

Head First HTML5 Programming: Building Web Apps with JavaScript



Head First Html5 Programming

David Geary



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 [Head First HTML and CSS](#) Elisabeth Robson, Eric Freeman, 2012 Presents information on creating Web pages using HTML and CSS **Head First HTML5 Programming** Eric Freeman, 2011 [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 中文版, 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 中文版, 2012-07-04

Head First Design Patterns Eric Freeman, Elisabeth Robson, Elisabeth Freeman, Kathy Sierra, Bert Bates, 2004-10-25 You're not alone At any given moment somewhere in the world someone struggles with the same software design problems you have You know you don't want to reinvent the wheel or worse a flat tire so you look to Design Patterns the lessons learned by those who've faced the same problems With Design Patterns you get to take advantage of the best practices and experience of others so that you can spend your time on something else Something more challenging Something more complex Something more fun You want to learn about the patterns that matter why to use them when to use them how to use them and when NOT to use them But you don't just want to see how patterns look in a book you want to know how they look in the wild In their native environment In other words in real world applications You also want to learn how patterns are used in the Java API and how to exploit Java's built in pattern support in your own code You want to learn the real OO design principles and why everything your boss told you about inheritance might be wrong and what to do instead You want to learn how those principles will help the next time you're up a creek without a design pattern Most importantly you want to learn the secret language of Design Patterns so that you can hold your own with your co worker and impress cocktail party guests when he casually mentions his stunningly clever use of Command Facade Proxy and Factory in between sips of a martini You'll easily counter with your deep understanding of why Singleton isn't as simple as it sounds how the Factory is so often

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Professional WebGL Programming Andreas Anyuru, 2012-04-30 Everything you need to know about developing hardware accelerated 3D graphics with WebGL As the newest technology for creating 3D graphics on the web in both games applications and on regular websites WebGL gives web developers the capability to produce eye popping graphics This book teaches you how to use WebGL to create stunning cross platform apps The book features several detailed examples that show you how to develop 3D graphics with WebGL including explanations of code snippets that help you understand the why behind the how You will also develop a stronger understanding of WebGL development from coverage that Provides a comprehensive overview of WebGL and shows how it relates to other graphics related technologies Addresses important topics such as the WebGL graphics pipeline 3D transformations texturing and lighting Teaches you how to write vertex shaders and fragment shaders for WebGL Includes a lot of useful guidelines tips and tricks for WebGL performance optimizations Professional WebGL Programming is the first book on the market to delve into this fascinating topic and it puts you on your way to mastering the possibilities that exist with WebGL

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 Bluttman, 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 party plug ins New tags the simplified doctype local data storage drag and drop and geolocation are also covered Detailed code examples illustrate the techniques discussed By the end of the book you ll be able to develop amazing multimedia applications and websites with HTML5 Use canvas for drawing animation effects and events Create and view videos with the native video element Add and play audio files with the native audio element Take advantage of local data storage functions Apply drag and drop functionality Build location aware web pages with the geolocation property Develop well structured pages using the new semantic layout tags Add functionality to web forms with the new form objects Learn about new CSS3 properties and enhancements Use the editable content and offline files features Work with JavaScript and other technologies **Creating Web Pages Simplified** Mike

Wooldridge, Brianna Stuart, 2011-10-11 Simply the easiest way to learn Cover **HTML5: 20 Lessons to Successful Web Development** Robin Nixon, 2015-01-30 Master HTML and HTML5 in 20 lessons online video tutorials included Based on the author s successful online courses this complete integrated learning tool provides easy to follow lessons that feature clear explanations sample code and exercises and video tutorials Each lesson is designed to take you less than an hour to complete HTML5 20 Lessons to Successful Web Development covers the basics of HTML including laying out an HTML document

using fonts colors and images creating lists and tables and building forms Next you ll learn how to use the HTML5 canvas support geolocation build advanced forms implement local storage add audio and video to your pages and much more Together the book and almost five hours of video training make learning HTML5 easier than ever Ready to use code at www.mhprofessional.com

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Table of Contents Head First Html5 Programming

1. Understanding the eBook Head First Html5 Programming
 - The Rise of Digital Reading Head First Html5 Programming
 - Advantages of eBooks Over Traditional Books
2. Identifying Head First Html5 Programming
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Head First Html5 Programming
 - User-Friendly Interface
4. Exploring eBook Recommendations from Head First Html5 Programming
 - Personalized Recommendations
 - Head First Html5 Programming User Reviews and Ratings
 - Head First Html5 Programming and Bestseller Lists

5. Accessing Head First Html5 Programming Free and Paid eBooks
 - Head First Html5 Programming Public Domain eBooks
 - Head First Html5 Programming eBook Subscription Services
 - Head First Html5 Programming Budget-Friendly Options
6. Navigating Head First Html5 Programming eBook Formats
 - ePub, PDF, MOBI, and More
 - Head First Html5 Programming Compatibility with Devices
 - Head First Html5 Programming Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Head First Html5 Programming
 - Highlighting and Note-Taking Head First Html5 Programming
 - Interactive Elements Head First Html5 Programming
8. Staying Engaged with Head First Html5 Programming
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Head First Html5 Programming
9. Balancing eBooks and Physical Books Head First Html5 Programming
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Head First Html5 Programming
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Head First Html5 Programming
 - Setting Reading Goals Head First Html5 Programming
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Head First Html5 Programming
 - Fact-Checking eBook Content of Head First Html5 Programming
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning

- Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
- Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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