

Head First HTML5 Programming: Building Web Apps with JavaScript



Head First Html5 Programming

Eric Freeman, Elisabeth Robson



Head First HTML5 Programming:

Head First HTML5 Programming Eric Freeman, Elisabeth Robson, 2011-10-06 HTML has been on a wild ride Sure HTML started as a mere markup language but more recently HTML s put on some major muscle Now we ve got a language tuned for building web applications with Web storage 2D drawing offline support sockets and threads and more And to speak this language you ve got to go beyond HTML5 markup and into the world of the DOM events and JavaScript APIs Now you probably already know all about HTML markup otherwise known as structure and you know all about CSS style presentation but what you ve been missing is JavaScript behavior If all you know about are structure and presentation you can create some great looking pages but they re still just pages When you add behavior with JavaScript you can create an interactive experience even better you can create full blown web applications *Head First HTML5 Programming* is your ultimate tour guide to creating web applications with HTML5 and JavaScript and we give you everything you need to know to build them including how to add interactivity to your pages how to communicate with the world of Web services and how to use the great new APIs being developed for HTML5 Here are just some of the things you ll learn in *Head First HTML5 Programming* Learn how to make your pages truly interactive by using the power of the DOM Finally understand how JavaScript works and take yourself from novice to well informed in just a few chapters Learn how JavaScript APIs fit into the HTML5 ecosystem and how to use any API in your web pages Use the Geolocation API to know where your users are Bring out your inner artist with Canvas HTML5 s new 2D drawing surface Go beyond just plugging a video into your pages and create custom video experiences Learn the secret to grabbing five megabytes of storage in every user s browser Improve your page s responsiveness and performance with Web workers And much more

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Head First JavaScript Programming Eric T. Freeman, Elisabeth Robson, 2014-03-26 What will you learn from this book This brain friendly guide teaches you everything from JavaScript language fundamentals to advanced topics including objects functions and the browser s document object model You won t just be reading you ll be playing games solving puzzles pondering mysteries and interacting with JavaScript in ways you never imagined And you ll write real code lots of it so you can start building your own web applications Prepare to open your mind as you learn and nail key topics including The inner details of JavaScript How JavaScript works with the browser The secrets of JavaScript types Using arrays The power of functions How to work with objects Making use of prototypes Understanding closures Writing and testing applications What s so special about this book We think your time is too valuable to waste struggling with new concepts Using the latest research in cognitive science and learning theory to craft a multi sensory learning experience *Head First JavaScript Programming* uses a visually rich format designed for the way your brain works not a text heavy approach that puts you to sleep This book replaces *Head First JavaScript* which is now out of print *Head First HTML5 Programming*

Eric Freeman, Elisabeth Robson, 2011-10-06 HTML has been on a wild ride. Sure HTML started as a mere markup language but more recently HTML has put on some major muscle. Now we've got a language tuned for building web applications with Web storage, 2D drawing, offline support, sockets, and threads, and more. And to speak this language you've got to go beyond HTML5 markup and into the world of the DOM, events, and JavaScript APIs. Now you probably already know all about HTML markup, otherwise known as structure, and you know all about CSS style presentation, but what you've been missing is JavaScript behavior. If all you know about are structure and presentation, you can create some great-looking pages, but they're still just pages. When you add behavior with JavaScript, you can create an interactive experience, even better, you can create full-blown web applications. **Head First HTML5 Programming** is your ultimate tour guide to creating web applications with HTML5 and JavaScript, and we give you everything you need to know to build them, including how to add interactivity to your pages, how to communicate with the world of Web services, and how to use the great new APIs being developed for HTML5. Here are just some of the things you'll learn in **Head First HTML5 Programming**: Learn how to make your pages truly interactive by using the power of the DOM. Finally understand how JavaScript works and take yourself from novice to well-informed in just a few chapters. Learn how JavaScript APIs fit into the HTML5 ecosystem and how to use any API in your web pages. Use the Geolocation API to know where your users are. Bring out your inner artist with Canvas. HTML5's new 2D drawing surface. Go beyond just plugging a video into your pages and create custom video experiences. Learn the secret to grabbing five megabytes of storage in every user's browser. Improve your page's responsiveness and performance with Web workers. And much more.

Head First Learn to Code Eric Freeman, 2018-01-02 What will you learn from this book? It's no secret: the world around you is becoming more connected, more configurable, more programmable, more computational. You can remain a passive participant, or you can learn to code. With **Head First Learn to Code**, you'll learn how to think computationally and how to write code to make your computer, mobile device, or anything with a CPU do things for you. Using the Python programming language, you'll learn step-by-step the core concepts of programming, as well as many fundamental topics from computer science, such as data structures, storage, abstraction, recursion, and modularity. Why does this book look so different? Based on the latest research in cognitive science and learning theory, **Head First Learn to Code** uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Head First Mobile Web Lyza Danger Gardner, Jason Grigsby, 2011-12-22 Mobile web usage is exploding. Soon more web browsing will take place on phones and tablets than PCs. Your business needs a mobile strategy, but where do you start? **Head First Mobile Web** shows how to use the web technology you're already familiar with to make sites and apps that work on any device of any size. Put your JavaScript, CSS, media query, and HTML5 skills to work, and then optimize your site to perform its best in the demanding mobile market. Along the way, you'll discover how to adapt your business strategy to target specific devices.

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Head First HTML5 Programming Zhong wen ban 简体中文,2012 **Head First JavaScript Programming** Eric Freeman,Elisabeth Robson,2024-08-21 What will you learn from this book The new edition of this brain friendly guide takes you through a comprehensive journey into modern JavaScript covering everything from core language fundamentals to today s cutting edge features You ll dive into the nuances of JavaScript types and the unparalleled flexibility of its functions You ll also learn how to expertly navigate classes and objects and finally understand closures But that s just the beginning You ll also get hands on with the browser s document object model DOM engaging with JavaScript in exciting ways You won t just be reading you ll be playing games solving puzzles pondering mysteries and interacting with JavaScript as never before And you ll write real code lots of it so you can start building your own applications What s so special about this book If you ve read a Head First book you know what to expect a visually rich format designed for the way your brain works If you haven t you re in for a treat With this book you ll learn JavaScript through a multisensory experience that engages your mind rather than a text heavy approach that puts you to sleep

Head First HTML5 Programming 简体中文,2012-07-04 **Head First Design Patterns** Eric Freeman,Elisabeth Robson,Bert Bates,Kathy Sierra,2004-10-25 Using research in neurobiology cognitive science and learning theory this text loads patterns into your brain in a way that lets you put them to work immediately makes you better at solving software design problems and improves your ability to speak the language of patterns with others on your team

Head First JavaScript Programming Eric Freeman,Elisabeth Robson,2024-08-21 What will you learn from this book The new edition of this brain friendly guide takes you through a comprehensive journey into modern JavaScript covering everything from core language fundamentals to today s cutting edge features You ll dive into the nuances of JavaScript types and the unparalleled flexibility of its functions You ll also learn how to expertly navigate classes and objects and finally understand closures But that s just the beginning You ll also get hands on with the browser s document object model DOM engaging with JavaScript in exciting ways You won t just be reading you ll be playing games solving puzzles pondering mysteries and interacting with JavaScript as never before And you ll write real code lots of it so you can start building your own applications What s so special about this book If you ve read a Head First book you know what to expect a visually rich format designed for the way your brain works If you haven t you re in for a treat With this book you ll learn JavaScript through a multisensory experience that engages your mind rather than a text heavy approach that puts you to sleep

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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

HTML5 Multimedia Developer's Guide Ken Blattman, Lee M. Cottrell, 2012-04-03 Develop cross platform multimedia applications with HTML5 Now you can create rich interactive content in the browser and deploy it across all platforms HTML5 Multimedia Developer s Guide shows you how You ll learn to use the revolutionary new features of HTML5 including the native audio video and drawing elements that eliminate the need for third

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