

Testable Javascript Mark Ethan Trostler

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Mastering the Interview: 80 Essential Questions for Software Engineers Robin Wieruch

"An Introduction to Programming Languages and Operating Systems for Novice Coders" An ideal addition to your personal eLibrary. With the aid of this indispensable reference book, you may quickly gain a grasp of Python, Java, JavaScript, C, C++, CSS, Data Science, HTML, LINUX and PHP. It can be challenging to understand the programming language's distinctive advantages and charms. Many programmers who are familiar with a variety of languages frequently approach them from a constrained perspective rather than enjoying their full expressivity. Some programmers incorrectly use Programmatic features, which can later result in serious issues. The programmatic method of writing programs—the ideal approach to use programming languages—is explained in this book. This book is for all programmers, whether you are a novice or an experienced pro. Its numerous examples and well paced discussions will be especially beneficial for beginners. Those who are already familiar with programming will probably gain more from this book, of course. I want you to be prepared to use programming to make a big difference. "C, C++, Java, Python, PHP, JavaScript and Linux For Beginners" is a comprehensive guide to programming languages and operating systems for those who are new to the world of coding. This easy-to-follow book is designed to help readers learn the basics of programming and Linux operating system, and to gain confidence in their coding abilities. With clear and concise explanations, readers will be introduced to the fundamental concepts of programming languages such as C, C++, Java, Python, PHP, and JavaScript, as well as the basics of the Linux operating system. The book offers step-by-step guidance on how to write and execute code, along with practical exercises that help reinforce learning. Whether you are a student or a professional, "C, C++, Java, Python, PHP, JavaScript and Linux For Beginners" provides a solid foundation in programming and operating systems. By the end of this book, readers will have a solid understanding of the core concepts of programming and Linux, and will be equipped with the knowledge and skills to continue learning and exploring the exciting world of coding.

Javascript In Easy Steps O'Reilly Media

Provides information and examples on writing JavaScript code, covering such topics as syntax, control, data, regular expressions, and scripting.

Functional JavaScript "O'Reilly Media, Inc."

Dispels the myth that JavaScript is a "baby" language and demonstrates why it is the scripting language of choice used in the design of millions of Web pages and server-side applications. Quickly covers JavaScript basics and then moves on to more advanced topics such as object-oriented programming, XML, Web services, and remote scripting. Addresses the many issues that Web application developers face, including internationalization, security, privacy, optimization, intellectual property issues, and obfuscation. Builds on the reader's basic understanding of HTML, CSS, and the Web in general. This book is also available as part of the 4-book JavaScript and Ajax Wrox Box (ISBN: 0470227818). This 4-book set includes: Professional JavaScript for Web Developers (ISBN: 0764579088) Professional Ajax 2nd edition (ISBN: 0470109491) Professional Web 2.0 Programming (ISBN: 0470087889) Professional Rich Internet Applications: Ajax and Beyond (ISBN: 0470082801)

Eloquent JavaScript "O'Reilly Media, Inc."

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 PART 1 GETTING STARTED Understanding the challenges of legacy projects Finding your starting point PART 2 REFACTORING TO IMPROVE THE CODEBASE Preparing to refactor Refactoring Re-architecting The Big Rewrite PART 3 BEYOND REFACTORING—IMPROVING PROJECT WORKFLOW AND INFRASTRUCTURE Automating the development environment Extending automation to test, staging, and production environments Modernizing the development, building, and deployment of legacy software Stop writing legacy code!

Cybersecurity Blue Team Toolkit "O'Reilly Media, Inc."

What is this book about? JavaScript is the language of the Web. Used for programming all major browsers, JavaScript gives you the ability to enhance your web site by creating interactive, dynamic, and personalized pages. Our focus in this book is on client-side scripting, but JavaScript is also hugely popular as a scripting language in server-side environments, a subject that we cover in later chapters. What does this book cover? Beginning JavaScript assumes no prior knowledge of programming languages, but will teach you all the fundamental concepts that you need as you progress. After covering the core JavaScript language, you'll move on to learn about more advanced techniques, including Dynamic HTML, using cookies, debugging techniques, and server-side scripting with ASP. By the end of this book, you will have mastered the art of using JavaScript to create dynamic and professional-looking web pages. Here are a few of the things you'll learn in this book: Fundamental programming concepts Comprehensive practical tutorial in JavaScript Cross-browser scripting, including Netscape 6 Cookie creation and use Plugins and ActiveX controls Dynamic HTML Scripting the W3C DOM Server-side JavaScript with ASP Who is this book for? This book is for anyone who wants to learn JavaScript. You will need a very basic knowledge of HTML, but no prior programming experience is necessary. Whether you want to pick up some programming skills, or want to find out how to transfer your existing programming knowledge to the Web, then this book is for you. All you need is a text editor (like Notepad) and a browser, and you're ready to go! Jasmine JavaScript Testing - Second Edition "O'Reilly Media, Inc."

This concise book shows JavaScript developers how to build superb web applications with CoffeeScript, the remarkable language that 's gaining considerable interest. Through example code, this guide demonstrates how CoffeeScript abstracts JavaScript, providing syntactical sugar and preventing many common errors. You ' ll learn CoffeeScript ' s syntax and idioms step by step, from basic variables and functions to complex comprehensions and classes. Written by Alex MacCaw, author of JavaScript Web Applications (O ' Reilly), with contributions from CoffeeScript creator Jeremy Ashkenas, this book quickly teaches you best practices for using this language—not just on the client side, but for server-side applications as well. It ' s time to take a ride with the little language that could. Discover how CoffeeScript ' s syntax differs from JavaScript Learn about features such as array comprehensions, destructuring assignments, and classes Explore CoffeeScript idioms and compare them to their JavaScript counterparts Compile CoffeeScript files in static sites with the Cake build system Use CommonJS modules to structure and deploy CoffeeScript client-side applications Examine

JavaScript ' s bad parts—including features CoffeeScript was able to fix

The Road to GraphQL "O'Reilly Media, Inc."

"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!

DOM Scripting "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. Cross-platform Desktop Application Development: Electron, Node, NW.js, and React Apress

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.

Professional JavaScript for Web Developers Apress

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.

Node.js Design Patterns Packt Publishing Ltd

Create scalable, reusable high-quality JavaScript applications and libraries

[Implementation Patterns](#) "O'Reilly Media, Inc."

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!

Programming TypeScript "O'Reilly Media, Inc."

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 JavaScript Cookbook In Easy Steps

A practical handbook to cybersecurity for both tech and non-tech professionals As reports of major data breaches fill the headlines, it has become impossible for any business, large or small, to ignore the importance of cybersecurity. Most books on the subject, however, are either too specialized for the non-technical professional or too general for positions in the IT trenches. Thanks to author Nadean Tanner's wide array of experience from teaching at a University to working for the Department of Defense, the *Cybersecurity Blue Team Toolkit* strikes the perfect balance of substantive and accessible, making it equally useful to those in IT or management positions across a variety of industries. This handy guide takes a simple and strategic look at best practices and tools available to both cybersecurity management and hands-on professionals, whether they be new to the field or looking to expand their expertise. Tanner gives comprehensive coverage to such crucial topics as security assessment and configuration, strategies for protection and defense, offensive measures, and remediation while aligning the concept with the right tool using the CIS Controls version 7 as a guide. Readers will learn why and how to use fundamental open source and free tools such as ping, tracer, PuTTY, pathping, sysinternals, NMAP, OpenVAS, Nexpose Community, OSSEC, Hamachi, InSSIDer, Nexpose Community, Wireshark, Solarwinds Kiwi Syslog Server, Metasploit, Burp, Clonezilla and many more. Up-to-date and practical cybersecurity instruction, applicable to both management and technical positions

- Straightforward explanations of the theory behind cybersecurity best practices
- Designed to be an easily navigated tool for daily use
- Includes training appendix on Linux, how to build a virtual lab and glossary of key terms

The *Cybersecurity Blue Team Toolkit* is an excellent resource for anyone working in digital policy as well as IT security professionals, technical analysts, program managers, and Chief Information and Technology Officers. This is one handbook that won't gather dust on the shelf, but remain a valuable reference at any career level, from student to executive.

Learning JavaScript Design Patterns John Wiley & Sons How can you overcome JavaScript language oddities and unsafe features? With this book, you'll learn how to create code that's beautiful, safe, and simple to understand and test by using JavaScript's functional programming support. Author Michael Fogus shows you how to apply functional-style concepts with Underscore.js, a JavaScript library that facilitates functional programming techniques. Sample code is available on GitHub at <https://github.com/funjs/book-source>. Fogus helps you think in a functional way to help you minimize complexity in the programs you build. If you're a JavaScript programmer hoping to learn functional programming techniques, or a functional programmer looking to learn JavaScript, this book is the ideal introduction. Use applicative programming techniques with first-class functions Understand how and why you might leverage variable scoping and closures Delve into higher-order functions—and learn how they take other functions as arguments for maximum advantage Explore ways to compose new functions from existing functions Get around JavaScript's limitations for using recursive functions Reduce, hide, or eliminate the footprint of state change in your programs Practice flow-based programming with chains and functional pipelines Discover how to code without using classes

MongoDB: The Definitive Guide O'Reilly Media 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

MongoDB: The Definitive Guide O'Reilly Media

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 its 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.

Linux Commands, C, C++, Java and Python Exercises For Beginners "O'Reilly Media, Inc."

JavaScript in easy steps, now in its third edition, instructs the reader how to add functionality (logic) and dynamic effects (DHTML) to web pages. It contains separate chapters on all major features of the JavaScript language. There are code examples and browser screenshots illustrating each aspect of JavaScript. This popular title is updated for the Document Object Model used by modern browsers and includes examples showing how to develop Rich Internet Applications (RIAs) using the latest techniques employing Asynchronous JavaScript And XML (AJAX).

- Introducing JavaScript
- Performing Operations
- Making Statements
- Using arrays
- Date and Time
- Doing Mathematics
- Addressing Page Objects
- Window Properties
- Document Properties
- Form Properties
- Event Handler
- JavaScript in DHTML
- JavaScript in e-commerce

Expert JavaScript Dreamtech Press

"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.

Maintainable JavaScript "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. Testable JavaScript John Wiley & Sons

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