
Testable Javascript Mark Ethan Trostler

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Implementation Patterns "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.

Programming TypeScript "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 Core topics include deciphering and modularizing awkward code structures, integrating and automating tests, replacing outdated build systems, and using tools like Vagrant and Ansible for infrastructure automation.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!

Learning JavaScript, 3rd Edition O'Reilly Media

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

Functional JavaScript Packt Publishing Ltd

Manage the huMONGOus amount of data collected through your web application with MongoDB. This authoritative introduction—written by a core contributor to the project—shows you the many advantages of using document-oriented databases, and demonstrates how this reliable, high-performance system allows for almost infinite horizontal scalability. This updated second edition provides guidance for database developers, advanced configuration for system administrators, and an overview of the concepts and use cases for other people on your

project. Ideal for NoSQL newcomers and experienced MongoDB users alike, this guide provides numerous real-world schema design examples. Get started with MongoDB core concepts and vocabulary Perform basic write operations at different levels of safety and speed Create complex queries, with options for limiting, skipping, and sorting results Design an application that works well with MongoDB Aggregate data, including counting, finding distinct values, grouping documents, and using MapReduce Gather and interpret statistics about your collections and databases Set up replica sets and automatic failover in MongoDB Use sharding to scale horizontally, and learn how it impacts applications Delve into monitoring, security and authentication, backup/restore, and other administrative tasks

Learning JavaScript Design Patterns O'Reilly Media

Any programmer working with a dynamically typed language will tell you how hard it is to scale to more lines of code and more engineers. That's why Facebook, Google, and Microsoft invented gradual static type layers for their dynamically typed JavaScript and Python code. This practical book shows you how one such type layer, TypeScript, is unique among them: it makes programming fun with its powerful static type system. If you're a programmer with intermediate JavaScript experience, author Boris Cherny will teach you how to master the TypeScript language. You'll understand how TypeScript can help you eliminate bugs in your code and enable you to scale your code across more engineers than you could before. In this book, you'll: Start with the basics: Learn about TypeScript's different types and type operators, including what they're for and how they're used Explore advanced topics: Understand TypeScript's sophisticated type system,

including how to safely handle errors and build asynchronous programs Dive in hands-on: Use TypeScript with your favorite frontend and backend frameworks, migrate your existing JavaScript project to TypeScript, and run your TypeScript application in production *Object-Oriented JavaScript* "O'Reilly Media, Inc."

"An Introduction to Programming Languages and Operating Systems for Novice Coders" An ideal addition to your personal library. 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.

Re-Engineering Legacy Software Manjunath.R

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.

Test-Driven JavaScript Development Manning

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.

Refactoring JavaScript John Wiley & Sons

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'll 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

The Design of Web APIs Apress

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.

The Road to GraphQL Addison-Wesley

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.

Backbone.Js Testing "O'Reilly Media, Inc."

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

Effective JavaScript John Wiley & Sons

Provides instructions for projects using .NET Gadgeteer, including a spy camera and a joystick module.

JavaScript Unit Testing "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 Plug-ins 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!

Secrets of the JavaScript Ninja Packt Publishing Ltd

What's the best approach for developing an application with JavaScript? This book helps you answer that question with numerous JavaScript coding patterns and best practices. If you're an experienced developer looking to solve problems related to objects, functions, inheritance, and other language-specific categories, the abstractions and code templates in this guide are ideal—whether you're using JavaScript to write a client-side, server-side, or desktop application. Written by JavaScript expert Stoyan Stefanov—Senior Yahoo! Technical and architect of YSlow 2.0, the web page performance optimization tool—JavaScript Patterns includes practical advice for implementing each pattern discussed, along with several hands-on examples. You'll also learn about anti-patterns: common programming approaches that cause more problems than they solve. Explore useful habits for writing high-quality JavaScript code, such as avoiding globals, using single var declarations, and more Learn why literal notation patterns are simpler alternatives to constructor functions Discover different ways to define a function in JavaScript Create objects that go beyond the basic patterns of using object literals and constructor functions Learn the options available for code reuse and inheritance in JavaScript Study sample JavaScript approaches to common design patterns such as Singleton, Factory, Decorator, and more Examine patterns that apply specifically to the client-side browser environment

JavaScript Enlightenment "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)

Node.js Design Patterns Manjunath.R

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

Maintainable JavaScript Robin Wieruch

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

Effective TypeScript Packt Publishing Ltd

Create scalable, reusable high-quality JavaScript applications and libraries

C, C++, Java, Python, PHP, JavaScript and Linux For Beginners No Starch Press

Interfacing with C is about interfacing personal computers using C. Anyone

who is interested in ports, transducer interfacing, analog to digital conversion, convolution, filters or digital/analog conversion will benefit from reading *Interfacing with C*. Students will also find this a practical introduction to real-time programming with a generous collection of tried and tested programs. The pace of the book is such that the reader is encouraged to run the programs and experiment with C. The principles precede the applications in most cases in an attempt to provide genuine understanding and encourage further development. Readers will gain much from the hands-on experience the authors' approach provides, an approach designed to enable readers to climb steep learning curves with the minimum amount of assistance. The many programs included in the text provide the essential hands-on experience. Some of the programs inevitably become rather lengthy, so the source code used is available as a free download from the Newnes website. The aim of the book, however, is to give the reader enough confidence to rewrite and improve these programs. In the second edition Mike James has thoroughly updated all aspects relating to software, operating systems and graphical interfaces. He has also increased the scope of the book to include current forms of C++. Material on data acquisition has been thoroughly updated and the section on peripherals increased. A disk containing the source code for the listings in the book is available from 'Electronics World' magazine, tel. 020 8722 6054. A practical and painless way of becoming an expert C programmer New edition also covers C++ and the Windows environment Get up to speed with the essential maths needed for C without having to buy a university maths text!