Javascript Documentation

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Mastering HTML and XHTML Springer

Mootools is a light, modular JavaScript framework that makes adding Ajax, animations, and interactive elements to your site a breeze. But it's more than fancy effects and shortcuts; Mootools enhances the JavaScript language and makes writing clean, object–oriented code almost pleasant. Unlocking the power of Mootools, and therefore JavaScript, isn't that hard, but knowing where to start can be. Mootools Essentials aims to help you accomplish that task with the following: Illustrations of nearly every class and function in the library Real–world examples of how to use them Written by Mootools user/contributor and Mootorial author, Aaron Newton. See how Mootools makes JavaScript more powerful!

Oracle Web Application Programming for PL/SQL Developers Apress

A guide for experienced programmers demonstrates the core JavaScript language, offers examples of common tasks, and contains an extensive reference to JavaScript commands, objects, methods, and properties.

Mastering XPages "O'Reilly Media, Inc."

DOM ScriptingWeb Design with JavaScript and the Document Object ModelApress

16th International Conference, DIMVA 2019, Gothenburg, Sweden, June 19–20, 2019, Proceedings Adobe Press

Covers TCP/IP, ISAPI, MMC; ActiveX, MTS, OLE DB, DCOM. Includes configuring, monitoring, and troubleshooting and chapters on electronic commerce, security, and networking.

Create functions for the web Guilford Publications

Completely revised hardcover edition of the leading Web publishing tutorial.

Web Design with JavaScript and the Document Object Model John Wiley & Sons

Step into the world of animation and go beyond the fundamentals of Adobe Animate to bring experiences to life with the help of expert-led content Key Features Produce rich motion graphics and interactive animations for multiple platforms Explore the key features and enhancements in the latest Adobe Animate release Take your Adobe Animate projects to the next level with creative workflows Book Description Adobe Animate is platform-agnostic asset creation, motion design, animation, and interactivity software. Complete with explanations of essential concepts and step-by-step walkthroughs of practical examples, this book will guide you in using Adobe Animate to create immersive experiences by breaking through creative limitations across every medium. We begin by getting up to speed with all that you need to know about Adobe Animate. You'll learn how to get started with Animate as a creative platform and explore the features introduced in its most recent versions. The book will show you how to consume and produce media assets for multiple platforms through both the publish and export workflows. Following this, you'll explore advanced rigging techniques and discover how to create more dynamic animation with advanced depth and movement techniques. You'll also find out how to build projects such as games, virtual reality experiences, and apps for various platforms as the book demonstrates different ways to use Animate. Finally, it covers the different methods used to extend the software for various needs. By the end of this Adobe Animate book, you'll be able to produce a variety of media assets, motion graphic design materials, animated artifacts, and interactive content pieces for platforms such as HTML5 Canvas, WebGL, and mobile devices. What you will learn Gain a solid understanding of Adobe Animate foundations and new features Understand the nuances associated with publishing and exporting rich media content to various platforms Make use of advanced layering and rigging techniques to create engaging motion content Create dynamic motion using the camera and variable layer depth techniques Develop web-based games, virtual reality experiences, and multiplatform mobile applications Extend Animate with extensions, application-level scripting, and the creation of custom integrated tutorials Who this book is for This book is for web, graphic, and motion design professionals with basic experience in animation who want to take their existing skills to the next level. A clear understanding of fundamental animation concepts will help you to get the most out of this book and produce impressive results.

Visual J++ 1.1 Unleashed Sams

IBM's Best-Selling Guide to XPages Development– Now Updated and Expanded for Lotus Notes/Domino 9.0.1 XPages instantly revolutionized Notes/Domino application development, and the newest versions deliver unprecedented performance and flexibility. Now, the popular insider's guide to XPages development has been updated and expanded to reflect all these improvements, through IBM Notes/Domino 9.0.1 and beyond. Three key members of the IBM XPages team have brought together comprehensive knowledge for delivering outstanding solutions. They have added several hundred pages of new content, including four new chapters. Drawing on their unsurpassed experience, they present new tips, samples, and best practices reflecting the platform's growing maturity. Writing for both XPages newcomers and experts, they cover the entire project lifecycle, including problem debugging, performance optimization, and application scalability. This second edition of Mastering XPages fully addresses enhancements to the XPages data sources for Domino views and documents; the latest XPages mobile library; the new Domino Designer Server-Side JavaScript debugger; and improvements to integrated technologies such as Dojo and CKEditor. Nearly every chapter contains at least one downloadable sample application, offering extensive hands-on practice. This guide concludes with complete references to XSP tags, relevant Java/JavaScript classes, and XSP style classes. Coverage includes * Understanding XPages' development paradigm, tooling, runtime framework, and application architecture * Configuring Domino Designer and integrating XPages Extension Library * Constructing application logic and using data binding controls * Reading/writing Notes documents: from use cases to design properties * Using Views, including examples of accessing calendars via REST * Making the most of Notes/Domino 9.0s new DataView control * Coding: from the basics to fully customized behavior * Advanced scripting: AJAX, Dojo, @Functions, managed beans, and more * Extending the Rich Text Editor's functionality * Building and consuming new controls with Extensibility APIs * Taking web applications offline in the Notes client * Building mobile apps: controls, design patterns, and best practices * Debugging Server-Side JavaScript with Domino Designer 9.0 * Creating apps that look and work great– for local and global audiences * Systematically optimizing performance and scalability * Protecting data and users: leveraging Domino and Notes security models

Image Analysis, Classification and Change Detection in Remote

Sensing Que Publishing

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.

Sams Teach Yourself Web Publishing with HTML and XHTML in 21 Days Packt Publishing Ltd

This engaging text provides a solid introduction to mapmaking in the era of cloud computing. It takes students through both the concepts and technology of modern cartography, geographic information systems (GIS), and Web-based mapping. Conceptual chapters delve into the meaning of maps and how they are developed, covering such topics as map layers, GIS tools, mobile mapping, and map animation. Methods chapters take a learn-by-doing approach to help students master application programming interfaces and build other technical skills for creating maps and making them available on the Internet. The companion website offers invaluable supplementary materials for instructors and students. Pedagogical features: End-of-chapter summaries, review questions, and exercises. Extensive graphics illustrating the concepts and procedures. Downloadable PowerPoints for each chapter. Downloadable code files (where applicable) for the exercises.

FEDLINK Technical Notes Cengage Learning

Documents, such as drawings, memos and specifications, form an essential function in the design and construction industry. Throughout the lifecycle of a built asset, starting from an initial design idea, right through to a final built

form and its ongoing management, thousands, even millions of documents can be used to convey various forms of information to a range of interested parties. In many ways, therefore, the success of a design, or construction-based company, relies upon an understanding of the use of documents, as well as the technologies and techniques that are used to create them. The Digital Document provides an extensive background to the issues and technologies surrounding this very important topic. It examines a technical subject in an insightful manner that is neither intimidating nor confusing, even to the novice computer user. By introducing the subject through a series of preliminary reviews of current practices and essential computing technologies, the reader is able to better appreciate the benefits and capabilities of a wide range of digital document types. This book explores the role of documents in a professional practice, examines the components, capabilities, viability, and use of digital documents in the design and construction industry, and identifies and explains many of the standards in use today. In order to facilitate a better understanding of digital document technologies, a number of essential reviews are provided including: - the definition and purpose of a document - how documents are typically used by design professionals - the nature of the digital document environment - the data types which make up digital documents The Digital Document is an essential reference for the architect, engineer or design professional that wants to find out more about effective communication in the digital workplace. Bruce Duyshart is an IT Project Manager with Lend Lease Corporation and specialises in the development and implementation of digital media and information management technologies on design and construction projects. He holds a Masters degree in Architecture and is also an academic associate of the Faculty of Architecture, Building and Planning at the University of Melbourne. He has written numerous papers on emerging technologies in the architecture, engineering and construction industry, and has developed Internet web sites for the Royal Australian Institute of Architects and Architecture Media.

Adobe Animate 2022 for Creative Professionals Springer

In Practical PHP Web 2.0 Applications, PHP, MySQL, CSS, XHTML, and JavaScript/Ajax development techniques are brought together to show you how to create the hottest PHP web applications, from planning and design up to final implementation, without going over unnecessary basics that will hold you back. This book includes must-have application features such as search functionality, maps, blogs, dynamic image galleries, and personalized user areas. It covers everything in a practical, tutorial style so you can start working on your own projects as quickly as possible.

The Definitive Guide "O'Reilly Media, Inc."

JavaScript Quick Syntax Reference is a condensed syntax reference to the JavaScript language. It presents the essentials of JavaScript in a well-organized format that can be used as a handy reference. This includes the latest ECMAScript 5, JSON (JavaScript Object Notation) and DOM (Document Object Model) specifications and implementations. You won't find any technical jargon, bloated samples, drawn out history lessons or witty stories in this book. What you will find is a JavaScript reference that is concise, to the point and highly accessible. The book is

packed with useful information and is a must-have for any JavaScript programmer or Web developer. In JavaScript Quick Syntax Reference, you will find a concise reference to JavaScript programming language syntax; has short, simple and focused code examples; and includes a well laid out table of contents and a comprehensive index allowing easy review.

The Official MooTools Reference for JavaScript and Ajax Development IBM Press

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."—André e Hansson, Lead Front-End Developer, presis!

JavaScript in easy steps, 5th edition Springer Nature

With this second edition of the popular DOM Scripting: Web Design with JavaScript and the Document Object Model comes a modern revision to update best practices and guidelines. It includes full coverage of HTML5 in a new, dedicated chapter, and details on JavaScript libraries and how they can help your scripting. The book provides everything you'll need to start using JavaScript and the Document Object Model to enhance your web pages with client-side dynamic effects and user-controlled animation. It shows how JavaScript, HTML5, and Cascading Style Sheets (CSS) work together to create usable, standards-compliant web designs. We'll also cover cross-browser compatibility with DOM scripts and how to make sure they degrade gracefully when JavaScript isn't available. DOM Scripting: Web Design with JavaScript and the Document Object Model focuses on JavaScript for adding dynamic effects and manipulating page structure on the fly using the Document Object Model. You'll start with a crash course in JavaScript and the DOM, then move on to several real-world examples that you'll build from scratch, including dynamic image galleries and dynamic menus. You'll also learn how to manipulate web page styles using the CSS DOM, and create markup on the

fly. If you want to create websites that are beautiful, dynamic, accessible, and standards-compliant, this is the book for you!

MooTools Essentials Apress

A guide for professional programmers demonstrates JavaScript techniques for working with Netscape, Internet Explorer, Opera, ECMAscript, server-side, and client-side applications

18th International Conference, EKAW 2012, Galway City, Ireland, October 8-12, 2012, Proceedings John Wiley & Sons

With more than a million dedicated programmers, Perl has proven to be the best computing language for the latest trends in computing and business. While other languages have stagnated, Perl remains fresh, thanks to its community-based development model, which encourages the sharing of information among users. This tradition of knowledge-sharing allows developers to find answers to almost any Perl question they can dream up. And you can find many of those answers right here in Perl Hacks. Like all books in O'Reilly's Hacks Series, Perl Hacks appeals to a variety of programmers, whether you're an experienced developer or a dabbler who simply enjoys exploring technology. Each hack is a short lesson--some are practical exercises that teach you essential skills, while others merely illustrate some of the fun things that Perl can do. Most hacks have two parts: a direct answer to the immediate problem you need to solve right now and a deeper, subtler technique that you can adapt to other situations. Learn how to add CPAN shortcuts to the Firefox web browser, read files backwards, write graphical games in Perl, and much more. For your convenience, Perl Hacks is divided by topic--not according to any sense of relative difficulty--so you can skip around and stop at any hack you like. Chapters include: Productivity Hacks User Interaction Data Munging Working with Modules Object Hacks Debugging Whether you're a newcomer or an expert, you'll find great value in Perl Hacks, the only Perl guide that offers something useful and fun for everyone.

Web Programming with Dart In Easy Steps

This book constitutes the proceedings of the 16th International Conference on Detection of Intrusions and Malware, and Vulnerability Assessment, DIMVA 2019, held in Gothenburg, Sweden, in June 2019. The 23 full papers presented in this volume were carefully reviewed and selected from 80 submissions. The contributions were organized in topical sections named: wild wild web; cyber-physical systems; malware; software security and binary analysis; network security; and attack mitigation.

DOM Scripting Apress

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code

that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to:
– Understand the essential elements of programming: syntax, control, and data – Use object-oriented and functional programming techniques to organize and clarify your programs – Script the browser and make basic Web applications – Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

Practical Web 2.0 Applications with PHP Apress

* Most JavaScript books are very long-winded, boring, and developer-oriented – this one provides a quick and easy reference for those who are not code experts, but want to quickly learn and take advantage of JavaScript/DOM to add cool functionality to their web sites. * Shows readers how to build several real world projects. * All examples are fiercely standards compliant and up-to-date.

Mastering XML Premium Edition Apress

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.