

[PDF] A Software Engineer Learns Htmljavascript And JQuery A Guide To Standardsbased Web Applications English

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A Software Engineer Learns HTML5 , Javascript
& JQuery-Dane Cameron 2013-11-25 HTML5 web

applications are now capable of matching or exceeding the scale and sophistication of desktop applications, but with the unique advantage of running natively inside the web browsers on billions of desktop computers, phones, TVs and tablets. This revolution (or more correctly - evolution) has happened for a number of reasons: Browsers have introduced new standards-based APIs allowing web applications to (amongst other things) store data offline, retrieve data from the server dynamically, spawn background processes and interact with the filesystem. Software engineers and programmers have begun to think of the much maligned JavaScript language in a new light, and unlock its potential as a rich and expressive language capable of producing large scale, well-structured applications. The jQuery library has eased the pain of interacting with Document Object Model, and therefore writing applications that dynamically respond to user interaction. The HTML markup language has been overhauled and extended to provide more semantic meaning, and many additional elements and attributes. A Software Engineer Learns

HTML5, JavaScript and jQuery guides you through the process I went through as an experienced software engineer, writing a large-scale, standards based web-application for the first time. It is intended to teach you the fundamentals of HTML5, JavaScript and jQuery - without presenting you with long lists of APIs, or intricate details of every feature (these can be found in reference manuals). This book is not a simple introduction to the subject matter: it guides you through the process of building a feature-rich web application. The application begins simple, and becomes gradually more complex as additional APIs and features are introduced. This book includes the following content: An introduction to the HTML5 markup language, and how it differs from HTML4 and XHTML. An introduction to JavaScript, including an in-depth look at its use of objects and functions, along with the design patterns that support the development of robust web applications. An introduction to jQuery selection, traversal, manipulation and events. An in-depth look at the Web storage and IndexedDB APIs for

client side data storage. A guide to implementing offline web applications with the Application Cache API. An introduction to the ways JavaScript can interact with the users file-system using the FileReader API. A guide to the use of Web Workers in web applications. An introduction to AJAX, and the jQuery API supporting AJAX. An introduction to Server Sent Events and Web Sockets. This book is intended for anyone with at least a superficial knowledge of HTML and programming (in any language). HTML5, JavaScript, and jQuery 24-Hour Trainer- Dane Cameron 2015-02-10 Master web app development with hands-on practice and videodemonstration HTML5, JavaScript, and jQuery 24-Hour Trainer shows you how to build real-world HTML5 apps — both web-based and mobile — in combination with JavaScript, jQuery, and CSS/CSS3. You'll learn progressively more advanced skills as you work through the series of hands-on video lessons. Exercises and screencasts walk you step-by-step through the process of building web applications, and give you the opportunity to experiment and extend the

examples to create your own working web app. You'll gain a solid understanding of the fundamental technologies, and develop a skillset that fully exploits the functionality of web development tools. Although HTML5 is at the forefront of web development, it exists within an ecosystem that also includes CSS/CSS3, JavaScript, and JavaScript libraries like jQuery. Building robust, functional web applications requires a clear understanding of these technologies, and more importantly, the manner in which they fit together. This is your step-by-step guide to building web apps, with a hands-on approach that helps you learn by doing. Master the fundamentals of HTML and HTML5 Explore multimedia capabilities and CSS3 Integrate offline data storage, background processes, and other APIs Adapt web applications for mobile phones and tablets Whether you're looking for a quick refresher or a first-time lesson, HTML5, JavaScript, and jQuery 24-Hour Trainer will quickly get you up to speed. The JavaScript Workshop-Joseph Labrecque 2019-11-29 The JavaScript Workshop is a

definitive guide to learning JavaScript in a practical way. Starting with JavaScript's core syntax and structure, the book gradually builds up to more advanced concepts like server-side development and functional programming. With this book, you'll gain the confidence to tackle any real-world JavaScript challenge.

Learn HTML5 and JavaScript for Android-Gavin Williams 2012-09-22 Learn HTML5 and JavaScript for Android teaches the essential HTML5 and JavaScript skills you need to make great apps for the Android platform and browser. This book guides you through the creation of a mobile web app. You'll put the HTML5, CSS3 and JavaScript skills you learn into practice, giving you invaluable first-hand experience that will serve you well as you go on to develop your own web apps for Android smartphones and tablets. Throughout this book, you will learn new skills and bring these altogether to create a web app that runs on the Android platform as well as other mobile platforms.

Effective JavaScript-David Herman 2012-11-26
"It's uncommon to have a programming language

wonk who can speak in such comfortable and friendly language as David does. His walk through the syntax and semantics of JavaScript is both charming and hugely insightful; reminders of gotchas complement realistic use cases, paced at a comfortable curve. You'll find when you finish the book that you've gained a strong and comprehensive sense of mastery." —Paul Irish, developer advocate, Google Chrome "This is not a book for those looking for shortcuts; rather it is hard-won experience distilled into a guided tour. It's one of the few books on JS that I'll recommend without hesitation." —Alex Russell, TC39 member, software engineer, Google In order to truly master JavaScript, you need to learn how to work effectively with the language's flexible, expressive features and how to avoid its pitfalls. No matter how long you've been writing JavaScript code, Effective JavaScript will help deepen your understanding of this powerful language, so you can build more predictable, reliable, and maintainable programs. Author David Herman, with his years of experience on Ecma's JavaScript standardization committee,

illuminates the language's inner workings as never before—helping you take full advantage of JavaScript's expressiveness. Reflecting the latest versions of the JavaScript standard, the book offers well-proven techniques and best practices you'll rely on for years to come. Effective JavaScript is organized around 68 proven approaches for writing better JavaScript, backed by concrete examples. You'll learn how to choose the right programming style for each project, manage unanticipated problems, and work more successfully with every facet of JavaScript programming from data structures to concurrency. Key features include Better ways to use prototype-based object-oriented programming Subtleties and solutions for working with arrays and dictionary objects Precise and practical explanations of JavaScript's functions and variable scoping semantics Useful JavaScript programming patterns and idioms, such as options objects and method chaining In-depth guidance on using JavaScript's unique "run-to-completion" approach to concurrency A Smart Guide for Your Career as a Software

Engineer-Mike Nikles 2020-12-31 Do you want to earn a six figure income, work from anywhere, live a lifestyle of your choosing and be a part of the people who develop the next generation software applications? Are you a software engineer already, but want to change jobs or advance in your current role to get promoted? If that is you, congratulations! The bad news is that there are thousands of other people just like you with more starting that journey every day. Each one of them is a potential competitor when you look for your next job. They may even be your co-worker and friend who also want to get promoted! A Smart Guide for Your Career as a Software Engineer is exactly the book you want to read. You learn what it takes to stand out among the crowd, how to impress the interviewers and most importantly, how to be an employee that gets promoted because you add value and come across as professional, well organized and energized. The book is structured around the following topics: - Why become a software engineer? - How to become a software engineer? - Job search - Resume / Curriculum

Vitae (CV) - Interviews - Offer negotiations - First day - First 100 days - Promotions - Teamwork - Leaving the company Read it cover to cover or jump to the topic that most applies to your current situation. Armed with the knowledge, advice, tips & tricks and templates in this book, your chances of getting that next job or being promoted rather than your co-worker are significantly higher than without reading this book.

Learning Ext JS-Carlos A. Méndez 2015-07-31
The new Sencha Ext JS 5 library offers hundreds of components and APIs to build robust applications and fulfills the critical needs of customers all around the world. The new version 5 is packed with new themes and the MVVM architecture that allows you to connect the model layer to the view and automatically update the model when the view is modified and vice versa. This book covers many new features and components of Ext JS 5. At the beginning, learn the core concepts of Sencha Ext JS, components, data models, and mapping. This book also teaches you about event-driven development,

forms and grids, charts and themes, and third-party plugins. Later on in the book, you'll learn the implementations of the Tree panel, the MVC pattern, and a completely new feature called MVVM. By working sequentially through each chapter and following the step-by-step guides, you will be able to create a basic application. Web Programming with HTML5, CSS, and JavaScript-Dean 2018-01-19 Web Programming with HTML5, CSS, and JavaScript is written for the undergraduate, client-side web programming course. It covers the three client-side technologies (HTML5, CSS, and JavaScript) in depth, with no dependence on server-side technologies.

An Introduction to HTML and JavaScript-David R. Brooks 2007-06-30 Dual-use technological writing at its best. This book presents HTML and JavaScript in a way that uniquely meets the needs of students in both engineering and the sciences. The author shows how to create simple client-side applications for scientific and engineering calculations. Complete HTML/JavaScript examples with

science/engineering applications are used throughout to guide the reader comprehensively through the subject. The book gives the reader a sufficient understanding of HTML and JavaScript to write their online applications. This book emphasises basic programming principles in a modern Web-oriented environment, making it suitable for an introductory programming course for non-computer science majors. It is also ideal for self-study.

Programming Basics with C#-Svetlin Nakov
2019-09-01 The free book "Programming Basics with C#" (<https://csharp-book.softuni.org>) is a comprehensive entry level computer programming tutorial for absolute beginners that teaches basics of coding (variables and data, conditional statements, loops and methods), logical thinking and problem solving using the C# language. The book comes with free video lessons for each chapter, 150+ practical exercises with an automated online evaluation system (online judge) and solution guidelines for the exercises. The book "Programming Basics with C#" introduces the readers with writing

programming code at a beginners level (basic coding skills), working with development environment (IDE), using variables and data, operators and expressions, working with the console (reading input data and printing output), using conditional statements (if, if-else, switch-case), loops (for, while, do-while, foreach) and methods (declaring and calling methods, passing parameters and returning values), as well as algorithmic thinking and solving practical programming problems. This free coding book for beginners is written by a team of developers lead by Dr. Svetlin Nakov (<https://nakov.com>) who has 25+ years practical software development experience and 15+ years as software development trainer. The free book "Programming Basics with C#" is an official textbook for the "Programming Basics" classes at the Software University (SoftUni), used by tens of thousands of students at the start of their software development education. The book relies on the "explain by examples" and "learn by doing" approaches to learning the practical coding skills required to become a software

engineer. Each chapter provides some concepts, explained as video lesson with lots of code examples, followed by practical exercises involving the use of the new concepts with online evaluation system (online judge). Learners watch the videos, try the sample code and solve the exercises, which come as part of each book chapter. Exercises are given in series with increasing complexity: from quite trivial, though little complicated to highly complicated, requiring more thinking and research in Internet. Most exercises come with detailed hints and guidelines about how to construct a correct solution. Download the free C# programming basics book (as PDF, ePub and Mobi formats), watch the video lessons and the live coding demos, solve the practical exercises and evaluate your solutions at the book official Web site: <https://csharp-book.softuni.org>. Tags: book, programming, free, computer programming, coding, writing code, programming basics, ebook, programming book, book programming, C#, CSharp, C# book, Visual Studio, .NET, tutorial, C# tutorial, video lessons, C# videos,

programming videos, programming lessons, coding lessons, coding videos, programming concepts, data types, variables, operators, expressions, calculations, statements, console input and output, control-flow logic, program logic, conditional statements, nested conditions, loops, nested loops, methods, functions, method parameters, method return values, problem solving, practical exercises, practical coding, learn by examples, learn by doing, code examples, online judge system, Nakov, Svetlin Nakov, SoftUni, ISBN 978-619-00-0902-3, ISBN 9786190009023 Detailed Book Contents: Preface - about the book, scope, how to learn programming, how to become a developer, authors team, SoftUni, the online judge, forums and other resources Chapter 1. First Steps in Programming - writing simple commands, writing simple computer programs, runtime environments, the C# language, Visual Studio and other IDEs, creating a console program, writing computer programs in C# using Visual Studio, building a simple GUI and Web apps in Visual Studio Chapter 2.1. Simple Calculations -

using the system console, reading and printing integers, using data types and variables, reading floating-point numbers, using arithmetic operations, concatenating text and numbers, using numerical expressions, exercises with simple calculations, creating a simple GUI app for converting currencies Chapter 2.2. Simple Calculations - Exam Problems - practical problems with console input / output and simple calculations, with solution guidelines, from programming basics exams Chapter 3.1. Simple Conditions - using simple conditional statements, comparing numbers, simple if-else conditions, variable scope, sequence of if-else conditions, using the debugger, practical exercises with simple conditions with solution guidelines Chapter 3.2. Simple Conditions - Exam Problems - practical problems with simple if-else conditions, with solution guidelines, from programming basics exams Chapter 4.1. More Complex Conditions - nested if conditions (if-else inside if-else), using the logical "OR", "AND" and "NOT" operators, using the switch-case conditional statements, building GUI app for

visualizing a point in a rectangle, practical exercises with solution guidelines Chapter 4.2. More Complex Conditions - Exam Problems - practical problems with more complex if-else conditions and nested if conditions, with solution guidelines, from programming basics exams Chapter 5.1. Repetitions (Loops) - using simple for-loops, iterating over the numbers from 1 to n, reading and processing sequences of numbers from the console, using the for-loop code snipped in Visual Studio, many practical exercises with loops, with solution guidelines, summing numbers, finding min / max element, drawing with the "turtle graphics" in a GUI app Chapter 5.2. Loops - Exam Problems - practical problems with simple loops, with solution guidelines, from programming basics exams Chapter 6.1. Nested Loops - using nested loops (loops inside other loops), implementing more complex logic with loops and conditional statements, printing simple and more complex 2D figures on the console using nested loops, calculations and if conditions, practical exercises with nested loops with solution guidelines, building a simple Web app to

draw ratings in Visual Studio using ASP.NET MVC Chapter 6.2. Nested Loops - Exam Problems - practical problems with nested loops and more complex logic, with solution guidelines, from programming basics exams Chapter 7.1. More Complex Loops - using for-loops with a step, loops with decreasing loop variable, using while loops, and do-while loops, solving non-trivial problems like calculating GCD (greatest common divisor) and finding the prime numbers in certain range, infinite loops with break inside, using simple try-catch statements to handle errors, building a simple Web based game using Visual Studio and ASP.NET MVC, practical exercises with more complex loops with solution guidelines Chapter 7.2. More Complex Loops - Exam Problems - practical problems with nested and more complex loops with non-trivial logic, with solution guidelines, from programming basics exams Chapter 8.1. Practical Exam Preparations - Part I - sample practical exam from the entrance exams at the Software University, with solution guidelines, covering 6 problems with simple calculations, with simple

conditions, with more complex conditions, with a simple loop, with nested loops, with nested loops and more complex logic Chapter 8.2. Practical Exam Preparations - Part II - another sample practical exam from the entrance exams at the Software University, with solution guidelines, covering 6 problems with simple calculations, with simple conditions, with more complex conditions, with a simple loop, with nested loops, with nested loops and more complex logic Chapter 9.1. Problems for Champions - Part I - a sample set of more complex problems, requiring stronger algorithmic thinking and programming techniques, with solution guidelines Chapter 9.2. Problems for Champions - Part II - another set of more complex problems, requiring stronger algorithmic thinking and programming techniques, with solution guidelines Chapter 10. Methods - what is method, when to use methods, defining and calling methods (functions), passing parameters and returning values, returning multiple values, overloading methods, using nested methods (local functions), naming methods correctly, good practices for using

methods Chapter 11. Tricks and Hacks - some special techniques, tricks and hacks for improving our performance with C# and Visual Studio: hints how to format the code, conventions and guidelines about naming the code elements, using keyboard shortcuts in VS, defining and using code snippets in VS, debugging code, using breakpoints and watches Conclusion - the skills of the software engineers, how to continue learning software development after this book (study software engineering in SoftUni, study in your own way), how to get learning resources and how many time it takes to become a skillful software engineer and start a job

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

Component-Based Software Engineering-Thomas Jell 1998-05-11 This book, first published in 1997, covers the most important topics in Componentware(TM) technology, based in large part on the first Component Users Conference.

Machine Learning Applications in Software Engineering-Du Zhang 2005 Machine learning deals with the issue of how to build computer programs that improve their performance at some tasks through experience. Machine learning algorithms have proven to be of great practical value in a variety of application domains. Not surprisingly, the field of software engineering turns out to be a fertile ground where many software development and maintenance tasks could be formulated as learning problems and approached in terms of learning algorithms

Learning Web App Development-Semmy Purewal

2014-02-13 Grasp the fundamentals of web application development by building a simple database-backed app from scratch, using HTML, JavaScript, and other open source tools. Through hands-on tutorials, this practical guide shows inexperienced web app developers how to create a user interface, write a server, build client-server communication, and use a cloud-based service to deploy the application. Each chapter includes practice problems, full examples, and mental models of the development workflow. Ideal for a college-level course, this book helps you get started with web app development by providing you with a solid grounding in the process. Set up a basic workflow with a text editor, version control system, and web browser

Structure a user interface with HTML, and include styles with CSS Use JQuery and JavaScript to add interactivity to your application

Link the client to the server with AJAX, JavaScript objects, and JSON Learn the basics of server-side programming with Node.js Store data outside your application with Redis and MongoDB Share your application by uploading it

to the cloud with CloudFoundry Get basic tips for writing maintainable code on both client and server

Third-Party JavaScript-Ben Vinegar 2013-03-22 Summary Third-Party JavaScript guides web developers through the complete development of a full-featured third-party JavaScript application. You'll learn dozens of techniques for developing widgets that collect data for analytics, provide helpful overlays and dialogs, or implement features like chat or commenting. The concepts and examples throughout this book represent the best practices for this emerging field, based on thousands of real-world dev hours and results from millions of users. About this Book There's an art to writing third-party JavaScript—embeddable scripts that can plug into any website. They must adapt easily to unknown host environments, coexist with other applications, and manage the tricky security vulnerabilities you get when code and asset files are served from remote web addresses. Get it right and you have unlimited options for distributing your apps. This unique book shows

you how. Third-Party JavaScript guides you through the ins and outs of building full-featured third-party JavaScript applications. You'll learn techniques for developing widgets that collect data for analytics, provide helpful overlays and dialogs, or implement features like chat and commenting. The concepts and examples throughout the book represent the best practices for this emerging field, based on thousands of real-world dev hours and results from millions of users. Written for web developers who know JavaScript, this book requires no prior knowledge of third-party apps. What's Inside Writing conflict-free JavaScript, HTML, and CSS Making cross-domain requests from the browser How to overcome third-party cookie limitations Security vulnerabilities of third-party applications Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Authors Ben Vinegar is an engineer at Disqus, a third-party JavaScript commenting platform. Anton Kovalyov is a software engineer at Mozilla. They are third-party applications experts whose work has been

distributed on millions of websites Table of Contents Introduction to third-party JavaScript Distributing and loading your application Rendering HTML and CSS Communicating with the server Cross-domain iframe messaging Authentication and sessions Security Developing a third-party JavaScript SDK Performance Debugging and testing JavaScript for Modern Web Development-Alok Ranjan 2020-04-18 Beginner to Expert in Web development with JavaScript: From HTML to React-Redux KEY FEATURES - Acquire web development skills to build independent applications - Understand the basics of HTML, CSS, JavaScript, React and Redux - Create build beautiful applications using HTML, CSS, JavaScript, React and Redux - Learn how to debug and unit test your applications properly to build good end products - Follow best practices to write good quality code and build performant applications DESCRIPTION This book will take you on a complete journey of learning web development, starting right with the basics. The book begins with the history of web development

and JavaScript, how it has evolved over these years, and how it still keeps growing with new features. Next, you will learn the basic pillars of web development - HTML, CSS, and JavaScript. You will learn about the functional, object-oriented programming and asynchronous behaviour, and how JavaScript provides for these. Empowered with the basics, you will proceed to learn the new features of JavaScript, ES2015, and the latest ES2019. Next, you will apply your learning to build a real application to see how the Web takes shape. At the end, you will also have an introductory section on ReactJS, one of the modern frameworks for UI development and also develop a simple weather application using React. You will be introduced to Redux as the state container for React applications. This book will conclude with an introductory look at additional topics which can be taken up to become a professional and in building enterprise level applications. WHAT WILL YOU LEARN By the end of the book, you will be building real web applications to put your knowledge to practice. This book introduces all the concepts to get

started with web application development. To further excel in this field, you really need to practice by building a lot many applications, implementing your own ideas or imitating existing websites. Also remember to practice additional examples provided in the code bundle of the book to master this field. WHO THIS BOOK IS FOR This book can be used by people who are completely new to software development and want to get into front-end web development by starting from basics. This book can also be used by JavaScript users for a quick reference to the fundamentals of HTML, CSS, JS, and learn ReactJS with Redux, as well as the new features in JavaScript ES2019. Table of Contents 1. History of JS and how it has revolutionized web development 2. HTML: Creating Web Content 3. CSS: Making content beautiful 4. JavaScript Programming: Making application Interactive 5. Functional programming with JavaScript 6. Object-Oriented JavaScript 7. Asynchronous Programming 8. What's new in ES2019 JavaScript 9. Building an application with JavaScript 10. Debugging JavaScript Applications

11. Unit test automation 12. Build and Deploy an Application 13. JavaScript Best Practices 14. Introduction to React 15. Building an application with React 16. State Management in React applications 17. Debugging, Testing, and Deploying React applications 18. What is next - for becoming a pro?

HTML, CSS and JavaScript All in One, Sams Teach Yourself-Julie C. Meloni 2014-09-29 In just a short time, you can learn how to use HTML5, Cascading Style Sheets (CSS3), and JavaScript together to design, create, and maintain world-class websites. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials from the ground up. Clear instructions and practical, hands-on examples show you how to use HTML to create the framework of your website, design your site's layout and typography with CSS, and then add interactivity with JavaScript and jQuery. Step-by-step instructions carefully walk you through the most common web development tasks Practical, hands-on examples show you how to apply what you learn

Quizzes and exercises help you test your knowledge and stretch your skills Learn how to... Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Get user input with web-based forms Use JavaScript to build dynamic, interactive web pages Add AJAX effects to your web pages Leverage JavaScript libraries such as jQuery Make your site easy to maintain and update as it grows Contents at a Glance Part I Getting Started on the Web 1 Understanding How the Web Works 2 Structuring an HTML Document 3 Understanding Cascading Style Sheets 4 Understanding JavaScript 5 Validating and Debugging Your Code Part II Building Blocks of Practical Web Design 6 Working with Fonts, Text Blocks, Lists, and Tables 7 Using External and Internal Links 8 Working with Colors, Images, and Multimedia Part III Advanced Web Page

Design with CSS 9 Working with Margins, Padding, Alignment, and Floating 10 Understanding the CSS Box Model and Positioning 11 Using CSS to Do More with Lists, Text, and Navigation 12 Creating Fixed or Liquid Layouts Part IV Getting Started with Dynamic Sites 13 Understanding Dynamic Websites and HTML5 Applications 14 Getting Started with JavaScript Programming 15 Working with the Document Object Model (DOM) 16 Using JavaScript Variables, Strings, and Arrays 17 Using JavaScript Functions and Objects 18 Controlling Flow with Conditions and Loops 19 Responding to Events 20 Using Windows Part V Advanced JavaScript Programming 21 JavaScript Best Practices 22 Using Third-Party JavaScript Libraries and Frameworks 23 A Closer Look at jQuery 24 First Steps Toward Creating Rich Interactions with jQuery UI 25 AJAX: Remote Scripting Part VI Advanced Website Functionality and Management 26 Working with Web-Based Forms 27 Organizing and Managing a Website Professional JavaScript-Hugo Di Francesco 2019-09-30 Develop your JavaScript

programming skills by learning strategies and techniques commonly used in modern full-stack application development

Key Features

Write and deploy full-stack applications efficiently with JavaScript

Delve into JavaScript's multiple programming paradigms

Get up to speed with core concepts such as modularity and functional programming to write efficient code

Book Description

In depth knowledge of JavaScript makes it easier to learn a variety of other frameworks, including React, Angular, and related tools and libraries. This book is designed to help you cover the core JavaScript concepts you need to build modern applications. You'll start by learning how to represent an HTML document in the Document Object Model (DOM). Then, you'll combine your knowledge of the DOM and Node.js to create a web scraper for practical situations. As you read through further lessons, you'll create a Node.js-based RESTful API using the Express library for Node.js. You'll also understand how modular designs can be used for better reusability and collaboration with multiple developers on a single project. Later lessons will

guide you through building unit tests, which ensure that the core functionality of your program is not affected over time. The book will also demonstrate how constructors, async/await, and events can load your applications quickly and efficiently. Finally, you'll gain useful insights into functional programming concepts such as immutability, pure functions, and higher-order functions. By the end of this book, you'll have the skills you need to tackle any real-world JavaScript development problem using a modern JavaScript approach, both for the client and server sides. What you will learn

Apply the core concepts of functional programming

Build a Node.js project that uses the Express.js library to host an API

Create unit tests for a Node.js project to validate it

Use the Cheerio library with Node.js to create a basic web scraper

Develop a React interface to build processing flows

Use callbacks as a basic way to bring control back

Who this book is for

If you want to advance from being a frontend developer to a full-stack developer and learn how Node.js can be used for hosting full-stack applications, this is an ideal

book for you. After reading this book, you'll be able to write better JavaScript code and learn about the latest trends in the language. To easily grasp the concepts explained here, you should know the basic syntax of JavaScript and should've worked with popular frontend libraries such as jQuery. You should have also used JavaScript with HTML and CSS but not necessarily Node.js.

Learn Blockchain Programming with JavaScript- Eric Traub 2018-11-30 Explore the essentials of blockchain technology with JavaScript to develop highly secure bitcoin-like applications Key Features Develop bitcoin and blockchain-based cryptocurrencies using JavaScript Create secure and high-performant blockchain networks Build custom APIs and decentralized networks to host blockchain applications Book Description Learn Blockchain Programming with JavaScript begins by giving you a clear understanding of what blockchain technology is. You'll then set up an environment to build your very own blockchain and you'll add various functionalities to it. By adding functionalities to your blockchain such as

the ability to mine new blocks, create transactions, and secure your blockchain through a proof-of-work you'll gain an in-depth understanding of how blockchain technology functions. As you make your way through the chapters, you'll learn how to build an API server to interact with your blockchain and how to host your blockchain on a decentralized network. You'll also build a consensus algorithm and use it to verify data and keep the entire blockchain network synchronized. In the concluding chapters, you'll finish building your blockchain prototype and gain a thorough understanding of why blockchain technology is so secure and valuable. By the end of this book, you'll understand how decentralized blockchain networks function and why decentralization is such an important feature for securing a blockchain. What you will learn Gain an in-depth understanding of blockchain and the environment setup Create your very own decentralized blockchain network from scratch Build and test the various endpoints necessary to create a decentralized network Learn about

proof-of-work and the hashing algorithm used to secure data Mine new blocks, create new transactions, and store the transactions in blocks Explore the consensus algorithm and use it to synchronize the blockchain network Who this book is for Learn Blockchain Programming with JavaScript is for JavaScript developers who wish to learn about blockchain programming or build their own blockchain using JavaScript frameworks.

Deep Learning with JavaScript-Shanqing Cai 2019-10-07 Deep learning has transformed the fields of computer vision, image processing, and natural language applications. Thanks to TensorFlow.js, now JavaScript developers can build deep learning apps without relying on Python or R. Deep Learning with JavaScript shows developers how they can bring DL technology to the web. Written by the main authors of the TensorFlow library, this new book provides fascinating use cases and in-depth instruction for deep learning apps in JavaScript in your browser or on Node. Purchase of the print book includes a free eBook in PDF, Kindle,

and ePub formats from Manning Publications. Learning JavaScript Design Patterns-Addy Osmani 2012-07-08 With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module

pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis! Learning Web Design-Jennifer Robbins 2018-05-11 Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful

reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics Learning JavaScript-Ethan Brown 2016-02-17 This is an exciting time to learn JavaScript. Now that the latest JavaScript specification—ECMAScript 6.0 (ES6)—has been finalized, learning how to develop high-quality applications with this language is easier and more satisfying than ever. This practical book takes programmers (amateurs and pros alike) on

a no-nonsense tour of ES6, along with some related tools and techniques. Author Ethan Brown (Web Development with Node and Express) not only guides you through simple and straightforward topics (variables, control flow, arrays), but also covers complex concepts such as functional and asynchronous programming. You'll learn how to create powerful and responsive web applications on the client, or with Node.js on the server. Use ES6 today and transpile code to portable ES5 Translate data into a format that JavaScript can use Understand the basic usage and mechanics of JavaScript functions Explore objects and object-oriented programming Tackle new concepts such as iterators, generators, and proxies Grasp the complexities of asynchronous programming Work with the Document Object Model for browser-based apps Learn Node.js fundamentals for developing server-side applications JQuery, JavaScript, and HTML5-Scott Sanderson 2014-11-13 Want To Learn jQuery, JavaScript, and HTML5 in the Simplest Way Possible? If So, Then You've Come To The Right Place. This

eBook Was Written by a Software Engineer Who Will Take You Step-by-Step To Become Skilled and Knowledgeable at jQuery, JavaScript, HTML5, and More! Here Is A Preview of What You Will Learn: - The Basics of HTML - The Basics of JavaScript - The Basics of CSS3 - HTML5 - jQuery - Forms - Web Services - Web Socket Communications - Managing Local Data With the Help of Web Storage - Offline Web Applications - And More!

Eloquent JavaScript-Marijn Haverbeke 2011-01-15 JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow

along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to: -Understand the essential elements of programming: syntax, control, and data -Use object-oriented and functional programming techniques to organize and clarify your programs -Script the browser and make basic Web applications -Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

Reactive Programming with JavaScript-Jonathan Hayward 2015-08-31 Learn the hot new front-end web framework from Facebook: ReactJS, an easy way of developing the V in MVC and a better approach to software engineering in JavaScript About This Book Learn to develop webapps for

Facebook's front-end development using ReactJS Use functional reactive programming with ReactJS Easy to understand, comprehensive with in-depth coverage of practical examples Who This Book Is For If you are proficient with JavaScript and want to know about functional programming, reactive programming, functional reactive programming, and the Facebook approach to functional reactive programming then this book is for you. This book is also for web/front-end developers who would like webapps to be developed faster and more easily using the ReactJS framework. Basic knowledge of JavaScript is expected. What You Will Learn Learn functional reactive programming with JavaScript for non-mathematicians Experience Facebook's primary front-end framework, ReactJS Using the tools Facebook uses to build a better site in less time Create and implement Node.js Delve into the development of webapps using ReactJS Implementation of FRP ReactJS with live examples In Detail Reactive programming is carried out using the building blocks of functional programming. JavaScript

libraries such as ReactJS are used for front-end web development that is both competent and powerful. ReactJS is intensively being used to develop webapps for Facebook. This title is among the first of those addressing how everyday programmers can take advantage of (functional) reactive programming without having an extremely heavy mathematical background. It starts with the basics a front-end developer can easily connect with, while also covering the basics of functional programming. Then it goes on to explain non-functional reactive programming with the help of a live example. After that it gives a theoretical overview of reactive programming supported by functional programming. Tools to make functional reactive programming easier like Bacon.js, a library like jQuery, are also covered. Finally, it finishes with building one small and one larger front-end project. Style and approach A rounded and multifaceted approach covers reactive JavaScript with Facebook's ReactJS. The author's lively approach makes the book even more engaging. Also, with easy-to-understand examples, readers

will learn how to use functional reactive programming with JavaScript. The Book of JavaScript, 2nd Edition-thau! 2007-01 Explains how to use the programming language to add interactivity and animation to Web sites, covering image swaps, functions, frames, cookies, alarms, frames, shopping carts, and Ajax. JavaScript-David Flanagan 2011-04-25 A revised and updated edition offers comprehensive coverage of ECMAScript 5 (the new JavaScript language standard) and also the new APIs introduced in HTML5, with chapters on functions and classes completely rewritten and updated to match current best practices and a new chapter on language extensions and subsets. Original. JavaScript & jQuery: The Missing Manual-David Sawyer McFarland 2014-09-18 JavaScript lets you supercharge your HTML with animation, interactivity, and visual effects—but many web designers find the language hard to learn. This easy-to-read guide not only covers JavaScript basics, but also shows you how to save time and effort with the jQuery and jQuery UI libraries of

prewritten JavaScript code. You'll build web pages that feel and act like desktop programs—with little or no programming. The important stuff you need to know: Pull back the curtain on JavaScript. Learn how to build a basic program with this language. Get up to speed on jQuery. Quickly assemble JavaScript programs that work well on multiple web browsers. Transform your user interface. Learn jQuery UI, the JavaScript library for interface features like design themes and controls. Make your pages interactive. Create JavaScript events that react to visitor actions. Use animations and effects. Build drop-down navigation menus, pop-ups, automated slideshows, and more. Collect data with web forms. Create easy-to-use forms that ensure more accurate visitor responses. Practice with living examples. Get step-by-step tutorials for web projects you can build yourself. Learning React Native-Bonnie Eisenman 2015-12-03 Get a practical introduction to React Native, the JavaScript framework for writing and deploying fully featured mobile apps that look and feel native. With this hands-on guide, you'll

learn how to build applications that target iOS, Android, and other mobile platforms instead of browsers. You'll also discover how to access platform features such as the camera, user location, and local storage. With code examples and step-by-step instructions, author Bonnie Eisenman shows web developers and frontend engineers how to build and style interfaces, use mobile components, and debug and deploy apps. Along the way, you'll build several increasingly sophisticated sample apps with React Native before putting everything together at the end. Learn how React Native provides an interface to native UI components Examine how the framework uses native components analogous to HTML elements Create and style your own React Native components and applications Install modules for APIs and features not supported by the framework Get tools for debugging your code, and for handling issues outside of JavaScript Put it all together with the Zebreto effective-memorization flashcard app Deploy apps to the iOS App Store and Google's Play Store

Full Stack JavaScript Development With MEAN-Colin J Ihrig 2014-12-24 With modern tools, it is possible to create a production grade, full-stack application using HTML, CSS, and JavaScript alone. The combination of MongoDB, Express, AngularJS, and Node.js has become so popular that it has earned the title MEAN stack -- the subject of this book. This book explores the MEAN stack in detail. We will begin by covering Node.js, as it will lay the groundwork for all of our server-side work. You will learn how to get Node running on your local machine as well as download modules using npm. The key aspects of the Node.js programming model will also be covered. From there, we will move on to MongoDB, where you'll learn how to interact with Mongo from a Node application. You will also learn how to create, retrieve, update, and delete data from a Mongo store. After you have a solid grasp on Node and Mongo, the book will move on to the Express web server. We'll cover the basics of Express applications via topics like routes and middleware. Building on previous chapters, we will cover the integration of Node,

Mongo, and Express. Our coverage of the MEAN stack will wrap up with several chapters on AngularJS. These chapters will cover Angular fundamentals like data binding, directives, controllers, routing, and services. In an effort to explore competing technologies, a slight introduction to Ember.js will also be provided. Full stack JavaScript is not fully encompassed by the MEAN stack. There is an entire ecosystem of JavaScript tools to learn about, and this book will introduce a few of them. We will cover task runners Gulp.js and Grunt.js which are extremely useful for automating mundane, repetitive tasks. We'll also cover JSHint, a linting tool used to improve code quality. Linting tools analyze source code and report potential issues - a feature that is especially useful in non-compiled languages like JavaScript. JavaScript Data Structures and Algorithms-Sammie Bae 2019-01-23 Explore data structures and algorithm concepts and their relation to everyday JavaScript development. A basic understanding of these ideas is essential to any JavaScript developer wishing to analyze and

build great software solutions. You'll discover how to implement data structures such as hash tables, linked lists, stacks, queues, trees, and graphs. You'll also learn how a URL shortener, such as bit.ly, is developed and what is happening to the data as a PDF is uploaded to a webpage. This book covers the practical applications of data structures and algorithms to encryption, searching, sorting, and pattern matching. It is crucial for JavaScript developers to understand how data structures work and how to design algorithms. This book and the accompanying code provide that essential foundation for doing so. With JavaScript Data Structures and Algorithms you can start developing your knowledge and applying it to your JavaScript projects today. What You'll Learn

- Review core data structure fundamentals: arrays, linked-lists, trees, heaps, graphs, and hash-table
- Review core algorithm fundamentals: search, sort, recursion, breadth/depth first search, dynamic programming, bitwise operators
- Examine how the core data structure and algorithms knowledge fits into context of

JavaScript explained using prototypical inheritance and native JavaScript objects/data types Take a high-level look at commonly used design patterns in JavaScript Who This Book Is For Existing web developers and software engineers seeking to develop or revisit their fundamental data structures knowledge; beginners and students studying JavaScript independently or via a course or coding bootcamp.

JavaScript: The Definitive Guide-David Flanagan 2020-05-14 For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript material on the market. The seventh edition represents a significant update, with new information for ECMAScript 2020, and new chapters on language-specific features. JavaScript: The Definitive Guide is ideal for experienced programmers who want to learn the programming language of the web, and for current JavaScript programmers who want to master it.

Learn Vue.js in 7 Days-Nirmal Hota 2019-09-19 A journey starts from zero understanding to dev ready in Vue.js DESCRIPTION Vue.js is one of the quickly growing Javascript frameworks, which can be used in any scale of the project to help the stakeholders in rapid application development process. The good thing with Vue.js is that it is lightweight and can also be integrated with the existing project. It saves the development time and also enables managed HTML interface using Javascript. We have designed the book in a way that it keeps shaping the readers understanding in Vue.js. We have started with a basic advantage of learning Vue.js. Then the topic progresses through the introduction of Vue.js, how to setup a project, how CLI in Vue.js works, basic understanding of the HTML tags used with Vue.js, watchers and it wraps around with the computed properties along with a comparison between watchers and computed property. By this time, the reader must have gained a fair knowledge on Vue.js. In this first part, we have also covered the usage of the debugging tool shared by Vue.js i.e Vue Chrome

extension. In the middle section of the book, we have mostly covered the reusable part for Vue.js by covering the component basics and advance along with plugins, mixins, slots, filters, render functions and so on. At the end, we have added the routing, state management and building single page application concepts for the reader to make them equipped to create and work in projects. Additionally we have added one appendix which makes a quick and basic comparison between similar JS frameworks. We have also covered few alternatives of designing components in Vue.js. KEY FEATURES 1. Learner can learn the concepts such as how Vue.js works in the real world with reusable items like components, plugins, mixins, and so on. 2. Efficient and different ways of writing the template codes like using HTML, using .vue files, and so on. 3. Along with several basics, we have emphasized the concepts which are the real implementation as per industry standard. 4. This book is a reference guide for the novice learners in Vue.js. 5. We have started with the basics of Vue.js and progressed through the basic

elements. So that the reader will get a fair idea of it. 6. It will help the reader to decide between the frameworks as we have stated a framework comparison in the book. WHAT WILL YOU LEARN This book would help the reader to acquire the knowledge on the Javascript framework like Vue.js. It would help them in understanding the two way binding, the way how states work, how the single paged application built and so on, which are the kind of much needed industry knowledge now-a-days. WHO THIS BOOK IS FOR The reader should have a basic understanding of HTML, CSS and Javascript which are the basic building blocks of web developement. So this book, we have skipped the basics of web development part and covered the Vue.js starting from basics to advanced. Table of Contents 1. Day 1: Introduction A. Before I start with Vue.js B. Let's setup Vue.js C. Let's Put Vue in action D. Vue Dev Tools E. Vue CLI F. Summary 2. Day 2: Rendering with HTML A. Basic HTML structuring with Vue B. Conditions and loop structures B. Form elements and basic event

handling D. Summary 3. Day 3: Computed property A. Greeting to the user B. Computed properties vs methods C. Watched property D. Summary 4. Day 4: Components A. What is component B. Template string looks odd!!! C. Passing properties to the component D. Registering the component E. Data passing between components F. Summary 5. Day 5: Components in depth A. Diving in the props B. Slots C. Summary 6. Day 6: Distribute reusable functionality A. Mixins B. Custom directives C. Filters D. Plugin E. Summary 7. Day 7: Single page application A. What is route B. State Management C. Summary 8. Appendix A. Render functions B. JSX C. Comparing Vue D. Summary HTML and CSS-Jon Duckett 2011-11-08 A full-color introduction to the basics of HTML and CSS from the publishers of Wrox! Every day, more and more people want to learn some HTML and CSS. Joining the professional web designers and programmers are new audiences who need to know a little bit of code at work (update a content management system or e-commerce store) and those who want to make their personal

blogs more attractive. Many books teaching HTML and CSS are dry and only written for those who want to become programmers, which is why this book takes an entirely new approach. Introduces HTML and CSS in a way that makes them accessible to everyone—hobbyists, students, and professionals—and it's full-color throughout Utilizes information graphics and lifestyle photography to explain the topics in a simple way that is engaging Boasts a unique structure that allows you to progress through the chapters from beginning to end or just dip into topics of particular interest at your leisure This educational book is one that you will enjoy picking up, reading, then referring back to. It will make you wish other technical topics were presented in such a simple, attractive and engaging way! This book is also available as part of a set in hardcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781119038634; and in softcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781118907443. Node.js Design Patterns-Mario Casciaro 2014-12-30 If you're a JavaScript developer

interested in a deeper understanding of how to create and design Node.js applications, this is the book for you.

Learning Behavior-driven Development with JavaScript-Enrique Amodio 2015-02-19 This book is ideal for any JavaScript developer who is interested in producing well-tested code. If you have no prior experience with testing, Node.js, or any other tool, do not worry, as they will be explained from scratch.

Hands-On Machine Learning with TensorFlow.js-Kai Sasaki 2019-11-27 Get hands-on with the browser-based JavaScript library for training and deploying machine learning models effectively Key Features Build, train and run machine learning models in the browser using TensorFlow.js Create smart web applications from scratch with the help of useful examples Use flexible and intuitive APIs from TensorFlow.js to understand how machine learning algorithms function Book Description TensorFlow.js is a framework that enables you to create performant machine learning (ML) applications that run smoothly in a web browser.

With this book, you will learn how to use TensorFlow.js to implement various ML models through an example-based approach. Starting with the basics, you'll understand how ML models can be built on the web. Moving on, you will get to grips with the TensorFlow.js ecosystem to develop applications more efficiently. The book will then guide you through implementing ML techniques and algorithms such as regression, clustering, fast Fourier transform (FFT), and dimensionality reduction. You will later cover the Bellman equation to solve Markov decision process (MDP) problems and understand how it is related to reinforcement learning. Finally, you will explore techniques for deploying ML-based web applications and training models with TensorFlow Core. Throughout this ML book, you'll discover useful tips and tricks that will build on your knowledge. By the end of this book, you will be equipped with the skills you need to create your own web-based ML applications and fine-tune models to achieve high performance. What you will learn Use the t-SNE algorithm in TensorFlow.js to

reduce dimensions in an input dataset Deploy tfjs-converter to convert Keras models and load them into TensorFlow.js Apply the Bellman equation to solve MDP problems Use the k-means algorithm in TensorFlow.js to visualize prediction results Create tf.js packages with Parcel, Webpack, and Rollup to deploy web apps Implement tf.js backend frameworks to tune and accelerate app performance Who this book is for This book is for web developers who want to learn how to integrate machine learning techniques with web-based applications from scratch. This book will also appeal to data scientists, machine learning practitioners, and deep learning enthusiasts who are looking to perform accelerated, browser-based machine learning on Web using TensorFlow.js. Working knowledge of JavaScript programming language is all you need to get started. Full-Stack React Projects-Shama Hoque 2020-04-17 A practical, project-based guide to full-stack JavaScript web development combining the power of React with industry-tested server-side technologies Key Features Build your career

as a full-stack developer with this practical guide Understand how the different aspects of a MERN application come together through a series of practical projects Master the MERN stack by building robust social media, E-commerce store, and web-based VR game apps Book Description Facebook's React combined with industry-tested, server-side technologies, such as Node, Express, and MongoDB, enables you to develop and deploy robust real-world full-stack web apps. This updated second edition focuses on the latest versions and conventions of the technologies in this stack, along with their new features such as Hooks in React and async/await in JavaScript. The book also explores advanced topics such as implementing real-time bidding, a web-based classroom app, and data visualization in an expense tracking app. Full-Stack React Projects will take you through the process of preparing the development environment for MERN stack-based web development, creating a basic skeleton app, and extending it to build six different web apps. You'll build apps for social media, classrooms, media streaming, online

marketplaces with real-time bidding, and web-based games with virtual reality features. Throughout the book, you'll learn how MERN stack web development works, extend its capabilities for complex features, and gain actionable insights into creating MERN-based apps, along with exploring industry best practices to meet the ever-increasing demands of the real world. By the end of this React book, you'll be able to build production-ready MERN full-stack apps using advanced tools and techniques in modern web development. What you will learn Extend a basic MERN-based application to build a variety of applications Add real-time communication capabilities with Socket.IO Implement data visualization features for React applications using Victory Develop media streaming applications using MongoDB GridFS Improve SEO for your MERN apps by implementing server-side rendering with data Implement user authentication and authorization using JSON web tokens Set up and use React 360 to develop user interfaces with VR capabilities Make your MERN stack applications reliable and

scalable with industry best practices Who this book is for This is one of the most useful web development books for JavaScript developers who may have worked with React but have minimal experience in full-stack development

with Node, Express, and MongoDB.
Hands-On Javascript for Python Developers-
SONYL. NAGALE 2020-06