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The sixth 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.

Recommended for experienced programmers who want to learn the programming language of the Web, and for current JavaScript programmers who want to master it.

David Flanagan is also the author of *The Ruby Programming Language*, *Java in a Nutshell*, and *JavaScript Pocket Reference*.

Previous programming experience is recommended.

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# Javascript Definitive Guide 6th Edition

**David Chappell, Richard Monson-Haefel**

## **Javascript Definitive Guide 6th Edition:**

*JavaScript* Ravi Tomar, Sarishma Dangri, 2021-12-12 JavaScript is an easy to use flexible dynamic prototype based programming language predominantly used over the web. Although the initial focus of the language was to assist in the generation of dynamic web content it soon found its way into numerous other applications. This book aims to cover the fundamentals of the language by providing a strong start for people who wish to start their journey to the JavaScript programming language. It provides the mandatory theoretical background which is much needed for implementation of the exhaustive hands on exercises and includes over 4000 lines of code for grasping a maximum understanding of the material. **FEATURES** A strong theoretical background and understanding of the fundamentals of the JavaScript language. Hands on and demo exercises at the end of every chapter. Exercises theory based questions MCQs and true false questions for helping readers to evaluate their understanding from time to time. A dedicated chapter providing extended case studies for using the language. This book is targeted at undergraduate as well as postgraduate students who want to learn about front end programming or who wish to learn a lightweight easy to use programming language for working on their projects. For programmers having experience in other languages it will serve as a quick summary to get a hold of a new language.

**Functional JavaScript** Michael Fogus, 2013-06-03 How can you overcome JavaScript language oddities and unsafe features. With this book you will learn how to create code that is 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.

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experienced backend developers and JavaScript programmers through the steps necessary to create a fully functional single page application Backbone's rich ecosystem of plugins makes applications easier to design and scale but knowing which tools to use for your project can be tricky How do you combine views and the data layer with Backbone or serve and deploy JavaScript assets You'll not only learn the answers to these and many other questions you'll also discover Backbone's vast number of use cases Get started quickly by using a Backbone.js and Browserify Track state and organize data with Backbone models and collections Capture events from users by using views and manipulating the DOM Combine Backbone views with advanced HTML templates Use Backbone to browse remote data sources from an API Authenticate and authorize client side interactions Build a backend API with Node.js and Restify Set up workflow automation with Bower Grunt Yeoman and RequireJS

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SonicMQ and other popular messaging product vendors In addition JMS supports messages that contain serialized Java objects and messages that contain Extensible Markup Language XML pages Messaging is a powerful new paradigm that makes it easier to uncouple different parts of an enterprise application Messaging clients work by sending messages to a message server which is responsible for delivering the messages to their destination Message delivery is asynchronous meaning that the client can continue working without waiting for the message to be delivered The contents of the message can be anything from a simple text string to a serialized Java object or an XML document Java Message Service shows how to build applications using the point to point and publish and subscribe models how to use features like transactions and durable subscriptions to make an application reliable and how to use messaging within Enterprise JavaBeans It also introduces a new EJB type the MessageDrivenBean that is part of EJB 2.0 and discusses integration of messaging into J2EE

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