
Testable Javascript Mark Ethan Trostler

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Building Web Apps for Google TV

O'Reilly Media

"Hands-On Practice for Learning Linux and Programming Languages from Scratch" Are you new to Linux and programming? Do you want to learn Linux commands and programming languages like C, C++, Java, and Python but don't know where to start? Look no further! An approachable manual for new and experienced programmers that introduces the programming languages C, C++, Java, and Python. This book is for all programmers, whether you are a novice or an experienced pro. It is designed for an introductory course that

provides beginning engineering and computer science students with a solid foundation in the fundamental concepts of computer programming. In this comprehensive guide, you will learn the essential Linux commands that every beginner should know, as well as gain practical experience with programming exercises in C, C++, Java, and Python. It also offers valuable perspectives on important computing concepts through the development of programming and problem-solving skills using the languages C, C++, Java, and Python. The beginner will find its carefully

paced exercises especially helpful. Of course, those who are already familiar with programming are likely to derive more benefits from this book. After reading this book you will find yourself at a moderate level of expertise in C, C++, Java and Python, from which you can take yourself to the next levels. The command-line interface is one of the nearly all well built trademarks of Linux. There exists an ocean of Linux commands, permitting you to do nearly everything you can be under the impression of doing on your Linux operating system. However, this, at the end of time, creates a problem: because of all of so copious commands accessible to manage, you don't comprehend where and at which point to fly and learn them, especially when you are a learner. If you are facing this problem, and are peering for a painless method to begin your command line journey in Linux, you've come to the right place—as in this book, we will launch you to a hold of well liked and helpful Linux commands. This book gives a thorough introduction to the C, C++, Java, and Python programming languages, covering everything from fundamentals to advanced

concepts. It also includes various exercises that let you put what you learn to use in the real world. With step-by-step instructions and plenty of examples, you'll build your knowledge and confidence in Linux and programming as you progress through the exercises. By the end of the book, you'll have a solid foundation in Linux commands and programming concepts, allowing you to take your skills to the next level. Whether you're a student, aspiring programmer, or curious hobbyist, this book is the perfect resource to start your journey into the exciting world

of Linux and programming!
Learning GraphQL "O'Reilly Media, Inc."
Build powerful cross-platform desktop applications with web technologies such as Node, NW.js, Electron, and React About This Book Build different cross-platform HTML5 desktop applications right from planning, designing, and deployment to enhancement, testing, and delivery Forget the pain of cross-platform compatibility and build efficient apps that can be easily deployed on different platforms. Build simple to advanced HTML5 desktop apps, by integrating them with other popular frameworks and libraries such as Electron, Node.js, Nw.js, React, Redux, and TypeScript Who This Book Is For This book has been written for developers interested in

creating desktop applications with HTML5. The first part requires essential web-master skills (HTML, CSS, and JavaScript). The second demands minimal experience with React. And finally for the third it would be helpful to have a basic knowledge of React, Redux, and TypeScript. What You Will Learn

- Plan, design, and develop different cross-platform desktop apps
- Application architecture with React and local state
- Application architecture with React and Redux store
- Code design with TypeScript interfaces and specialized types
- CSS and component libraries such as Photonkit, Material UI, and React MDL
- HTML5 APIs such as desktop notifications, WebSockets, WebRTC, and others
- Desktop environment integration APIs of NW.js and Electron

Package and distribute for NW.JS and Electron

In Detail Building and maintaining cross-platform desktop applications with native languages isn't a trivial task. Since it's hard to simulate on a foreign platform, packaging and distribution can be quite platform-specific and testing cross-platform apps is pretty complicated. In such scenarios, web technologies such as HTML5 and JavaScript can be your lifesaver. HTML5 desktop applications can be distributed across different platforms (Window, MacOS, and Linux) without any modifications to the code. The book starts with a walk-through on building a simple file explorer from scratch powered by NW.JS. So you will practice the most exciting features of bleeding edge CSS and JavaScript. In addition you will learn to use the desktop

environment integration API, source code protection, packaging, and auto-updating with NW.js. As the second application you will build a chat-system example implemented with Electron and React. While developing the chat app, you will get PhotonKit. Next, you will create a screen capturer with NW.js, React, and Redux. Finally, you will examine an RSS-reader built with TypeScript, React, Redux, and Electron. Generic UI components will be reused from the React MDL library. By the end of the book, you will have built four desktop apps. You will have covered everything from planning, designing, and development to the enhancement, testing, and delivery of these apps. Style and approach Filled with real world examples, this book teaches you to build cross-platform desktop

apps right from scratch using a step-by-step approach.

Maintainable JavaScript "O'Reilly Media, Inc." Summary The Design of Web APIs is a practical, example-packed guide to crafting extraordinary web APIs. Author Arnaud Lauret demonstrates fantastic design principles and techniques you can apply to both public and private web APIs. About the technology An API frees developers to integrate with an application without knowing its code-level details. Whether you're using established standards like REST and OpenAPI or more recent approaches like GraphQL or gRPC, mastering API design is a superskill. It will make your web-facing services easier to consume and your clients—internal and external—happier. About the book Drawing on author Arnaud Lauret's many years of API design experience, this book teaches you how to gather requirements, how to balance business and technical goals, and how to adopt a consumer-first mindset. It teaches effective

practices using numerous interesting examples.

What's inside Characteristics of a well-designed API User-oriented and real-world APIs Secure APIs by design Evolving, documenting, and reviewing API designs About the reader Written for developers with minimal experience building and consuming APIs. About the author A software architect with extensive experience in the banking industry, Arnaud Lauret has spent 10 years using, designing, and building APIs. He blogs under the name of API Handyman and has created the API Stylebook website.

JavaScript Patterns Packt Publishing Ltd

Exploit the Power of Modern JavaScript and Avoid the Pitfalls JavaScript was originally designed for small-scale programming in web browsers, but modern JavaScript is radically different. Nowadays, JavaScript programmers

actively embrace functional, object-oriented, and asynchronous programming, while deprecating error-prone concepts from the past. Modern JavaScript for the Impatient is a complete yet concise guide to JavaScript E6 and beyond. Rather than first requiring you to learn and transition from older versions, it helps you quickly get productive with today's far more powerful versions and rapidly move from languages such as Java, C#, C, or C++. Bestselling programming author Cay S. Horstmann covers all you need to know, provided in small chunks organized for quick access and easy understanding. Horstmann's practical insights and sample code help you take advantage of

all that's new, avoid common pitfalls and developer, this guide will help you write obsolete features, and make the most of tomorrow's most robust, efficient, and modern JavaScript's robust toolchains secure JavaScript code. Register your and frameworks. Quickly master modern book for convenient access to JavaScript's implementation of downloads, updates, and/or corrections fundamental programming constructs as they become available. See inside Avoid legacy techniques that create book for details. unnecessary complexity and risk Make Modern JavaScript for the Impatient Simon and the most of functional, object-oriented, Schuster and asynchronous techniques Use Developers looking to keep their JavaScript code modules to efficiently organize and run bug-free will want to unit test using Jasmine, one of complex programs Write more powerful, the most popular unit testing frameworks around. flexible, and concise programs with Any project of meaningful size should be metaprogramming Extend JavaScript's automatically tested to help catch bugs as early as power via JavaScript libraries, possible. Jasmine, a testing framework for frameworks, and platforms Whether JavaScript, makes it easy to test JavaScript projects, you're just getting started with from browser-based applications to Node.js. While JavaScript or you're an experienced a quick understanding of Jasmine can be gleaned from the project ' s homepage, the framework has a lot of details and exciting plugins. This book

explores Jasmine in a depth that can't be found elsewhere. This book provides: Exposure to some Jasmine plugins, to extend Jasmine and allow for more functionality and more thorough testing An Understanding of Jasmine's main features, to allow code to be automatically tested and reduce bugs An Explanation of how to get Jasmine working in different environments (in the browser, in Node.js, through Rails, et cetera), to make Jasmine easier to work with

Beautiful JavaScript John Wiley & Sons

TypeScript is a typed superset of JavaScript with the potential to solve many of the headaches for which JavaScript is famous. But TypeScript has a learning curve of its own, and understanding how to use it effectively can take time. This book guides you through 62 specific ways to improve your use of TypeScript.

Author Dan Vanderkam, a principal software engineer at Sidewalk Labs, shows you how to

apply these ideas, following the format popularized by Effective C++ and Effective Java (both from Addison-Wesley). You'll advance from a beginning or intermediate user familiar with the basics to an advanced user who knows how to use the language well. Effective TypeScript is divided into eight chapters: Getting to Know TypeScript TypeScript's Type System Type Inference Type Design Working with any Types Declarations and @types Writing and Running Your Code Migrating to TypeScript PHP Web Services In Easy Steps

If you're like most developers, you rely heavily on JavaScript to build interactive and quick-responding web applications. The problem is that all of those lines of JavaScript code can slow down your apps. This book reveals techniques and strategies to help you eliminate

performance bottlenecks during development. You'll learn how to improve execution time, downloading, interaction with the DOM, page life cycle, and more. Yahoo! frontend engineer Nicholas C. Zakas and five other JavaScript experts—Ross Harmes, Julien Lecomte, Steven Levithan, Stoyan Stefanov, and Matt Sweeney—demonstrate optimal ways to load code onto a page, and offer programming tips to help your JavaScript run as efficiently and quickly as possible. You'll learn the best practices to build and deploy your files to a production environment, and tools that can help you find problems once your site goes live. Identify problem code and use faster alternatives to accomplish the same task Improve scripts by learning how JavaScript stores and accesses data Implement JavaScript code so that it doesn't slow down interaction

with the DOM Use optimization techniques to improve runtime performance Learn ways to ensure the UI is responsive at all times Achieve faster client-server communication Use a build system to minify files, and HTTP compression to deliver them to the browser

[Learning JavaScript Design Patterns](#) Addison-Wesley Professional

Why reinvent the wheel every time you run into a problem with JavaScript? This cookbook is chock-full of code recipes that address common programming tasks, as well as techniques for building web apps that work in any browser. Just copy and paste the code samples into your project—you ' ll get the job done faster and learn more about JavaScript in the process. You'll also learn how to take advantage of the latest features in ECMAScript 5 and HTML5, including the new cross-domain widget communication technique, HTML5's video and audio elements, and the

drawing canvas. You'll find recipes for using these features with JavaScript to build high-quality application interfaces. Create interactive web and desktop applications Work with JavaScript objects, such as String, Array, Number, and Math Use JavaScript with Scalable Vector Graphics (SVG) and the canvas element Store data in various ways, from the simple to the complex Program the new HTML5 audio and video elements Implement concurrent programming with Web Workers Use and create jQuery plug-ins Use ARIA and JavaScript to create fully accessible rich internet applications

High Performance JavaScript Simon and Schuster "One skill that's essential for any professional JavaScript developer is the ability to write testable code. In this hands-on webcast presented by Mark Ethan Trostler author of Testable JavaScript, you get a tour of writing and maintaining testable JavaScript for the client- or server-side, whether you're creating a new application or rewriting

legacy code."--Resource description page.
[The Design of Web APIs](#) "O'Reilly Media, Inc."
The Software Engineer's Guide to Acing Interviews: Software Interview Questions You'll Most Likely Be Asked "Mastering the Interview: 80 Essential Questions for Software Engineers" is a comprehensive guide designed to help software engineers excel in job interviews and secure their dream positions in the highly competitive tech industry. This book is an invaluable resource for both entry-level and experienced software engineers who want to master the art of interview preparation. This book provides a carefully curated selection of 80 essential questions that are commonly asked during software engineering interviews. Each question is thoughtfully crafted to assess the candidate's technical knowledge, problem-solving abilities, and overall suitability for the role. This book goes beyond just providing a list of questions. It offers in-depth explanations, detailed sample answers, and insightful tips on how to

approach each question with confidence and clarity. The goal is to equip software engineers with the skills and knowledge necessary to impress interviewers and stand out from the competition.

"Mastering the Interview: 80 Essential Questions for Software Engineers" is an indispensable guide that empowers software engineers to navigate the interview process with confidence, enhance their technical prowess, and secure the job offers they desire. Whether you are a seasoned professional or a recent graduate, this book will significantly improve your chances of acing software engineering interviews and advancing your career in the ever-evolving world of technology.

JavaScript Cookbook Robin Wieruch

"In this JavaScript Unit Testing training course, expert author Mark Ethan Trostler will teach you the theory and practice of JavaScript unit testing. This course is designed for users that already have a basic

understanding of JavaScript. You will start by learning the basics of unit testing, then jump into learning how to code for testability. From there, Mark will teach you about Jasmine, including how to run and select tests, write a custom matcher, and how to extend Jasmine. This video tutorial also covers other JavaScript testing frameworks, such as QUnit and Mocha. Finally, you will learn about automation and continuous integration. Once you have completed this computer based training course, you will have learned everything you need to know about JavaScript unit testing and automation. Working files are included, allowing you to follow along with the author throughout the lessons."--Resource description page.

Backbone.js Testing "O'Reilly Media, Inc." Why is GraphQL the most innovative technology for fetching data since Ajax? By providing a query language for your APIs and a runtime for fulfilling queries with your data, GraphQL presents a clear alternative to REST and ad hoc web service architectures. With this practical guide, Alex Banks and Eve Porcello deliver a clear learning path for frontend web developers, backend engineers, and project and product managers looking to get started with GraphQL. You will explore graph theory, the graph data structure, and GraphQL types before learning hands-on how to build a schema for a photo-sharing application. This book also introduces you to Apollo Client, a popular framework you can use to

connect GraphQL to your user interface. Explore graph theory and review popular graph examples in use today Learn how GraphQL applies database querying methods to the internet Create a schema for a PhotoShare application that serves as a roadmap and a contract between the frontend and backend teams Use JavaScript to build a fully functioning GraphQL service and Apollo to implement a client Learn how to prepare GraphQL APIs and clients for production

Testable JavaScript Manjunath.R

For JavaScript developers working on increasingly large and complex projects, effective automated testing is crucial to success. Test-Driven JavaScript Development is a complete, best-practice

guide to agile JavaScript testing and quality assurance with the test-driven development (TDD) methodology. Leading agile JavaScript developer Christian Johansen covers all aspects of applying state-of-the-art automated testing in JavaScript environments, walking readers through the entire development lifecycle, from project launch to application deployment, and beyond. Using real-life examples driven by unit tests, Johansen shows how to use TDD to gain greater confidence in your code base, so you can fearlessly refactor and build more robust, maintainable, and reliable JavaScript code at lower cost. Throughout, he addresses crucial issues ranging from code design to performance optimization, offering realistic solutions for developers, QA specialists, and testers. Coverage includes

- Understanding automated testing and TDD
- Building effective automated testing workflows
- Testing code for both browsers and servers (using Node.js)
- Using TDD to build cleaner APIs, better modularized code, and more robust software
- Writing testable code
- Using test stubs and mocks to test units in isolation
- Continuously improving code through refactoring
- Walking through the construction and automated testing of fully functional software

The accompanying Web site, tddjs.com, contains all of the book 's code listings and additional resources.

[Testable JavaScript](#) Pragmatic Bookshelf
Summary As a developer, you may inherit projects built on existing codebases with

design patterns, usage assumptions, infrastructure, and tooling from another time and another team. Fortunately, there are ways to breathe new life into legacy projects so you can maintain, improve, and scale them without fighting their limitations. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Re-Engineering Legacy Software is an experience-driven guide to revitalizing inherited projects. It covers refactoring, quality metrics, toolchain and workflow, continuous integration, infrastructure automation, and organizational culture. You'll learn techniques for introducing dependency injection for code modularity, quantitatively measuring quality, and

automating infrastructure. You'll also develop practical processes for deciding whether to rewrite or refactor, organizing teams, and convincing management that quality matters. Core topics include deciphering and modularizing awkward code structures, integrating and automating tests, replacing outdated build systems, and using tools like Vagrant and Ansible for infrastructure automation. What's Inside Refactoring legacy codebases Continuous inspection and integration Automating legacy infrastructure New tests for old code Modularizing monolithic projects About the Reader This book is written for developers and team leads comfortable with an OO language like Java or C#. About the Author Chris Birchall is a senior developer at the

Guardian in London, working on the back-end services that power the website. Table of Contents

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The Road to GraphQL Manjunath.R

Whether you're sharing data between two internal systems or building an API so users can access their data, this practical book provides everything you need to build web service APIs with PHP. Author Lorna Jane Mitchell uses code samples, real-world examples, and advice based on her extensive experience to guide you through the process—from the underlying theory to methods for making your service robust. PHP is ideally suited for both consuming and creating web services. You'll learn how to use this language with JSON, XML, and other web service technologies. Explore HTTP, from the request/response cycle to its verbs, headers, and cookies Determine whether JSON or XML is the best data format for your application Get practical advice for working with RPC, SOAP, and RESTful services Use a variety of tools and techniques for debugging HTTP web services

Choose the service that works best for your application, and learn how to make it robust
Learn how to document your API—and how to design it to handle errors
Linux Commands, C, C++, Java and Python Exercises For Beginners "O'Reilly Media, Inc."
Get the best out of Node.js by mastering its most powerful components and patterns to create modular and scalable applications with ease
About This Book Create reusable patterns and modules by leveraging the new features of Node.js . Understand the asynchronous single thread design of node and grasp all its features and patterns to take advantage of various functions. This unique guide will help you get the most out of Node.js and its ecosystem. Who This Book Is For The book is meant for developers and software architects with a basic working knowledge of JavaScript who are

interested in acquiring a deeper understanding of how to design and develop enterprise-level Node.js applications. Basic knowledge of Node.js is also helpful to get the most out of this book. What You Will Learn Design and implement a series of server-side JavaScript patterns so you understand why and when to apply them in different use case scenarios
Become comfortable with writing asynchronous code by leveraging constructs such as callbacks, promises, generators and the async-await syntax
Identify the most important concerns and apply unique tricks to achieve higher scalability and modularity in your Node.js application
Untangle your modules by organizing and connecting them coherently Reuse well-known techniques to solve common design and coding issues Explore the latest trends in Universal JavaScript, learn how to write code that runs on

both Node.js and the browser and leverage React and its ecosystem to implement universal applications. In Detail Node.js is a massively popular software platform that lets you use JavaScript to easily create scalable server-side applications. It allows you to create efficient code, enabling a more sustainable way of writing software made of only one language across the full stack, along with extreme levels of reusability, pragmatism, simplicity, and collaboration. Node.js is revolutionizing the web and the way people and companies create their software. In this book, we will take you on a journey across various ideas and components, and the challenges you would commonly encounter while designing and developing software using the Node.js platform. You will also discover the "Node.js way" of dealing with design and coding decisions. The book kicks off

by exploring the basics of Node.js describing it's asynchronous single-threaded architecture and the main design patterns. It then shows you how to master the asynchronous control flow patterns, and the stream component and it culminates into a detailed list of Node.js implementations of the most common design patterns as well as some specific design patterns that are exclusive to the Node.js world. Lastly, it dives into more advanced concepts such as Universal Javascript, and scalability' and it's meant to conclude the journey by giving the reader all the necessary concepts to be able to build an enterprise grade application using Node.js. Style and approach This book takes its intended readers through a comprehensive explanation to create a scalable and efficient real-time server-side apps. Jasmine JavaScript Testing - Second Edition

"O'Reilly Media, Inc."

Software Expert Kent Beck Presents a Catalog of Patterns Infinitely Useful for Everyday

Programming Great code doesn't just function: it clearly and consistently communicates your intentions, allowing other programmers to understand your code, rely on it, and modify it with confidence. But great code doesn't just happen. It is the outcome of hundreds of small but critical decisions programmers make every single day.

Now, legendary software innovator Kent Beck—known worldwide for creating Extreme Programming and pioneering software patterns and test-driven development—focuses on these critical decisions, unearthing powerful “implementation patterns” for writing programs that are simpler, clearer, better organized, and more cost effective.

Beck collects 77 patterns for handling everyday programming tasks and writing more readable code. This new collection of patterns addresses many aspects of development, including class, state,

behavior, method, collections, frameworks, and more. He uses diagrams, stories, examples, and essays to engage the reader as he illuminates the patterns. You'll find proven solutions for handling everything from naming variables to checking exceptions.

Getting Started with .NET Gadgeteer No Starch Press

Completely revised and updated, this best-selling introduction to programming in JavaScript focuses on writing real applications. JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon.

Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful, effective code. It has been updated to

reflect the current state of JavaScript and web browsers and includes brand-new material on features like class notation, arrow functions, iterators, async functions, template strings, and block scope. A host of new exercises have also been added to test your skills and keep you on track. As with previous editions, Haverbeke continues to teach through extensive examples and immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. You start by learning the basic structure of the JavaScript language as well as control structures, functions, and data structures to help you write basic programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to:

- Understand the essential elements of

programming, including syntax, control, and data - Organize and clarify your code with object-oriented and functional programming techniques - Script the browser and make basic web applications - Use the DOM effectively to interact with browsers - Harness Node.js to build servers and utilities Isn't it time you became fluent in the language of the Web? * All source code is available online in an interactive sandbox, where you can edit the code, run it, and see its output instantly.

Eloquent JavaScript, 3rd Edition "O'Reilly Media, Inc."

The Road to GraphQL is your personal journey to master pragmatic GraphQL in JavaScript. The book is full with applications you are going to build along the way with React.js and Node.js.

Afterward, you will be able to implement full-stack JavaScript applications. I wrote

the The Road to GraphQL over the last year, while building several GraphQL applications for my clients and for myself. During this time, I came to understand the practical genius of GraphQL, and how it dramatically improves communication in client-server architectures. Not only does it improve the interface between the client and the server, it also enhances client-side state management by eliminating remote data management. Sophisticated GraphQL libraries like Apollo Client provide powerful features like caching, optimistic UI, and data prefetching for free. This book covers the fundamentals of GraphQL itself, as well as its ecosystem. I applied the same principles as my other books: Stay pragmatic Keep it simple Answer the why, not just the how

Experience a problem, solve a problem This book is not intended to be an end-all reference for GraphQL APIs, nor an in-depth guide about the internals of the GraphQL specification. Instead, its purpose is to journey through learning GraphQL with JavaScript the pragmatic way, building client and server applications yourself. The book covers lots of facets about GraphQL in JavaScript that are important for building modern applications, without just throwing the libraries like Apollo at problems before experiencing them. It starts with the basic HTTP requests to perform GraphQL queries first, then moves on to using dedicated GraphQL libraries for it. You will even get the chance to implement your own GraphQL client library, so you understand

how these libraries work under the hood.

There are no hidden abstractions in this book, just plenty of fundamentals for JavaScript, React.js, Node.js, and GraphQL. Requirements To get the most out of this book, you should be familiar with the basics of web development, which includes some knowledge of HTML, CSS and JavaScript. You will also need to be familiar with the term API, because they are discussed frequently. I encourage you to join the official Slack Group for the book, help or get help from others. React On the client-side, this book uses React to teach about GraphQL in JavaScript. My other book called The Road to learn React teaches you all the fundamentals about React. It also teaches you to make the transition from

JavaScript ES5 to JavaScript ES6. The book is available for free and after having read the Road to learn React, you should possess all the knowledge to implement the GraphQL client-side application with this book. Node On the server-side, this book uses Node with Express as library to teach about GraphQL in JavaScript. You don't need to know much about those technologies before using them for your first GraphQL powered applications. The book will guide you through the process of setting up a Node application with Express and shows you how to weave GraphQL into the mix. Afterward, you should be able to consume the GraphQL API provided by your server-side application in your client-side application. Mastering the Interview: 80 Essential

Questions for Software Engineers "O'Reilly Media, Inc."

How often do you hear people say things like this? "Our JavaScript is a mess, but we 're thinking about using [framework of the month]." Like it or not, JavaScript is not going away. No matter what framework or "compiles-to-js" language or library you use, bugs and performance concerns will always be an issue if the underlying quality of your JavaScript is poor. Rewrites, including porting to the framework of the month, are terribly expensive and unpredictable. The bugs won 't magically go away, and can happily reproduce themselves in a new context. To complicate things further, features will get dropped, at least temporarily. The other popular

method of fixing your JS is playing "JavaScript Jenga," where each developer slowly and carefully takes their best guess at how the out-of-control system can be altered to allow for new features, hoping that this doesn 't bring the whole stack of blocks down. This book provides clear guidance on how best to avoid these pathological approaches to writing JavaScript: Recognize you have a problem with your JavaScript quality. Forgive the code you have now, and the developers who made it. Learn repeatable, memorable, and time-saving refactoring techniques. Apply these techniques as you work, fixing things along the way. Internalize these techniques, and avoid writing as much problematic code to begin with. Bad code doesn 't have to stay

that way. And making it better doesn ' t
have to be intimidating or unreasonably
expensive.