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Learning from jQuery - Callum Macrae
2013-01-30

If you're comfortable with jQuery but a bit shaky with JavaScript, this concise guide will help you expand your knowledge of the language—especially the code that jQuery covers up for you. Many jQuery devotees write as little code as possible, but with some JavaScript under your belt, you can prevent errors, reduce overhead, and make your application code more efficient. This book explores event handling, prototypes, and working with the DOM and AJAX through examples and lots of code. You'll learn common conventions and patterns in JavaScript and—if you've never coded with JavaScript before—a tutorial will take you through the basics.

Enhance your jQuery code by using object constructors and prototypes Reduce overhead and gain more control by handling events with JavaScript Work with the DOM much faster with JavaScript than you can with jQuery Send a few AJAX requests without having to load the entire jQuery library Understand the importance of JavaScript code standards, comments, code reuse, and anti-patterns Enlist JavaScript resources, such as a good IDE, a syntax checker, and version control

jQuery and JavaScript in 24 Hours, Sams Teach Yourself - Brad Dayley 2013-12-23

Learn jQuery and JavaScript in 24 one-hour lessons Sams Teach Yourself jQuery and JavaScript in 24 Hours helps you build dynamic single-page web apps that deliver the rich

experiences your users want. This book's straightforward, step-by-step approach shows you how to create effects, animations, lists, complex forms, and more. In just a few hours, you'll be building great user interfaces for any device, even the newest smartphones and tablets. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common jQuery and JavaScript 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. Notes and tips point out shortcuts and solutions. Learn how to... Quickly start building web pages with jQuery and JavaScript. Master jQuery syntax, logic, functions, and objects. Efficiently access, manipulate, and navigate DOM elements. Build highly interactive web pages with events and event handlers. Implement cookies, pop-up windows, and timers. Create animations, special effects, and image galleries. Construct, interact with, and validate forms. Use advanced elements, such as table filters, custom dialogs, and dynamic sparklines. Access server-side data via AJAX. Work with data using JSON, XML, queues, and binding. Build superior user interfaces more quickly with jQuery UI. Add richer page interactions with jQuery UI Widgets. Create mobile-friendly pages with jQuery Mobile. Customize your mobile pages with jQuery Mobile ThemeRoller. Contents at a Glance

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HOUR 22: Implementing Mobile Web Pages

HOUR 23: Formatting Content in Mobile Pages

HOUR 24: Implementing Mobile Form Elements and Controls

Web Coding & Development All-in-One For Dummies - Paul McFedries 2018-04-16

Speak the languages that power the web. With more high-paying web development jobs opening every day, people with coding and web/app building skills are having no problems finding employment. If you're a would-be developer looking to gain the know-how to build the interfaces, databases, and other features that run modern websites, web apps, and mobile apps, look no further. **Web Coding & Development All-in-One For Dummies** is your go-to interpreter for speaking the languages that handle those tasks. Get started with a refresher on the rules of coding before diving into the languages that build interfaces, add interactivity to the web, or store and deliver data to sites. When you're ready, jump into guidance on how to put it all together to build a site or create an app. Get the lowdown on coding basics. Review HTML and CSS. Make sense of JavaScript, jQuery, PHP, and MySQL. Create code for web and mobile apps. There's a whole world of opportunity out there for developers—and this fast-track boot camp is here to help you acquire the skills you need to take your career to new heights!

Beginning Nokia Apps Development - Daniel Zucker 2011-10-18

While media buzz regularly circulates around iPhone and Android, Nokia still leads the pack in terms of world market share. Symbian, for

instance, remains the most widely used mobile operating system. With Nokia's open development platform, the opportunities available for mobile developers to target this vastly popular operating system are abundant and clear. Use Qt to target both platforms: Symbian, the most widely used mobile operating system in the world, as well as MeeGo, the Intel/Nokia platform for mobile devices. Develop HTML5 applications for both Symbian and MeeGo platforms that will run with little modification on other mobile platforms. Novice developers learn the basics of Qt with a mobile slant, giving them the ability to target both desktop and mobile platforms.

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.

Pro PHP and jQuery -

Keith Wald 2016-02-01
Take advantage of the improved performance and reduced memory requirements of PHP version 7, and learn to utilize the new built-in PHP functions and features such as typed variable enforcement with `declare(strict_types=1)` and the new available data types, scalar type declarations for function arguments and return statements, constant

arrays using `define()`, argument unpacking with the `...` operator, integer division with `intdiv()`, the null coalesce operator, the spaceship operator, new exception types, and improvements to existing features. Pro PHP and jQuery, Second Edition is for intermediate level programmers interested in building web applications using jQuery and PHP. Updated for PHP version 7 and the latest version of jQuery, this book teaches some advanced PHP techniques and it shows you how to take your dynamic applications to the next level by adding a JavaScript layer using the jQuery framework and APIs. After reading and using this book, you'll come away having built a fully functional PHP and jQuery web application that you can reapply as a template for your own particular web application. Pro PHP and jQuery, Second Edition is for intermediate level programmers interested in building web applications using jQuery and PHP. Updated for PHP version 7 and the latest version of jQuery, this book teaches some advanced PHP techniques and it shows you how to take your dynamic applications to the next level by adding a JavaScript layer using the jQuery framework and APIs, considered the most popular JavaScript libraries. After reading and using this book, you'll come away understanding a fully functional PHP using jQuery web application case study that you can reapply as a template for your own particular web application. Moreover, from PHP 7, you'll get uniform variable syntax, the AST-based compilation process, the added `Closure::call()`, bitwise shift consistency across platforms, the (null coalesce) operator, Unicode codepoint escape syntax, return type declarations, and new and easier extensions development with support for redis, MongoDB and much more.

Beginning HTML and CSS -

Rob Larsen 2013-03-08

Everything you need to build websites with the newest versions of HTML and CSS. If you develop websites, you know that the goal posts keep moving, especially now that your website must work on not only traditional desktops, but also on an ever-changing range of smartphones and tablets. This step-by-step book efficiently guides you through the thicket. Teaching you the very latest best practices and techniques, this practical reference walks you through how to use

HTML5 and CSS3 to develop attractive, modern websites for today's multiple devices. From handling text, forms, and video, to implementing powerful JavaScript functionality, this book covers it all. Serves as the ultimate beginners guide for anyone who wants to build websites with HTML5 and CSS3, whether as a hobbyist or aspiring professional developer. Covers the basics, including the different versions of HTML and CSS and how modern websites use structure and semantics to describe their contents. Explains core processes, such as marking up text, images, lists, tables, forms, audio, and video. Delves into CSS3, teaching you how to control or change the way your pages look and offer tips on how to create attractive designs. Explores the jQuery library and how to implement powerful JavaScript features, such as tabbed content, image carousels, and more. Get up to speed on HTML5, CSS3, and today's website design with this practical guide. Then, keep it on your desk as a reference!

[Beginning iOS Application Development with HTML and JavaScript](#) - Richard Wagner
2012-01-05

This book covers the various aspects of developing web-based applications for iOS. Over the past four years, the iPhone and iPad have been amazingly successful. Because of this success, application developers are entering a world of sophisticated, multifunctional mobile applications. Now mobile web-based applications can bring together web apps, native apps, multimedia video and audio, and the mobile device itself. By using this book you will learn how to create a mobile application from beginning to end, utilizing open source frameworks to speed up development times, emulate the look and feel of built-in Apple applications, capture finger touch interactions, and optimize applications for Wi-Fi and wireless networks. The book introduces you to the web application platform for iOS. It also guides you through the process of building new applications from scratch as well as migrating existing web applications to this new mobile platform. By doing this, the book helps readers design a user interface that is optimized for iOS touch-screen displays and integrate their applications with iPhone services, including Phone, Mail, Google

Maps, and GPS. This book is aimed at beginning and intermediate web developers who want to learn how to build new applications for iOS or migrate existing web apps to this platform. In general, you will find it helpful if you have a working knowledge of these technologies:
HTML/XHTML CSS JavaScript Ajax

Applied User Data Collection and Analysis Using JavaScript and PHP - Kyle Goslin
2021-04-28

Applied User Data Collection and Analysis Using JavaScript and PHP is designed to provide the technical skills and competency to gather a wide range of user data from web applications in both active and passive methods. This is done by providing the reader with real-world examples of how a variety of different JavaScript and PHP based libraries can be used to gather data using custom feedback forms and embedded data gathering tools. Once data has been gathered, this book explores the process of working with numerical data, text analysis, visualization approaches, statistics and rolling out developed applications to both data analysts and users alike. Using the collected data, this book aims to provide a deeper understanding of user behavior and interests allowing application developers to further enhance web application development. Key Features: Complete real-world examples of gathering data from users and web environments. Offers readers the fundamentals of text analysis using JavaScript and PHP. Allows the user to understand and harness JavaScript data visualization tools. Integration of new and existing data sources into a single bespoke web-based analysis environment. Author Bio: Dr. Kyle Goslin is currently a Lecturer in Computing at the Technological University Dublin in Ireland, specializing in web application development, information retrieval, text analysis and data visualization. Kyle has taught for over 10 years at third level in Ireland, teaching a wide range of web development related subjects. During this time, he has been involved in several different web-based data driven start-up companies with the aim of reducing time to market for businesses. Kyle has contributed to several different open-source learning platforms with the aim of making education accessible to all learners by aiding both teachers and students. Kyle has developed and defended a number of

different third level computing courses validated by Quality and Qualifications Ireland. He has published peer-reviewed articles relating to information retrieval, text analysis and learning environments. In his spare time, he is a technical reviewer for data and software development related books. He holds a Bachelor of Science (Honours) and Doctor of Philosophy from the Technological University Dublin, where he currently lectures and lives. For more information, visit www.kylegoslin.ie Dr. Markus Hofmann is currently Senior Lecturer at the Technological University Dublin in Ireland where he focuses on the areas of data mining, text mining, data exploration and visualization as well as business intelligence. He holds a Ph.D. from Trinity College Dublin, an MSc in Computing (Information Technology for Strategic Management) from the Dublin Institute

Web Development with jQuery - Richard York
2015-03-23

Newly revised and updated resource on jQuery's many features and advantages *Web Development with jQuery* offers a major update to the popular *Beginning JavaScript and CSS Development with jQuery* from 2009. More than half of the content is new or updated, and reflects recent innovations with regard to mobile applications, jQuery mobile, and the spectrum of associated plugins. Readers can expect thorough revisions with expanded coverage of events, CSS, AJAX, animation, and drag and drop. New chapters bring developers up to date on popular features like jQuery UI, navigation, tables, interactive capabilities, and audio and video. The book focuses on the new features of jQuery that improve performance and speed, providing huge advantages over traditional JavaScript. Offers new and revised content throughout the book, which focuses on the most recent features and capabilities of jQuery Serves as an essential instructional tool for web developers with JavaScript and CSS knowledge who want to learn more Advises readers on how to best use jQuery's powerful, easy-to-use features to create dynamic web pages and web applications This resource provides a deep understanding of jQuery and sets readers up for successful interactions with all it has to offer.

HTML5, JavaScript, and jQuery 24-Hour Trainer - Dane Cameron 2015-02-23

Master web app development with hands-on practice and video demonstration *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.

JavaScript and jQuery - Jon Duckett 2014-06-30

Expert techniques to make your websites more interactive and engaging In *JavaScript and jQuery: Interactive Front-End Development*, best-selling author Jon Duckett delivers a fully illustrated guide to making your websites more interactive and your interfaces more interesting and intuitive. In the book, you'll explore basic programming concepts that assume no prior knowledge of programming beyond an ability to create a web page using HTML & CSS. You'll use core elements of the JavaScript language so you can learn how to write your own scripts from scratch, as well as jQuery, which will allow you to simplify the process of writing scripts (this is introduced half-way through the book once you have a solid understanding of JavaScript). You'll also learn to recreate

techniques you have seen on other web sites such as sliders, content filters, form validation, Ajax content updates, and much more. Each chapter: Breaks subjects down into bite-sized chunks with a new topic on each page Contains clear descriptions of syntax, each one demonstrated with illustrative code samples Uses diagrams and photography to explain complex concepts in a visual way By the end of the book, not only will you be able to use the thousands of scripts, JavaScript APIs, and jQuery plugins that are freely available on the web – and be able to customize them – you will also be able to create your own scripts from scratch.

[Coding For Dummies](#) - Nikhil Abraham

2015-01-29

Coding For Dummies (9781118951309) is now being published as Coding For Dummies (9781119293323). While this version features an older Dummies cover and design, the content is the same as the new release and should not be considered a different product. Hands-on exercises help you learn to code like a pro No coding experience is required for Coding For Dummies, your one-stop guide to building a foundation of knowledge in writing computer code for web, application, and software development. It doesn't matter if you've dabbled in coding or never written a line of code, this book guides you through the basics. Using foundational web development languages like HTML, CSS, and JavaScript, it explains in plain English how coding works and why it's needed. Online exercises developed by Codecademy, a leading online code training site, help hone coding skills and demonstrate results as you practice. The site provides an environment where you can try out tutorials built into the text and see the actual output from your coding. You'll also gain access to end-of-chapter challenges to apply newly acquired skills to a less-defined assignment. So what are you waiting for? The current demand for workers with coding and computer science skills far exceeds the supply Teaches the foundations of web development languages in an easy-to-understand format Offers unprecedented opportunities to practice basic coding languages Readers can access online hands-on exercises and end-of-chapter assessments that develop and test their new-found skills If you're a student

looking for an introduction to the basic concepts of coding or a professional looking to add new skills, Coding For Dummies has you covered.

jQuery - Steven Holzner 2009-06-30

jQuery is a popular JavaScript library that simplifies event handling, animating, and Ajax interactions for rapid web development. Many companies are using jQuery including: Amazon, Google, Twitter, Bank of America, BBC, ESPN, CBS News, Digg, Reuters, IBM, Netflix, Dell, Oracle, Slashdot, Tecnorati, and Intuit. Even casual web designers, who create web pages for fun, want to add the latest cool effects to their sites, and jQuery--the fast, flexible JavaScript library--is a tool of choice. Just as CSS separates "display" characteristics from the HTML structure, jQuery separates the "behavior" characteristics from the HTML structure. From visual effects, special controls, and Ajax made easy, the jQuery Visual QuickStart Guide will teach readers how to make the most of jQuery using the task-based, step-by-step, visual format they love. It's crammed with examples and there's a special section on widgets.

Beginning ASP.NET MVC 4 - Jose Rolando

Guay Paz 2013-06-24

By now you'll have heard of ASP.NET MVC. This exciting new approach to developing ASP.NET web applications has taken the development world by storm over the last few years. Now a mature technology suitable for mainstream use, its adoption has exploded in recent times. Until recently, ASP.NET MVC was regarded as an advanced technology only suitable for experienced developers with a strong knowledge of classic ASP.NET and C# coding behind them. This book overturns that prejudice and shows that the beautiful simplicity of ASP.NET MVC is just as suitable for novice developers venturing into real-world application design for the first time. With the aid of a fully worked demo application this book explains and demonstrates for you the three pillars of MVC in action. You'll see how the Model, View and Controller patterns work together in a complimentary manner to provide MVC's powerful results. There's never been a better time to learn how to use ASP.NET MVC 4. The technology will speed your development times, reduce the verbosity of your code and simplify your application designs all at once. Take the first step towards ASP.NET MVC

mastery with Beginning ASP.NET MVC 4. What you'll learn How to get started with ASP.NET MVC. What tools and components you'll need and how to download and set up the demo application on your system. Understand the details of the MVC pattern with deep-dives into each of the Model, View and Controller elements supported by working code showing them in action. How to apply and extend the MVC patterns to real world solutions: adding AJAX and jQuery, validation and securing user data, testing and deploying the finished application. All of these are discussed and demonstrated. Who this book is for This book is written for readers with basic ASP.NET expertise, such as you might gain from reading Beginning ASP.NET 4.5 in C#. You should be familiar with the underlying structure of ASP.NET applications and comfortable following examples that are underpinned with straight-forward C# code. If you've just found your feet with ASP.NET and are looking to take the next step on the road to mastery then this is the book for you. Table of Contents

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JavaScript and jQuery - Jon Duckett 2014-07-21
A visual and accessible guide to JavaScript and jQuery in a built-to-last hardcover edition In JavaScript & jQuery renowned author Jon Duckett discards the traditional programming book template and approaches writing code in a more relevant, less intimidating way. Full-color and packed with instructional graphics and photos, his books have gained a loyal following by illustrating programming in a way both instructive for newcomers and invaluable for seasoned coders. By discussing JavaScript and jQuery in a single text, Duckett ensures you will quickly be writing your own working scripts. Yet the book doesn't assume you have experience in either JavaScript or jQuery. By making use of popular jQuery plugins, Duckett illustrates techniques that would require pages upon pages of detailed explanation if you were being taught to create the plugins yourself. This durable and attractive hardcover edition is a book you will have open on your desk as a reference for years

to come. A timeless and lasting version of a classic "Duckett" book in a hardbound, dust-jacketed edition Completely accessible to those who feel intimidated by the subject matter and relevant to all front-end designers and developers who need to understand JavaScript Discusses applying responsive design techniques, leveraging APIs to save you time and work in coding, and identifying when to use CSS transforms over pure JavaScript Beautiful 4-color illustrations and examples make this a terrific academic resource for those of all experience levels JavaScript & jQuery clearly explains the jargon of programming, addressing the vocabulary without making it a prerequisite for readers. Duckett speaks directly to readers, making this an invaluable resource. This book is also available as a set, Web Design with HTML, CSS, JavaScript and jQuery Set 978119038634 along with HTML and CSS Design and Build Websites 9781118871645.

PHP, MySQL, & JavaScript All-in-One For Dummies - Richard Blum 2018-03-20

Explore the engine that drives the internet It takes a powerful suite of technologies to drive the most-visited websites in the world. PHP, MySQL, JavaScript, and other web-building languages serve as the foundation for application development and programming projects at all levels of the web. Dig into this all-in-one book to get a grasp on these in-demand skills, and figure out how to apply them to become a professional web builder. You'll get valuable information from seven handy books covering the pieces of web programming, HTML5 & CSS3, JavaScript, PHP, MySQL, creating object-oriented programs, and using PHP frameworks. Helps you grasp the technologies that power web applications Covers PHP version 7.2 Includes coverage of the latest updates in web development Perfect for developers to use to solve problems This book is ideal for the inexperienced programmer interested in adding these skills to their toolbox. New coders who've made it through an online course or boot camp will also find great value in how this book builds on what you already know.

Beginning JavaScript and CSS Development with jQuery - Richard York 2011-02-09

This book covers the jQuery JavaScript framework and the jQuery UI JavaScript

framework to get more results faster out of JavaScript programming. The author covers each method exposed by jQuery's API, which contains methods to resolve common, redundant tasks in less code. You will also learn how jQuery eliminates certain cross-browser, cross-platform development headaches like the event model. In addition to giving you the ability to simulate events, this book also helps simplify your work with events by reducing the amount of code that you need to write to attach events.

Sams Teach Yourself Node.js in 24 Hours - George Ornbo 2012-09-05

In just 24 sessions of one hour or less, Sams Teach Yourself Node.js in 24 Hours will help you master the Node.js platform and use it to build server-side applications with extraordinary speed and scalability. Using this text's straightforward, step-by-step approach, you'll move from basic installation, configuration, and programming all the way through real-time messaging between browser and server, testing and deployment. Every lesson and case-study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Node.js development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present valuable additional information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to...

- Create end-to-end applications entirely in JavaScript
- Master essential Node.js concepts like callbacks and quickly create your first program
- Create basic sites with the HTTP module and Express web framework
- Manage data persistence with Node.js and MongoDB
- Debug and test Node.js applications
- Deploy Node.js applications to thirdparty services, such as Heroku and Nodester
- Build powerful real-time solutions, from chat servers to Twitter clients
- Create JSON APIs using JavaScript on the server
- Use core components of the Node.js API, including processes, child processes, events, buffers, and streams
- Create and publish a Node.js module

Beginning Android Web Apps Development - Jon

Westfall 2012-06-12

With *Beginning Android Web Apps Development*, you'll learn how to apply HTML5, CSS3, JavaScript, Ajax and other Web standards for use on the Android mobile platform, by building a variety of fun and visually stimulating games and other web applications! If you've done some basic web development, and you want to build your skills to create exceptional web apps, you'll find everything you seek in the discussions and examples in this book. Each application you'll build in *Beginning Android Web Application Development* will show you solutions that you can apply to many of your own projects. Each example shares techniques and coding solutions that will inspire your own work. You'll learn how to tie your Android apps into Twitter through two apps that you'll build: Who's that Tweet?!, a quiz game based on celebrity accounts, and I Love Ham, a coding investigation into search phrases and rhyming. Your Android web app development skills will then proceed in another direction, as you discover the power of HTML5 in two game apps: Scavenger Hunt, which introduces you to the HTML5 GPS location API, and Spies!, a location-based application that shows you how to use CSS3, Ajax, and HTML5 within multi-player environments. You'll also create an Android web application which checks the arrival time of buses and light-rails through the use of Portland, Oregon's open Tri-Met data API! This app is a great template for other apps you may want to build in the future, and showcases the important techniques for incorporating cloud-based apps into web games. After reading *Beginning Android Web Apps Development*, you will have built real apps and developed along the way the skills you'll need to create highly interactive, professional web applications... and, your journey will be engaging and enjoyable!

Sams Teach Yourself JQuery and JavaScript in 24 Hours - Brad Dayley 2014

Provides twenty-four lessons about how to use jQuery and JavaScript to build single-page web apps for multiple devices, with designs that incorporate animations, special effects, and image galleries.

Beginning CakePHP - David Golding 2008-09-02
CakePHP is a leading PHP-based web app development framework. When asking a

question on forums or chat rooms, many CakePHP beginners get little help from the experts. Simple questions can get a response like, "Well, just read the online manual and API." Unfortunately, the online manual is depreciated, and who wants to absorb a programming language or framework from an API? Beginning CakePHP will do the following: Lead you from a basic setup of CakePHP to building a couple applications that will highlight CakePHP's functionality and capabilities without delving too deeply into the PHP language, but rather what the CakePHP framework can offer the developer. Teach you to use CakePHP by incorporating advanced features into your web development projects. Target beginners of CakePHP or web frameworks in general as well as experienced developers with limited exposure to CakePHP. A secondary audience may include developers undecided on adopting CakePHP or business managers trying to assess the value of incorporating CakePHP into their toolbox.

Sams Teach Yourself JQuery Mobile in 24 Hours - Phil Dutson 2013

Concise lessons explain how to use jQuery mobile to create mobile sites that display on different devices, covering how to style user interfaces, use scannable QRs and tag codes, and work with device emulators.

[HTML5 Game Development by Example: Beginner's Guide](#) - Makzan, 2015-06-26

HTML5 is a markup language used to structure and present content for the World Wide Web and is a core technology of the Internet. It is supported across different platforms and is also supported by various browsers. Its innovative features, such as canvas, audio, and video elements, make it an excellent game building tool. HTML5 Game Development by Example Beginner's Guide Second Edition is a step-by-step tutorial that will help you create several games from scratch, with useful examples. Starting with an introduction to HTML5, the chapters of this book help you gain a better understanding of the various concepts and features of HTML5. By the end of the book, you'll have the knowledge, skills, and level of understanding you need to efficiently develop games over the network using HTML5.

Pro jQuery - Adam Freeman 2012-06-12
jQuery is one of the most popular and powerful

JavaScript libraries available today. It's widely used to create rich user experiences and to simplify website and application development. It is the tool of choice for web developers everywhere and sets the standard for simplicity, flexibility and extensibility. This book demonstrates how jQuery can be used with HTML5 to achieve excellent results. In *Pro jQuery*, seasoned author Adam Freeman explains how to get the most from jQuery by focusing on the features you need for your project. He starts with the nuts and bolts and shows you everything through to advanced features, going in depth to give you the knowledge you need. Getting the most from jQuery is essential to truly mastering web development.

Beginning Programming in 24 Hours, Sams Teach Yourself - Greg Perry 2019-12-27

Sams Teach Yourself Beginning Programming in 24 Hours explains the basics of programming in the successful 24 Hours format. The book's examples are easily readable and understandable by even those with no previous exposure to programming. This book covers the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? Readers will learn how to program the computer and will explore some of the most popular programming languages in use. This book will introduce the reader to common programming fundamentals using Python and will provide an overview of other common programming languages and their uses.

Beginning JavaScript - Jeremy McPeak 2015-02-18

The bestselling JavaScript guide, updated with current features and best practices *Beginning JavaScript 5th Edition* shows you how to work effectively with JavaScript frameworks, functions, and modern browsers, and teaches more effective coding practices using HTML5. This new edition has been extensively updated to reflect the way JavaScript is most commonly used today, introducing you to the latest tools and techniques available to JavaScript developers. Coverage includes modern coding practices using HTML5 markup, the JSON data format, DOM APIs, the jQuery framework, and more. Exercises with solutions provide plenty of opportunity to practice, and the companion website offers downloadable code for all

examples given in the book. Learn JavaScript using the most up to date coding style Understand JSON, functions, events, and feature detection Utilize the new HTML5 elements and the related API Explore new features including geolocation, local storage, and more JavaScript has shaped the Web from a passive medium into one that is rich, dynamic, and interactive. No matter the technology on the server side, it's JavaScript that makes it come alive in the browser. To learn JavaScript the way it's used today, *Beginning JavaScript, 5th Edition* is your concise guide.

[jQuery For Dummies](#) - Lynn Beighley 2010-05-11

Learn how jQuery can make your Web page or blog stand out from the crowd! jQuery is free, open source software that allows you to extend and customize Joomla!, Drupal, AJAX, and WordPress via plug-ins. Assuming no previous programming experience, Lynn Beighley takes you through the basics of jQuery from the very start. You'll discover how the jQuery library separates itself from other JavaScript libraries through its ease of use, compactness, and friendliness if you're a beginner programmer. Written in the easy-to-understand style of the For Dummies brand, this book demonstrates how you can add unique and exciting interactivity to a Web site or WordPress blog, including photo browsers, menus, tab-based navigation, sliding sidepanels, slideshows, transition effects, fade effects, Twitter feeds, and much, much more! Walks you through the capabilities of jQuery, the number one open source JavaScript library that enables you to provide interactivity on a Web site or blog Helps you understand DOM (Document Object Model) scripting, applying CSS classes via JQuery, and adding in special effects and jQuery plug-ins to your site Shows you how to create dazzling special effects on your site, including fades, slide shows, sliding panels, tabbed navigation, and more Explains how to add customized Twitter feeds, RSS feeds to aggregate content on your site, or add a photo browser to a site or blog Introduces ways to create jQuery plug-ins for WordPress, Drupal, and more If you have queries about how you can make your blog or Web site stand apart from the crowd, *jQuery For Dummies* is the book for you!

Beginning Rails 3 - Rida Al Barazi 2010-12-31

Beginning Rails 3 is the practical starting point for anyone wanting to learn how to build dynamic web applications using the Rails framework for Ruby. You'll learn how all of the components of Rails fit together and how you can leverage them to create sophisticated web applications with less code and more joy. This book is particularly well suited to those with little or no experience with web application development, or who have some experience but are new to Rails. *Beginning Rails 3* assumes basic familiarity with web terms and technologies, but doesn't require you to be an expert. Rather than delving into the arcane details of Rails, the focus is on the aspects of the framework that will become your pick, shovel, and axe. Part history lesson, part introduction to object-oriented programming, and part dissertation on open source software, this title doesn't just explain how to do something in Rails, it explains why. Learn to create Rails web applications from scratch Includes a gentle introduction to the Ruby programming language Completely updated to include the features of Rails 3

[Web Design All-in-One For Dummies](#) - Sue Jenkins 2013-01-22

All you need to know on web design in a thorough new edition If you want just one complete reference on web design, this book is it. The newest edition of this essential guide features 650+ pages on the latest tools and new web design standards, such as HTML5, CSS 3, and other core technologies and page-building strategies. Five minibooks provide deep coverage: essential pre-design considerations, how to establish the look of your site, building a site, how to test your site, and taking your site public. Design professional and author Sue Jenkins understands what designers need and gives you the answers. Thorough revision brings you up to date on the latest changes in the world of web design Features five minibooks that cover all the bases: Getting Started, Designing for the Web, Building the Site, Standards and Testing, and Publishing and Site Maintenance Covers the latest tools, page-building strategies, and emerging technologies, such as HTML5 and CSS 3 Includes over 650 pages of detail on such topics as establishing audience focus, creating content, using mock-ups and storyboards to

establish the look, how to design for text and images, testing your site, and more If you're looking for an in-depth reference on all aspects of designing and building a site and taking it live, *Web Design All-in-One For Dummies, 2nd Edition* is the book.

JavaScript and AJAX For Dummies - Andy Harris 2009-11-05

Learn to use these powerful tools together and build Web sites that work If you want to build Web pages that offer real value to your site's visitors, JavaScript and AJAX are top tools for the job. Even if you're new to Web programming, this book helps you create sites any designer will admire. With easy-to-understand steps and an emphasis on free tools, you'll be able to jump right into building a site using the same techniques as the pros. Down to basics learn your way around JavaScript and choose an editor and test browser Manage complexity use functions, arrays, and objects to create more sophisticated programs Page magic discover how to control what happens on your pages, animate objects, and put pages in motion Get beautiful Use the jQuery User Interface library to add sliders, tabbed interfaces, and custom dialogs to a site Come clean with AJAX build AJAX requests into your programs, use jQuery, and work with AJAX data Open the book and find: How to choose a test browser How to discuss string concatenation with a straight face Tips for debugging your code How to add useful information to a dropdown list Why AJAX connections should be asynchronous The exciting possibilities of the jQuery library How to use the Aptana editor Online resources for JavaScript programmers

The Definitive Guide to Grails 2 - Jeff Scott Brown 2013-02-03

Grails is a full stack framework which aims to greatly simplify the task of building serious web applications for the JVM. The concepts within Grails, like interceptors, tag libs, and Groovy Server Pages (GSP), make those in the Java community feel right at home. Grails' foundation is on solid open source technologies such as Spring, Hibernate, and SiteMesh, which gives it even more potential in the Java space: Spring provides powerful inversion of control and MVC, Hibernate brings a stable, mature object relational mapping technology with the ability to

integrate with legacy systems, and SiteMesh handles flexible layout control and page decoration. Grails complements these with additional features that take advantage of the coding-by-convention paradigm such as dynamic tag libraries, Grails object relational mapping, Groovy Server Pages, and scaffolding. Graeme Rocher, Grails lead and founder, and Jeff Brown bring you completely up-to-date with their authoritative and fully comprehensive guide to the Grails 2 framework. You'll get to know all the core features, services, and Grails extensions via plug-ins, and understand the roles that Groovy and Grails are playing in the changing Web.

Beginning JavaScript Charts - Fabio Nelli 2014-01-24

Beginning JavaScript Charts shows how to convert your data into eye-catching, innovative, animated, and highly interactive browser-based charts. This book is suitable for developers of all experience levels and needs: for those who love fast and effective solutions, you can use the jqPlot library to generate charts with amazing effects and animations using only a few lines of code; if you want more power and need to create data visualization beyond traditional charts, then D3 is the JavaScript library for you; finally, if you need a high-performance, professional solution for interactive charts, then the Highcharts library is also covered. If you are an experienced developer and want to take things further, then Beginning JavaScript Charts also shows you how to develop your own graphics library starting from scratch using jQuery. At the end of the book, you will have a good knowledge of all the elements needed to manage data from every possible source, from high-end scientific instruments to Arduino boards, from PHP SQL databases queries to simple HTML tables, and from Matlab calculations to reports in Excel. You will be able to provide cutting-edge charts exploiting the growing power of modern browsers. Create all kinds of charts using the latest technologies available on browsers (HTML5, CSS3, jQuery, jqPlot, D3, Highcharts, and SVG) Full of step-by-step examples, Beginning JavaScript Charts introduces you gradually to all aspects of chart development, from the data source to the choice of which solution to apply. This book provides a number

of tools that can be the starting point for any project requiring graphical representations of data, whether using commercial libraries or your own

Beginning ASP.NET 4.5.1: in C# and VB - Imar Spaanjaars 2014-03-06

Build your ASP.NET 4.5.1 skills with real-world instruction In this comprehensive guide to getting started with ASP.NET 4.5.1, best-selling author Imar Spaanjaars provides a firm foundation for coders new to ASP.NET and key insights for those not yet familiar with the important updates in the 4.5.1 release. Readers learn how to build full-featured ASP.NET websites using Visual Studio Express 2013 for Web, Microsoft's free development tool for ASP.NET web applications. *Beginning ASP.NET 4.5.1* guides you through the process of creating a fully functional, database-driven website, from creation of the most basic site structure all the way down to the successful deployment of the website to a production environment. *Beginning ASP.NET 4.5.1: in C# and VB*: Explains how to get started with ASP.NET 4.5.1, including an introduction to Microsoft's Visual Studio Express 2013 for Web Features helpful examples for designing websites with CSS and HTML and how to overcome common formatting problems Shares techniques for managing server controls in ASP.NET, including standard controls, HTML controls, and data controls Provides real-world tips for creating consistent page layouts throughout your websites Covers practical functionality issues like validating user input, sending e-mail from your website, and processing data at the server Details what the ASP.NET state engine is and why it is important Shows how to access and modify data in a SQL Server database Includes coverage of jQuery, LINQ, and the Entity Framework Explores measures to take for optimal security

HTML, XHTML and CSS All-In-One For Dummies - Andy Harris 2010-10-26

A complete and fully updated reference for these key Web technologies HTML, XHTML, and CSS are essential tools for creating dynamic Web sites. This friendly, all-in-one guide covers what programmers need to know about each of the technologies and how to use them together. Like the bestselling first edition, *HTML, XHTML, and CSS All-in-One For Dummies, 2nd Edition* makes

it easy to grasp the fundamentals and start building effective Web pages. With new information about Web 2.0 and Ajax, it's the perfect reference as well. HTML, XHTML, and CSS are the key technologies for building dynamic Web pages This friendly, all-in-one guide explains each technology, shows how to use them together, and examines quality Web design and layout Six self-contained minibooks cover HTML, CSS, design and layout, client-side JavaScript, Ajax and server-side, and putting it all together Covers new Web development advancements including new technologies and changes to the standards Includes a CD with additional valuable Web development programs and a companion Web site featuring the code used in the book Web programmers and designers will find what they most need to know in HTML, XHTML, and CSS *All-in-One For Dummies, 2nd Edition*, helping them create the type of Web sites that today's market demands. CD-ROM and other supplementary materials are not included as part of eBook file. These materials will be made available for download upon purchase of the digital edition

Learning jQuery - Fourth Edition - Jonathan Chaffer 2013-01-01

Step through each of the core concepts of the jQuery library, building an overall picture of its capabilities. Once you have thoroughly covered the basics, the book returns to each concept to cover more advanced examples and techniques. This book is for web designers who want to create interactive elements for their designs, and for developers who want to create the best user interface for their web applications. Basic JavaScript programming and knowledge of HTML and CSS is required. No knowledge of jQuery is assumed, nor is experience with any other JavaScript libraries.

Beginning SOLID Principles and Design Patterns for ASP.NET Developers - Bipin Joshi 2016-04-08

This book teaches you all the essential knowledge required to learn and apply time-proven SOLID principles of object-oriented design and important design patterns in ASP.NET Core 1.0 (formerly ASP.NET 5) applications. You will learn to write server-side as well as client-side code that makes use of proven practices and patterns. SOLID is an

acronym popularized by Robert Martin used to describe five basic principles of good object-oriented design--Single Responsibility, Open/Closed, Liskov Substitution, Interface Segregation and Dependency Inversion. This book covers all five principles and illustrates how they can be used in ASP.NET Core 1.0 applications. Design Patterns are time proven solutions to commonly occurring software design problems. The most well-known catalog of design patterns comes from Erich Gamma, Richard Helm, Ralph Johnson and John Vlissides, the so-called as GoF patterns (Gang of Four patterns). This book contains detailed descriptions of how to apply Creational, Structural and Behavioral GoF design patterns along with some Patterns of Enterprise Application Architecture. Popular JavaScript patterns are covered, along with working examples of all these patterns in ASP.NET Core 1.0 and C# are included. What You Will Learn: How to apply SOLID principles to ASP.NET applications How to use Gang of Four (GoF) design patterns in ASP.NET applications Techniques for applying Patterns of Enterprise Application Architecture cataloged by Martin Fowler in ASP.NET applications How to organize code and apply design patterns in JavaScript Who This Book Is For: This book is for ASP.NET developers familiar with ASP.NET Core 1.0, C# and Visual Studio.

HTML5 Programming with JavaScript For Dummies - John Paul Mueller 2013-04-03

Web designers and programmers, add JavaScript to your HTML5 development toolkit without fear. Modern websites are complex, and some of the most exciting features - things like geolocation, canvas, portability to mobile and more - require JavaScript to leverage what HTML5 can create. Don't know JavaScript? That's where HTML5 Programming with JavaScript For Dummies comes in. Rather than walking you through JavaScript as a programming language, it approaches JavaScript as a tool to help you enhance web pages. Helps web designers and programmers tap the full power of HTML5 by leveraging JavaScript, even if they have no prior knowledge of JavaScript Enables readers to produce modern websites with today's technology essentials: portability to mobile devices, animation, the use of Libraries, the

Canvas component, and more Emphasizes practical uses and offers many short examples for illustration Discover basic to complex ways to use JavaScript programming syntax to harness the full power of HTML5 and CSS3.

jQuery for Designers Beginner's Guide Second Edition - Natalie MacLees 2014-07-25

A step-by-step guide that spices up your web pages and designs them in the way you want using the most widely used JavaScript library, jQuery. The beginner-friendly and easy-to-understand approach of the book will help get to grips with jQuery in no time. If you know the fundamentals of HTML and CSS, and want to extend your knowledge by learning to use JavaScript, then this is just the book for you. jQuery makes JavaScript straightforward and approachable - you'll be surprised at how easy it can be to add animations and special effects to your beautifully designed pages.

Beginning jQuery 2 for ASP.NET Developers - Bipin Joshi 2014-01-21

jQuery is the most popular JavaScript library in use today, appearing on nearly two thirds of the 10,000 most visited sites on the web. With this sort of popularity, it's clear that ASP.NET developers can't afford to miss out. By combining jQuery with ASP.NET you get the best of both worlds: the client-side interactivity and responsiveness of JavaScript with the robustness and extensibility of Microsoft's web stack. *Beginning jQuery 2 for ASP.NET Developers* shows you how. To begin with, you'll find out how jQuery hooks up with your ASP.NET controls, and simplifies event handling by keeping it in the browser. Then you'll learn to handle dynamic content and responsive layouts by interacting with the DOM. Effects and animations are one of the most popular uses of the jQuery library, so we cover that next—showing you how to get a sleek modern look and feel to your site using some of the vast library of JavaScript that's already out there waiting to be used. Ajax is one of the areas where jQuery really shines, so you'll find out how to make Ajax calls to a web service and get data onto a page without waiting for slow ASP.NET postbacks every time. And no book on jQuery would be complete without jQuery Mobile: the popular mobile web framework that gets you writing sites that work across all the

major mobile platforms.