



JavaScript

The Definitive Guide

David Flanagan

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JavaScript: The Good Parts

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Douglas Crockford

Javascript The Good Parts

Douglas Crockford



JavaScript The Good Parts:

JavaScript: The Good Parts Douglas Crockford, 2008-05-08 Most programming languages contain good and bad parts but JavaScript has more than its share of the bad having been developed and released in a hurry before it could be refined This authoritative book scrapes away these bad features to reveal a subset of JavaScript that is more reliable readable and maintainable than the language as a whole a subset you can use to create truly extensible and efficient code Considered the JavaScript expert by many people in the development community author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object oriented programming language ideas such as functions loose typing dynamic objects and an expressive object literal notation Unfortunately these good ideas are mixed in with bad and downright awful ideas like a programming model based on global variables When Java applets failed JavaScript became the language of the Web by default making its popularity almost completely independent of its qualities as a programming language In JavaScript The Good Parts Crockford finally digs through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript including Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty As you move ahead with the subset of JavaScript that this book presents you will also sidestep the need to unlearn all the bad parts Of course if you want to find out more about the bad parts and how to use them badly simply consult any other JavaScript book With JavaScript The Good Parts you will discover a beautiful elegant lightweight and highly expressive language that lets you create effective code whether you're managing object libraries or just trying to get Ajax to run fast If you develop sites or applications for the Web this book is an absolute must

JavaScript Douglas Crockford, 2008 **JavaScript** Douglas Crockford, 2017-07-17

JavaScript was written to give readers an accurate concise examination of JavaScript objects and their supporting nuances such as complex values primitive values scope inheritance the head object and more If you're an intermediate JavaScript developer and want to solidify your understanding of the language or if you've only used JavaScript beneath the mantle of libraries such as jQuery or Prototype this is the book for you This updated and expanded second edition of Book provides a user friendly introduction to the subject Taking a clear structural framework it guides the reader through the subject's core elements A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts This succinct and enlightening overview is a required reading for all those interested in the subject We hope you find this book useful in shaping your future career Business

JavaScript Douglas Crockford, 2009 Javascript incorporates some of the best and worst ideas in programming languages In this segment Doug Crockford introduces the Javascript programming language covering all of the core language features including numbers strings operators arrays objects and functions pointing out the good the bad and the ugly features of the language as he goes You will learn about some common Javascript patterns why lambda is cool why you should never ever use eval and why you

should always declare everything *JavaScript* Douglas Crockford,2013 JavaScript has bad parts that many times overshadow its good parts Douglas claims JavaScript has some of the best parts of any programming language ever created He explains why in this course quizzes you on functional programming and covers the monad in the final lecture of the course **JavaScript: The Definitive Guide** David Flanagan,2011-04-18 Since 1996 JavaScript The Definitive Guide has been the bible for JavaScript programmers a programmer's guide and comprehensive reference to the core language and to the client side JavaScript APIs defined by web browsers The 6th edition covers HTML5 and ECMAScript 5 Many chapters have been completely rewritten to bring them in line with today's best web development practices New chapters in this edition document jQuery and server side JavaScript It's recommended for experienced programmers who want to learn the programming language of the Web and for current JavaScript programmers who want to master it A must have reference for expert JavaScript programmers well organized and detailed Brendan Eich creator of JavaScript CTO of Mozilla I made a career of what I learned from JavaScript The Definitive Guide Andrew Hedges Tapulous **Professional JQuery** Cesar Otero,Rob Larsen,2012-05 A complete in depth look at jQueryIf you're looking for a single resource that completely encompasses jQuery and related technologies then look no further This authoritative guide dives right into exploring jQuery the leading framework used for standards based client side web development You'll discover how jQuery is structured so that it can be used to accomplish a wide range of tasks and you'll learn how to integrate jQuery into your web pages The authors provide helpful lessons and valuable examples so that you can get a firm grasp on how best to maximize the capabilities of jQuery B [The Official Raspberry Pi Projects Book Volume 1](#) The Makers of The MagPi magazine,2015-11-01 The Official Raspberry Pi projects book returns with inspirational projects detailed step by step guides and product reviews based around the phenomenon that is the Raspberry Pi See why educators and makers adore the credit card sized computer that can be used to make robots retro games consoles and even art In this volume of The Official Raspberry Pi Projects Book you'll Get involved with the amazing and very active Raspberry Pi community Be inspired by incredible projects made by other people Learn how to make with your Raspberry Pi with our tutorials Find out about the top kits and accessories for your Pi projects And much much more If this is your first time using a Raspberry Pi you'll also find some very helpful guides to get you started with your Raspberry Pi journey With millions of Raspberry Pi boards out in the wild that's millions more people getting into digital making and turning their dreams into a Pi powered reality Being so spoilt for choice though means that we've managed to compile an incredible list of projects guides and reviews for you This book was written using an earlier version of Raspberry Pi OS Please use Raspberry Pi OS Legacy for full compatibility See magpi.cc/legacy for more information [Core HTML5 Canvas](#) David M. Geary,2012 Core HTML5 Volume I Canvas takes a code fueled no nonsense deep dive into one of HTML5's most exciting APIs by showing readers how to draw and paint apply shadows patterns and gradients manipulate images create smooth animations implement video games and more The book also comes with a companion Web site which

provides access to the book's source code videos about HTML5 Canvas and live demonstrations from the book **Core HTML5 2D Game Programming** David Geary, 2014-06-30 Game programming offers a wealth of creative and business opportunities and it's never been more accessible In Core HTML5 2D Game Programming best selling author David Geary shows you how to use freely available browser tools and open source resources to create video games that run in desktop browsers and on mobile devices Geary walks you step by step through every aspect of implementing a sophisticated arcade style game entirely from scratch without using proprietary game frameworks Packed with code this full color tutorial gives you the in depth understanding you need to design and build any kind of HTML5 2D game on your own whether you use a framework or not A clearly written accessible and exhaustive guide to implementing games this book leaves no stone unturned showing you how to Create smooth flicker free animations Implement motion that's unaffected by your game's underlying animation frame rate Animate sprites graphical objects to make them sparkle explode etc Layer multi channel sound effects on top of a soundtrack Warp time to create nonlinear effects such as jumping or bouncing Control the flow of time through your game with a time system Implement particle systems that simulate natural phenomena Efficiently detect collisions between sprites Create a developer backdoor containing special features Use Node.js and socket.io to transfer real time metrics to a server Employ a heads up display to show high scores stored on a server Understand the nuances of implementing HTML5 games for mobile devices Through expertly written code that's easy to understand and prose that cuts to the chase Geary illuminates every corner of game development Everyone from novice game programmers to professional game developers will find this book invaluable as both a tutorial and a reference All of the book's source code including chapter specific versions of the game discussed in the book are available at corehtml5games.com *Core Java, Volume II--Advanced Features* Cay S. Horstmann, 2016-12-06 Core Java has long been recognized as the leading no nonsense tutorial and reference for experienced programmers who want to write robust Java code for real world applications Now Core Java Volume II Advanced Features Tenth Edition has been extensively updated to reflect the most eagerly awaited and innovative version of Java in years Java SE 8 Rewritten and reorganized to illuminate powerful new Java features idioms and best practices for enterprise and desktop development it contains hundreds of up to date example programs all carefully crafted for easy understanding and practical applicability Writing for serious programmers solving real world problems Cay Horstmann deepens your understanding of today's Java language and library In this second of two updated volumes he offers in depth coverage of advanced topics including the new Streams API and date time calendar library advanced Swing security code processing and more This guide will help you Use the new Streams library to process collections more flexibly and efficiently Efficiently access files and directories read write binary or text data and serialize objects Work with Java SE 8's regular expression package Make the most of XML in Java parsing validation XPath document generation XSL and more Efficiently connect Java programs to network services Program databases with JDBC 4.2 Elegantly overcome date time

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offer By taking you through Python's key language features and libraries this practical book shows you how to make your code shorter faster and more readable all at the same time From publisher description [JavaScript](#) Summer R. Newton,2015-08-06 Thought provoking and accessible in approach this updated and expanded second edition of the JavaScript The Good Parts The Good Parts provides a user friendly introduction to the subject Taking a clear structural framework it guides the reader through the subject's core elements A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts This succinct and enlightening overview is a required reading for advanced graduate level students We hope you find this book useful in shaping your future career Feel free to send us your enquiries related to our publications to info@risepress.pw Rise Press [Lógica De Programação Javascript](#) Renan Bueno,2023-07-05 Este livro foi cuidadosamente elaborado para fornecer a voc uma compreens o s lida dos fundamentos da l gica de programa o utilizando a linguagem JavaScript Se voc um iniciante absoluto ou j possui algum conhecimento pr vio em programa o este livro ir gui lo em uma jornada de aprendizado passo a passo A linguagem JavaScript amplamente utilizada no desenvolvimento web e essencial para qualquer pessoa que deseje se tornar um desenvolvedor web competente Compreender os conceitos b sicos da l gica de programa o fundamental para escrever c digo eficiente e resolver problemas complexos **Addressing the Information Needs of Nigerian**

Researchers, Scholars and Students Susan Schnuer,2012 *The British National Bibliography* Arthur James Wells,2009

Web Guru Guide to JavaScript William R. Stanek,Paul A. Watters,2006 A book about the most widely used power tool on the World Wide Web Guide to JavaScriptis an excellent resource that teaches how to implement image rollovers and customize pages for users or browsers among hundreds of other tasks With its focus on the limitations and capabilities of JavaScript readers will know after using this resource whether and when JavaScript is the right tool for the right job as well as when real world solutions are necessary to achieve the desired results Topics include basic programming capabilities controlling script execution functions and their use working with strings and manipulating textual input regular expressions pattern matching and using pre caching and swapping images with JavaScript An excellent resource for web designers web developers internet developers internet programmers and web programmers **The Complete Idiot's Guide to**

JavaScript Scott Walter,Aaron Weiss,1996 Although the main focus of the book is JavaScript this book explores Java HotJava and HTML This book provides users with the tools they need to connect HTML based content to Java applets The user friendly format takes the fear out of learning even programming languages Communications Networking [Express.js](#) Moaml Mohmmmed,Max Beerbohm,2020-02-05 Express jsThe Ultimate Beginner's Guide to Learn Express js Step by Step 2020 2st Edition by Max BeerbohmWho This Book Is For Clearly this book is for programmers who want to create web applications traditionalwebsites RESTful APIs or anything in between using JavaScript Node and Express One of the exciting aspects of Node development is that it has attracted a whole newaudience of programmers The accessibility and flexibility of

JavaScript has attracted self taught programmers from all over the world At no time in the history of computer science has programming been so accessible The number and quality of online resources for learning to program and getting help when you get stuck is truly astonishing and inspiring So to those new possibly self taught programmers I welcome you Then of course there are the programmers like me who have been around for a while Like many programmers of my era I started off with assembler and BASIC and went through Pascal C Perl Java PHP Ruby C C and JavaScript At university I was exposed to more niche languages such as ML LISP and PROLOG Many of these languages are near and dear to my heart but in none of these languages do I see so much promise as I do in JavaScript So I am also writing this book for programmers like myself who have a lot of experience and perhaps a more philosophical outlook on specific technologies No experience with Node is necessary but you should have some experience with JavaScript If you're new to programming I recommend Codecademy If you're an experienced programmer I recommend Douglas Crockford's JavaScript: The Good Parts O'Reilly The examples in this book can be used with any system that Node works on which covers Windows OS X and Linux The examples are geared toward command line terminal users so you should have some familiarity with your system's terminal Most important this book is for programmers who are excited Excited about the future of the Internet and want to be part of it Excited about learning new things new techniques and new ways of looking at web development If dear reader you are not excited I hope you will be by the time you reach the end of this book

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