.

Professional JavaScript Frameworks Packt Publishing Ltd

Adobe Experience Manager (formerly CQ5) is an industry leading web content management system aimed at giving digital marketers the ability to create, manage, and deliver personalized online experiences. Adobe Experience Manager: Classroom in a Book is the definitive guide for marketers who want to understand and learn to use the platform. It explains the business value of the features and the overall philosophy of the product and is a must-read before sitting down to work with an implementation team. Marketers will understand why AEM is constructed as it is so they can alter business processes and participate in successful implementation. They'll get insight into how to accomplish the fundamental tasks to more effectively create and manage content. They'll also learn about common mistakes and how to avoid them. After reading this book, marketers will understand:

- The basics of content management in Adobe Experience Manager
- How to integrate Adobe Experience Manager with other Adobe Marketing Cloud products
- How to manage dynamic content that is targeted to specific audiences
- The fundamental concepts that will help to create a smooth implementation

Getting Started Ch 1: The Basics Ch 2: Evaluating AEM Ch 3: Managing Content Ch 4: Digital Asset Management Ch 5: Metadata and Tagging Ch 6: Multilingual Content Ch 7: Workflows Ch 8: Social Communities Ch 9: E-Commerce Ch 10: Mobile for Marketers Ch 11: Architecture Basics Ch 12: Administration Basics Ch 13: Web Analytics Ch 14: Marketing Campaign Management Ch 15: Dynamic Content Ch 16: Integrating AEM Ch 17: Technical Basics Ch 18: Defining Requirements Ch 19: User Experience Design Ch 20: The Implementation Process

jQuery and jQuery UI Apress

Write efficient GIS applications using PostGIS - from data creation to data consumption About This Book Learn how you can use PostGIS for spatial data analysis and manipulation Optimize your queries and build custom functionalities for your GIS application A comprehensive guide with hands-on examples to help you master PostGIS with ease Who This Book Is For If you are a GIS developer or analyst who wants to master PostGIS to build efficient, scalable GIS applications, this book is for you. If you want to conduct advanced analysis of spatial data, this book will also help you. The book assumes that you have a working installation of PostGIS in place, and have working experience with PostgreSQL. What You Will Learn Refresh your knowledge of the PostGIS concepts and spatial databases Solve spatial problems with the use of SQL in real-world scenarios Practical walkthroughs of application development examples using Postgis, GeoServer and OpenLayers. Extract, transform and load your spatial data Expose data directly or through web services. Consume your data in both desktop and web clients In Detail PostGIS is open source extension on PostgreSQL object-relational database system that allows GIS objects to be stored and allows querying for information and location

The aim of this book is to help you master the functionalities offered by PostGIS- from data creation, analysis and output, to ETL and live edits. The book begins with an overview of the key concepts related to spatial database systems and how it applies to Spatial RDBMS. You will learn to load different formats into your Postgres instance, investigate the spatial nature of your raster data, and finally export it using built-in functionalities or 3rd party tools for backup or representational purposes. Through the course of this book, you will be presented with many examples on how to interact with the database using JavaScript and Node.js. Sample web-based applications interacting with backend PostGIS will also be presented throughout the book, so you can get comfortable with the modern ways of consuming and modifying your spatial data. Style and approach This book is a comprehensive guide covering all the concepts you need to master PostGIS. Packed with hands-on examples, tips and tricks, even the most advanced concepts are explained in a very easy-to-follow manner. Every chapter in the book does not only focus on how each task is performed, but also why. Managing Spark, YARN, and MapReduce Addison-Wesley Professional With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—André Hansson, Lead Front-End Developer, presis!