Extjs Documentation 34

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Practical Ext JS Projects with Gears
Springer
PhoneGap is a growing and leading open-source mobile web apps development framework that lets developers build JavaScript and HTML5-based web applications with native wrappers for more than six mobile platforms, including iOS, Android, and BlackBerry. This framework lets you build HTML- and JavaScript-based apps and still take advantage of native mobile device capabilities like camera, localStorage, geolocation, storage and much more, irrespective of the mobile platform you target. It also lets you use more specialized JavaScript frameworks like jQuery Mobile and more. Beginning PhoneGap is a definitive, one-of-a-kind book that teaches the fundamentals and strategies behind cross-platform mobile application development. Instead of learning languages like Objective-C, focus on building apps from day one for Android, iOS, Blackberry, WebOS and Symbian—without the complexities of these platforms. This book shows how to build apps which makes use of Google Local Search to create a Restaurant finder apps (which uses Maps to layout locations and uses internal database to store your favorite restaurants. Furthermore, you'll learn how to extend PhoneGap's functionality by using PhoneGap plugins to write apps like Dropbox (syncing files in the background outside HTML/JavaScript code and in native code). By the time you finish Beginning PhoneGap, you'll know PhoneGap inside and out, and, consequently, be able to develop mobile web apps faster and more efficiently than ever before. Make more money in less time!
Web Information Systems and

Technologies Packt Pub Limited 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.
Managing Spark, YARN, and MapReduce "O'Reilly Media, Inc."
Newly revised and updated resource on jQuery's many features andadvantages Web Development with jQuery offers a major update to thepopular Beginning JavaScript and CSS Development with jQueryfrom 2009. More than half of the content is new or updated, andreflects recent innovations with regard to mobile applications,jQuery mobile, and the spectrum of associated plugins. Readers can expect thorough revisions with expanded coverage ofevents, CSS, AJAX, animation, and drag and drop. New chapters bringdevelopers 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 improveperformance and speed, providing huge advantages over traditionalJavaScript. Offers new and revised content throughout the book, whichfocuses on the most recent features and capabilities of jQuery Serves as an essential instructional tool for web developerswith 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 webapplications This resource provides a deep understanding of jQuery and setsreaders up for successful interactions with all it has tooffer.

Expert Hadoop 2 Administration Packt Publishing Ltd
Mashups have emerged as an innovative software trend that re-interprets existing Web

building blocks and leverages the composition of individual components in novel, value-adding ways. Additional appeal also derives from their potential to turn non-programmers into developers. Daniel and Matera have written the first comprehensive reference work for mashups. They systematically cover the main concepts and techniques underlying mashup design and development, the synergies among the models involved at different levels of abstraction and the way models materialize into composition paradigms and architectures of corresponding development tools. The book deliberately takes a balanced approach, combining a scientific perspective on the topic with an in-depth view on relevant technologies. To this end, the first part of the book introduces the theoretical and technological foundations for designing and developing mashups, as well as for designing tools that can aid mashup development. The second part then focuses more specifically on various aspects of mashups. It discusses a set of core component technologies, core approaches and architectural patterns, with a particular emphasis on tool-aided mashup development exploiting model-driven architectures. Development processes for mashups are also discussed and special attention is paid to composition paradigms for the end-user development of mashups and quality issues. Overall, the book is of interest to a wide range of readers. Students, lecturers, and researchers will find a comprehensive overview of core concepts and technological foundations for mashup implementation and composition. Even without low-level coding details, practitioners like software architects will find guidance on key implementation concepts, architectural patterns and development tools and approaches. A related website provides additional teaching material which can be used either as part of a course or for self study.

Integrated Health Information Architecture Springer

Provides information on the core functions of jQuery and jQuery UI to aid in Web development.

Maven: The Definitive Guide Packt Publishing Ltd

Summary Ext JS in Action, Second Edition teaches Ext JS from the ground up. You'll start with a quick overview of the framework and then explore the core components by diving into complete examples, engaging illustrations, and crisp, straightforward explanations. You'll feel like you have an expert guide right at your elbow teaching you important Ext techniques and offering insight into its inner workings. Along the way, you'll learn the best practices for building and scaling full-featured web applications, including how to customize and build Ext widgets. Fully revised for Ext JS 4.0. About this Book Ext JS is a mature JavaScript web application framework that provides modern UI widgets and an advanced MVC architecture. It helps you manage tedious boilerplate and minimize hand-coded HTML and browser incompatibilities. Ext JS in

Action, Second Edition starts with a quick overview of the framework and then explores the core components by diving into complete examples, engaging illustrations, and clear explanations. You'll feel like you have an expert guide at your elbow as you learn the best practices for building and scaling full-featured web applications. A working knowledge of JavaScript is assumed. No prior experience with Ext JS is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Building professional web apps with Ext JS Stamping out DOM fragments with templates Customizing and building Ext widgets Masterful UI design Fully revised for Ext JS version 4.0 About the Authors Jay Garcia is a well-known member of the Ext JS community and a contributor to the framework. He wrote Sencha Touch in Action. Grgur Grisogono founded SourceDevCon in London, UK and Split, Croatia. Jacob Andresen is a consultant specializing in large scale internet applications. Table of Contents PART 1 INTRODUCTION TO EXT JS 4.0 A framework apart DOM manipulation Components and containers PART 2 EXT JS COMPONENTS Core UI components Exploring layouts Forms in Ext JS The data store The grid panel Taking root with trees Drawing and charting Remote method invocation with Ext Direct Drag-and-drop PART 3 BUILDING AN APPLICATION Class system foundations Building an application

Develop and Design Simon and Schuster 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 onf PostgreSQL object-relational database system that allows GIS objects to be stored and allows querying for information and location services. 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 RMDS. 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 3th 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.

Modern JavaScript Packt Publishing Ltd 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.

Mastering Ext JS Packt Publishing Ltd An introduction to writing code with JavaScript using classical and modern design patterns, including modules, observers, facades, and mediators.

Develop for Android using HTML5, CSS3 & JavaScript Packt Pub Limited 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

Einführung, Praxis und Referenz Apress This book contains the thoroughly refereed and revised best papers from the 8th International Conference on Web Information Systems and Technologies, WEBIST 2012, held in Porto, Portugal, in April 2012, and organized by the Institute for Systems and Technologies of Information, Control and Communication (INSTICC), in collaboration with ACM SIGMIS. The 23 papers presented in this book were carefully reviewed and selected from 184 submissions. The papers were selected from those with the best reviews also taking into account the quality of their presentation at the conference. The papers are grouped into parts on Internet Technology; Web Interfaces and Applications; Society, e-Business, and e-Government; Web Intelligence; and Mobile Information Systems.

Learning JavaScript Design Patterns Learning JavaScript Design Patterns 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

From Theory to Practice Peachpit Press 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.

Interactive 3D Graphics Programming with WebGL Packt Publishing Ltd 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, Asyncronous 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."—Andrée Hansson, Lead Front-End Developer, presis!

Magento 2 Developer's Guide Packt Publishing Ltd Create powerful applications with the most robust open source web mapping library using this advanced guide About This Book Develop responsive and platform-independent web mapping applications with OpenLayers 3 Learn the key points of creating great applications with native JavaScript through the step-by-step examples Master the use of the library, from compiling custom builds to developing a complete WebGIS application Who This Book Is For This book is intended for front-end developers with basic understanding of JavaScript and GIS concepts, and preferably for those who are familiar with the fundamentals of OpenLayers 3. You might have never used OpenLayers 3 as a seasoned JavaScript developer. If this is the case and you are eager to learn web mapping, this book will definitely set you on the right track. What You Will Learn Use the advanced functionality of the OpenLayers 3 library effectively Implement the library in your application, shaping it to your needs Manage layers and the layer stack dynamically Create not only stunning but also accurate thematic maps Extend OpenLayers 3 with your own custom classes Develop mobile-

friendly web mapping applications Make stunning effects with canvas manipulation, or visualize point clouds with WebGL Integrate third-party applications, and create custom builds that completely satisfy your needs In Detail OpenLayers 3 allows you to create stunning web mapping and WebGIS applications. It uses modern, cutting edge browser technologies. It is written with Closure Library, enabling you to build browser-independent applications without painful debugging ceremonies, which even have some limited fallback options for older browsers. With this guide, you will be introduced to the world of advanced web mapping and WebGIS. First, you will be introduced to the advanced features and functionalities available in OpenLayers 3. Next, you will be taken through the key points of creating custom applications with OpenLayers 3. You will then learn how to create the web mapping application of yours (or your company's) dream with this open source, expense-free, yet very powerful library. We'll also show you how to make amazing looking thematic maps and create great effects with canvas manipulation. By the end of this book, you will have a strong command of web mapping and will be well on your way to creating amazing applications using OpenLayers 3. Style and approach This is an advanced guide packed with comprehensive examples, and it concentrates on the advanced parts of OpenLayers 3 and JavaScript. It intentionally skips the basic and well-known methodologies, but discusses the hard-to-understand ones in great detail.

Search and Rescue Robotics Addison-Wesley The book provides plenty of fun example code and screenshots to guide you through the creation of examples to assist with learning. By taking a chapter-by-chapter look at each major aspect of the Ext JS framework, the book lets you digest the available features in small, easily understandable, chunks, allowing you to start using the library for your development needs immediately. This book is written for Web Application Developers who are familiar with HTML but may have little to no experience with JavaScript application development. If you are starting to build a new web application, or are re-vamping an existing web application, then this book is for you.

Adobe Experience Manager Adobe Press For too long, developers have worked on disorganized application projects, where every part seemed to have its own build system, and no common repository existed for information about the state of the project. Now there's help. The long-awaited official documentation to Maven is here. Written by Maven creator Jason Van Zyl and his team at Sonatype, Maven: The Definitive Guide clearly explains how this tool can bring order to your software development projects. Maven is largely replacing Ant as the build tool of choice for large open source Java projects because, unlike Ant, Maven is also a project management tool that can run reports, generate a project website, and facilitate communication among members of a working team. To use Maven, everything you need to know is in this guide. The first part demonstrates the tool's capabilities through the development, from ideation to deployment, of several sample applications -- a simple software development project, a simple web application, a multi-module project, and a multi-module enterprise project. The second part offers a

complete reference guide that includes: The POM and Project Relationships The Build Lifecycle Plugins Project website generation Advanced site generation Reporting Properties Build Profiles The Maven Repository Team Collaboration Writing Plugins IDEs such as Eclipse, IntelliJ, and NetBeans Using and creating assemblies Developing with Maven Archetypes Several sources for Maven have appeared online for some time, but nothing served as an introduction and comprehensive reference guide to this tool -- until now. Maven: The Definitive Guide is the ideal book to help you manage development projects for software, web applications, and enterprise applications. And it comes straight from the source.

The Definitive Guide BoD – Books on Demand

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 "O'Reilly Media, Inc."

The Complete Guide to Building Cloud-Based Services Cloud Native Go shows developers how to build massive cloud applications that meet the insatiable demands of today's customers, and will dynamically scale to handle virtually any volume of data, traffic, or users. Kevin Hoffman and Dan Nemeth describe the modern cloud-native application in detail, illuminating factors, disciplines, and habits associated with rapid, reliable cloud-native development. They also introduce Go, a "simply elegant" high-performance language that is especially well-suited for cloud development. You'll walk through creating microservices in Go, adding front-end web components using ReactJS and Flux, and mastering advanced Go-based cloud-native techniques. Hoffman and Nemeth show how to build a continuous delivery pipeline with tools like Wercker, Docker, and Dockerhub; automatically push apps to leading platforms; and systematically monitor app performance in production. Learn "The Way of the Cloud": why developing good cloud software is fundamentally about mindset and discipline Discover why Go is ideal for cloud-native microservices development Plan cloud apps that support continuous delivery and deployment Design service ecosystems, and then build them in a test-first manner Push work-in-progress to a cloud Use Event Sourcing and CQRS patterns to react and respond to enormous volume and throughput Secure cloud-based web applications: do's, don'ts, and options Create reactive applications in the cloud with third-party messaging providers Build massive-scale, cloud-friendly GUIs with React and Flux Monitor dynamic scaling, failover, and fault tolerance in the cloud

Power to the Users: Design, Development, and Use Packt Publishing Ltd

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