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A Hands-On Guide to the Fundamentals of Modern JavaScript



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Learning JavaScript Tim Wright, 2012-07-31 Get Started Fast with Modern JavaScript Web Development With the arrival of HTML5 jQuery and Ajax JavaScript web development skills are more valuable than ever This complete hands on JavaScript tutorial covers everything you need to know now Using line by line code walkthroughs and end of chapter exercises top web developer and speaker Tim Wright will help you get results fast even if you ve never written a line of JavaScript before Smart friendly enthusiastic and packed with modern examples *Learning JavaScript* covers both design level and development level JavaScript You ll find expert knowledge and best practices for everything from jQuery and interface design to code organization and front end templating Wright s focused coverage includes regular break points and clear reviews that make modern JavaScript easier to learn and easier to use *Learning JavaScript* is your fastest route to success with JavaScript whether you re entirely new to the language or you need to sharpen and upgrade skills you first learned a decade ago Coverage includes Mastering all of the JavaScript concepts and terminology you need to write new programs or efficiently modify existing code Creating robust secure code for both the design and development levels Maximizing usability reusability accessibility clarity security and performance Taking full advantage of the browser environments your code will run in Accessing the DOM to create behaviors and data interactions Storing data for easy and efficient access Using variables functions loops and other core language features Interacting with users through events Communicating with servers through Ajax Improving your productivity with JavaScript libraries

The Web Game Developer's Cookbook Evan

Burchard, 2013-03-23 Want to start building great web games with HTML5 and JavaScript Moving from Flash or other game platforms Already building HTML5 games and want to get better and faster at it This guide brings together everything you need expert guidance sample projects and working code Evan Burchard walks you step by step through quickly building 10 popular types of games Each chapter implements a game within a well understood genre introduces a different free open source and easy to use HTML5 game engine and is accompanied with full JavaScript source code listings Each game recipe uses tested and well proven patterns that address the development challenges unique to that genre and shows how to use existing tools and engines to build complete substantial game projects in just hours Need a quick JavaScript primer Evan Burchard provides that too Coverage includes Mastering an essential HTML5 JavaScript game development toolset browser text editor terminal JavaScript console game engine and more Accelerating development with external libraries and proven patterns Managing browser differences between IE Firefox and Chrome Getting up to speed on web development with a QUIZ game built with JavaScript HTML CSS and JQuery Creating INTERACTIVE FICTION gamebooks that leverage new CSS3 features and impress js Building PARTY games around the lightweight atom js engine Developing PUZZLE games with the easel js graphics rendering engine Writing PLATFORMERS with melon js and its integrated tilemap editor Coding intense 2 player FIGHTING games for web browsers with game js Building a SPACE SHOOTER with the jQuery based gameQuery

game engine Implementing pseudo 3D techniques like ray casting for an FPS First Person Shooter style game Producing a 16 bit RPG Role Playing Game complete with interfaces for dialog inventories and turn based battles with enchant js Building an isometric RTS Real Time Strategy game that incorporates server components along with node js socket io and crafty js Engaging players with content that encourages exploration Turn to The Web Game Developer s Cookbook for proven expert answers and the code you need to implement them It s all you need to jumpstart any web game project

Responsive Web Design: Solutions For Responsive Images Smashing Magazine,2014-07-24 With the limitations that the tag brings along images have long been a major obstacle when wanting to create truly responsible fast responsive websites Luckily the upcoming element and srcset sizes are about to finally change this However even in the meantime while browser vendors are still busy implementing the new specification you can already start to incorporate truly responsive images into your website There are a number of smart solutions to close up the existing gaps polyfills fallbacks for legacy browsers and clever approaches that were created on the fly due to missing alternatives To help you review and understand different methods we ve compiled a selection of the different techniques in this eBook It features practical advice on every implementation as well as tips on tackling the art direction and resolution switching use cases that a growing device landscape has brought along As you will notice there is no reason to wait anymore you can already cater for responsive images today

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JavaScript from Beginner to Professional

Laurence Lars Svekis, Maaïke van Putten, Codestars By Rob Percival, 2021-12-15 Start your journey towards becoming a JavaScript developer with the help of more than 100 fun exercises and projects Purchase of the print or Kindle book includes a free eBook in the PDF format Key Features Write eloquent JavaScript and employ fundamental and advanced features to create your own web apps Interact with the browser with HTML and JavaScript and add dynamic images shapes and text with HTML5 Canvas Build a password checker paint web app hangman game and many more fun projects Book Description This book demonstrates the capabilities of JavaScript for web application development by combining theoretical learning with code exercises and fun projects that you can challenge yourself with The guiding principle of the book is to show how straightforward JavaScript techniques can be used to make web apps ranging from dynamic websites to simple browser based games JavaScript from Beginner to Professional focuses on key programming concepts and Document Object Model manipulations that are used to solve common problems in professional web applications These include data validation manipulating the appearance of web pages working with asynchronous and concurrent code The book uses project based learning to provide context for the theoretical components in a series of code examples that can be used as modules of an application such as input validators games and simple animations This will be supplemented with a brief crash course on HTML and CSS to illustrate how JavaScript components fit into a complete web application As you learn the concepts you can try them in your own editor or browser console to get a solid understanding of how they work and what they do By the end of this JavaScript book you will feel confident writing core JavaScript code and be equipped to progress to more advanced libraries frameworks and environments such as React Angular and Node js What you will learn Use logic statements to make decisions within your code Save time with JavaScript loops by avoiding writing the same code repeatedly Use JavaScript functions and methods to selectively execute code Connect to HTML5 elements and bring your own web pages to life with interactive content Make your search patterns more effective with regular expressions Explore concurrency and asynchronous programming to process events efficiently and improve performance Get a head start on your next steps with primers on key libraries frameworks and APIs Who this book is for This book is for people who are new to JavaScript JS or those looking to build up their skills in web development Basic familiarity with HTML CSS would be beneficial Whether you are a junior or intermediate developer who needs an easy to understand practical guide for JS concepts a developer who wants to transition into working with JS or a student studying programming concepts using JS this book will prove helpful

JavaScript from Beginner to Professional Laurence Lars Svekis, Maaïke Van Putten, Rob Percival, 2021-12-15 Start your journey towards becoming a JavaScript developer with the help of more than 100 fun exercises and projects Key Features Write eloquent JavaScript and employ fundamental and advanced features to create your own web apps Interact with the

browser with HTML and JavaScript and add dynamic images shapes and text with HTML5 Canvas Build a password checker paint web app hangman game and many more fun projects Book Description This book demonstrates the capabilities of JavaScript for web application development by combining theoretical learning with code exercises and fun projects that you can challenge yourself with The guiding principle of the book is to show how straightforward JavaScript techniques can be used to make web apps ranging from dynamic websites to simple browser based games JavaScript from Beginner to Professional focuses on key programming concepts and DOM Document Object Model manipulations that are used to solve common problems in professional web applications These include data validation manipulating the appearance of web pages working with asynchronous and concurrent code and much more The book follows project based learning to provide context for the theoretical components in a series of code examples that can be used as modules of an application such as input validators games and simple animations This will be supplemented with a brief crash course on HTML and CSS to illustrate how JavaScript components fit into a complete web application As you learn the concepts you can try them in your own editor or browser console to get a solid understanding of how they work and what they do By the end of this JavaScript book you will feel confident writing core JavaScript code and be equipped to progress to more advanced libraries frameworks and environments such as React Angular and Node js What You Will Learn Use logic statements to make decisions within your code Save time with JavaScript loops by avoiding writing the same code repeatedly Use JavaScript functions and methods to selectively execute code Connect to HTML5 elements and bring your own web pages to life with interactive content Make your search patterns more effective with regular expressions regex Explore concurrency and asynchronous programming to process events efficiently and improve performance Get a head start on your next steps with primers on key libraries frameworks and APIs Who this book is for This book is for people who are new to JavaScript JS or those looking to build up their skills in web development Basic familiarity with HTML CSS would be beneficial Whether you are a junior or intermediate developer who needs an easy to understand practical guide for JS concepts a developer who wants to transition into working with JS or a student studying programming concepts using JS this book will prove helpful Table of Contents Getting Started with JavaScript JavaScript Essentials JavaScript Multiple Values Logic Statements Loops Functions Classes Built In JavaScript Methods The Document Object Model Dynamic Element Manipulation Using the DOM Interactive Content and Event Listeners Intermediate JavaScript Concurrency HTML5 Canvas and JavaScript Next Steps Appendix

JAVASCRIPT: in 8 Hours, for Beginners, Learn Coding Fast! (2nd Edition) Ray Yao,2018-10-19 About This BookThis Book Absolutely for Beginners JavaScript in 8 Hours covers all essential JavaScript knowledge You can learn complete primary skills of JavaScript fast and easily The book includes more than 80 practical examples for beginners and includes tests you can download the source code for better study or copy the source code to your favorite editor to test the programs Source code download link forms aweber com form 72 528312472 htmTable of ContentsHour 1 JavaScript

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