

## A Software Engineer Learns Html5 Javascript And JQuery

How do you start? How should you build a plan for cloud migration for your entire portfolio? How will your organization be affected by these changes? This book, based on real-world cloud experiences by enterprise IT teams, seeks to provide the answers to these questions. Here, you'll see what makes the cloud so compelling to enterprises; with which applications you should start your cloud journey; how your organization will change, and how skill sets will evolve; how to measure progress; how to think about security, compliance, and business buy-in; and how to exploit the ever-growing feature set that the cloud offers to gain strategic and competitive advantage.

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

Introduces the four essential programming languages required for creating dynamic Web sites, and explains how to install them on different operating systems, use CSS to create forms, code with jQuery, and administer a MySQL database.

Create games with graphics that pop for the web and mobile devices! HTML5 is the tool game developers and designers

have been eagerly awaiting. It simplifies the job of creating graphically rich, interactive games for the Internet and mobile devices, and this easy-to-use guide simplifies the learning curve. Illustrated in full color, the book takes you step by step through the basics of HTML5 and how to use it to build interactive games with 2D graphics, video, database capability, and plenty of action. Learn to create sports and adventure games, pong games, board games, and more, for both mobile devices and the standard web. Learn to use the new HTML5 technology that makes it easier to create games with lots of action, colorful 2D graphics, and interactivity--for both the web and mobile devices Test and debug your games before deploying them Take advantage of how HTML5 allows for SQL-like data storage, which is especially valuable if you're not well versed in database management Explore creating games suitable for community activity and powerful, profitable games that require large amounts of data Whether you want to build games as a fun hobby or hope to launch a new career, this full-color guide covers everything you need to know to make the most of HTML5 for game design.

A comprehensive, hands-on guide on unit testing framework for Java programming language About This Book In-depth coverage of Jupiter, the new programming and extension model provided by JUnit 5 Integration of JUnit 5 with other frameworks such as Mockito, Spring, Selenium, Cucumber, and Docker Best practices for writing meaningful Jupiter test cases Who This Book Is For This book is for Java software engineers and testers. If you are a Java developer who is keen on improving the quality of your code and building world class applications then this book is for you. Prior experience of the concepts of automated testing will be helpful. What You Will Learn The importance of software testing and its impact on software quality The options available for testing Java applications The architecture, features and extension model of JUnit 5 Writing test cases using the Jupiter programming model How to use the latest and advanced features of JUnit 5 Integrating JUnit 5 with existing third-party frameworks Best practices for writing meaningful JUnit 5 test cases Managing software testing activities in a living software project In Detail When building an application it is of utmost importance to have clean code, a productive environment and efficient systems in place. Having automated unit testing in place helps developers to achieve these goals. The JUnit testing framework is a popular choice among Java developers and has recently released a major version update with JUnit 5. This book shows you how to make use of the power of JUnit 5 to write better software. The book begins with an introduction to software quality and software testing. After that, you will see an in-depth analysis of all the features of Jupiter, the new programming and extension model provided by JUnit 5. You will learn how to integrate JUnit 5 with other frameworks such as Mockito, Spring, Selenium, Cucumber, and Docker. After the technical features of JUnit 5, the final part of this book will train you for the daily work of a software tester. You will learn best practices for writing meaningful tests. Finally, you will learn how software testing fits into the overall software development process, and sits alongside continuous integration, defect tracking, and test

reporting. Style and approach The book offers definitive and comprehensive coverage of all the Unit testing concepts with JUnit and its features using several real world examples so that readers can put their learning to practice almost immediately. This book is structured in three parts: Software testing foundations (software quality and Java testing) JUnit 5 in depth (programming and extension model of JUnit 5) Software testing in practice (how to write and manage JUnit 5 tests)

Find a fuller, richer life by letting God direct your destiny. The story of Ruth is a journey of transformation. By allowing God to transform her circumstances, Ruth went from a widow who would be excluded from society to a wife with a secure and protected future, a future that ultimately paved the way for the birth of King David! Her story is full of collision--loss, heartache, poverty, even shame--but she never let her past define her. Instead, the most painful time of her life became her most pivotal, propelling her to a destiny she never imagined. Perhaps you have a past you're struggling to overcome. If disappointments, whether a result of your own choices or the actions of others, have kept you from being your true self, this book is for you. Follow Ruth's life and discover the hope available to each of us. Your yesterday does not have to dictate your tomorrow. Despite your past pain, you, too, can find redemption and restoration.

Go from beginner to builder quickly with this hands-on JavaScript guide Coding with JavaScript For Dummies provides easy, hands-on instruction for anyone looking to learn this popular client-side language. No experience? No problem! This friendly guide starts from the very beginning and walks you through the basics, then shows you how to apply what you've learned to real projects. You'll start building right away, including web page elements and simple applications, so you can immediately see how JavaScript is used in the real world. Online exercises allow you to test your code and expand your skills, and the easy-to-follow instruction provides step-by-step guidance toward understanding the JavaScript syntax, applications, and language. JavaScript enhances static web pages by providing dynamic elements that can adapt and react to user action. It's a need-to-know tool for aspiring web designers, but anyone can benefit from understanding this core development language. Coding with JavaScript For Dummies takes you from beginner to builder quickly as you: Learn what JavaScript does, how it works, and where to use it Master the core elements of JavaScript and immediately put it to work Build interactive web elements and try out your code online Create basic applications as you apply JavaScript to the app development workflow Anytime a website responds to your movement around the screen, that's JavaScript. It makes websites more functional, more beautiful, and more engaging, and your site visitors will demand nothing less. If you want to build a better website, you need JavaScript. If you need JavaScript, Coding with JavaScript For Dummies gets you started off quickly and painlessly, with plenty of hands-on practice.

A new edition of a bestseller covers the latest advances in web development! HTML5 and CSS3 are essential tools for

creating dynamic websites and boast updates and enhanced features that can make your website even more effective and unique. This friendly, all-in-one guide covers everything you need to know about each of these technologies and their latest versions so that you can use them together. Building on the bestselling formats of the first two editions, this new edition teaches you the fundamentals of HTML5 and CSS3, and then presents ways for using them with JavaScript, MySQL, and Ajax to create websites that work. Covers using JavaScript, PHP, MySQL, and Ajax in the context of programming dynamic web pages with CSS3 and HTML5. Includes self-contained minibooks that review HTML, CSS, design and layout, client-side JavaScript, Ajax and server-side, and putting it all together. Examines new web development advancements including new technologies and changes to the standards. Features a website that contains supporting materials including code and several valuable programs that are useful for web development. HTML5 and CSS3 All-in-One For Dummies, 3rd Edition serves as the perfect reference for both web development beginners and seasoned professionals looking to learn more about how to get the most out of the powerful combination of HTML5 and CSS3. 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).

An indispensable collection of practical tips and real-world advice for tackling common Python problems and taking your code to the next level. Features interviews with high-profile Python developers who share their tips, tricks, best practices, and real-world advice gleaned from years of experience. Sharpen your Python skills as you dive deep into the Python programming language with *Serious Python*. You'll cover a range of advanced topics like multithreading and memorization, get advice from experts on things like designing APIs and dealing with databases, and learn Python internals to help you gain a deeper understanding of the language itself. Written for developers and experienced programmers, *Serious Python* brings together over 15 years of Python experience to teach you how to avoid common mistakes, write code more efficiently, and build better programs in less time. As you make your way through the book's extensive tutorials, you'll learn how to start a project and tackle topics like versioning, layouts, coding style, and automated checks. You'll learn how to package your software for distribution, optimize performance, use the right data structures, define functions efficiently, pick the right libraries, build future-proof programs, and optimize your programs down to the bytecode. You'll also learn how to:

- Make and use effective decorators and methods, including abstract, static, and class methods
- Employ Python for functional programming using generators, pure functions, and functional functions
- Extend flake8 to work with the abstract syntax tree (AST) to introduce more sophisticated automatic checks into your programs
- Apply dynamic performance analysis to identify bottlenecks in your code
- Work with relational databases and effectively manage and stream data with PostgreSQL

If you've been looking for a way to take your Python skills from good to great, *Serious Python* will help you get there. Learn from the experts and get seriously good at Python with *Serious Python*!

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.

This updated and expanded second edition of the A Software Engineer Learns HTML5, JavaScript and jQuery: A guide to standards-based provides a user-friendly introduction to the subject Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

In today's fast and competitive world, a program's performance is just as important to customers as the features it provides. This practical guide teaches developers performance-tuning principles that enable optimization in C++. You'll learn how to make code that already embodies best practices of C++ design run faster and consume fewer resources on any computer--whether it's a watch, phone, workstation, supercomputer, or globe-spanning network of servers. Author Kurt Guntheroth provides several running examples that demonstrate how to apply these principles incrementally to improve existing code so it meets customer requirements for responsiveness and throughput. The advice in this book will prove itself the first time you hear a colleague exclaim, "Wow, that was fast. Who fixed something?"

- Locate performance hot spots using the profiler and software timers
- Learn to perform repeatable experiments to measure performance of code changes
- Optimize use of dynamically allocated variables
- Improve performance of hot loops and functions
- Speed up string handling functions
- Recognize efficient algorithms and optimization patterns
- Learn the strengths--and weaknesses--of C++ container classes
- View searching and sorting through an optimizer's eye
- Make efficient use of C++ streaming I/O functions
- Use C++ thread-based concurrency features effectively

Html tutorial is a educational book on hyper text language

The definitive guide to running productive meetings Facilitating With Ease! has become the go-to handbook for those who lead meetings, training, and other business gatherings. Packed with information, effective practices, and invaluable advice, this book is the comprehensive handbook for anyone who believes meetings should be productive, relevant, and

as short as possible. Dozens of exercises, surveys, and checklists will help transform anyone into a skilled facilitator, and clear, actionable guidance makes implementation a breeze. This new fourth edition includes a new chapter on questioning, plus new material surrounding diversity, globalization, technology, feedback, distance teams, difficult executives, diverse locations, personal growth, meeting management, and much more. With in-depth, expert guidance from planning to closing, this book provides facilitators with an invaluable resource for learning or training. Before you run another meeting, discover the practices, processes, and techniques that turn you from a referee to an effective facilitator. This book provides a wealth of tools and insights that you can put into action today. Run productive meetings that get real results Keep discussions on track and facilitate the exchange of ideas Resolve conflict and deal with difficult individuals Train leaders and others to facilitate effectively Poorly-run meetings are an interruption in the day, and accomplish little other than putting everyone behind in their “real” work. On the other hand, a meeting run by an effective facilitator makes everyone’s job easier; decisions get made, strategies are improved, answers are given, and new ideas bubble to the surface. A productive meeting makes everyone happy, and results in real benefits that spread throughout the organization. *Facilitating With Ease!* is the skill-building guide to running great meetings with confidence and results. JavaScript was written to give readers an accurate, concise examination of JavaScript objects and their supporting nuances, such as complex values, primitive values, scope, inheritance, the head object, and more. If you're an intermediate JavaScript developer and want to solidify your understanding of the language, or if you've only used JavaScript beneath the mantle of libraries such as jQuery or Prototype, this is the book for you. This updated and expanded second edition of *Book* provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

2012 Jolt Award finalist! *Pioneering the Future of Software Test* Do you need to get it right, too? Then, learn from Google. Legendary testing expert James Whittaker, until recently a Google testing leader, and two top Google experts reveal exactly how Google tests software, offering brand-new best practices you can use even if you’re not quite Google’s size...yet! *Breakthrough Techniques You Can Actually Use* Discover 100% practical, amazingly scalable techniques for analyzing risk and planning tests...thinking like real users...implementing exploratory, black box, white box, and acceptance testing...getting usable feedback...tracking issues...choosing and creating tools...testing “Docs & Mocks,” interfaces, classes, modules, libraries, binaries, services, and infrastructure...reviewing code and refactoring...using test

hooks, presubmit scripts, queues, continuous builds, and more. With these techniques, you can transform testing from a bottleneck into an accelerator—and make your whole organization more productive!

This book discusses and assesses the latest trends in the interactive mobile field, and presents the outcomes of the 12th International Conference on Interactive Mobile Communication Technologies and Learning (IMCL2018), which was held in Hamilton, Canada on October 11 and 12, 2018. Today, interactive mobile technologies are at the core of many – if not all – fields of society. Not only does the younger generation of students expect a mobile working and learning environment, but also the new ideas, technologies and solutions coming out practically every day are further strengthening this trend. Since its inception in 2006, the conference has been devoted to highlighting new approaches in interactive mobile technologies with a focus on learning. The IMCL conferences have since established themselves as a valuable forum for exchanging and discussing new research results and relevant trends, as well as practical experience and best-practice examples. This book contains papers in the fields of: Interactive Collaborative Mobile Learning Environments Mobile Health Care Training Game-based Learning Design of Internet of Things (IoT) Devices and Applications Assessment and Quality in Mobile Learning. Its potential readership includes policymakers, educators and researchers in pedagogy and learning theory, schoolteachers, the learning industry, further education lecturers, etc. This book is composed of a selection of articles from The 2021 World Conference on Information Systems and Technologies (WorldCIST'21), held online between 30 and 31 of March and 1 and 2 of April 2021 at Hangra de Heroismo, Terceira Island, Azores, Portugal. WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges of modern information systems and technologies research, together with their technological development and applications. The main topics covered are: A) Information and Knowledge Management; B) Organizational Models and Information Systems; C) Software and Systems Modeling; D) Software Systems, Architectures, Applications and Tools; E) Multimedia Systems and Applications; F) Computer Networks, Mobility and Pervasive Systems; G) Intelligent and Decision Support Systems; H) Big Data Analytics and Applications; I) Human-computer Interaction; J) Ethics, Computers & Security; K) Health Informatics; L) Information Technologies in Education; M) Information Technologies in Radiocommunications; N) Technologies for Biomedical Applications.

Master powerful new approaches to web architecture, design, and user experience This book presents a pragmatic, problem-driven, user-focused approach to planning, designing, and building dynamic web solutions. You'll learn how to gain maximum value from Domain-Driven Design (DDD), define optimal supporting architecture, and succeed with modern UX-first design approaches. The author guides you through choosing and implementing specific technologies and addresses key user-experience topics, including mobile-friendly and responsive design. You'll learn how to gain more value from existing Microsoft technologies such as ASP.NET MVC and SignalR by using them alongside other technologies such as Bootstrap, AJAX, JSON, and JQuery. By



using these techniques and understanding the new ASP.NET Core 1.0, you can quickly build advanced web solutions that solve today's problems and deliver an outstanding user experience. Microsoft MVP Dino Esposito shows you how to: Plan websites and web apps to mirror real-world social and business processes Use DDD to dissect and master the complexity of business domains Use UX-Driven Design to reduce costs and give customers what they want Realistically compare server-side and client-side web paradigms Get started with the new ASP.NET Core 1.0 Simplify modern visual webpage construction with Bootstrap Master practical, efficient techniques for running ASP.NET MVC projects Consider new options for implementing persistence and working with data models Understand Responsive Web Design's pros, cons, and tradeoffs Build truly mobile-friendly, mobile-optimized websites About This Book For experienced developers and solution architects who want to plan and develop web solutions more effectively Assumes basic familiarity with the Microsoft web development stack

HTML, JavaScript and jQuery 24-Hour Trainer shows programmers how to build real-world HTML and HTML5 apps---both web-based and mobile--in combination with JavaScript, jQuery, and CSS/CSS3. This book consists of a series of hands-on lessons that teach progressively more advanced skills; each lesson is supported by a video-based lesson that demonstrates how to execute each lesson. You will learn: Fundamentals of both HTML and HTML5 Multimedia capabilities of HTML5 and lessons on CSS3 How to store data offline, use background processes and files, and other important APIs. How to build web-applications for desktops and laptops and adapting them to mobile phones and tablets This comprehensive guide consists of exercises and screencasts that walk you step-by-step through the process of building web-applications, and provide you with the opportunity to experiment and extend the examples to create working web-applications that perform useful function giving you the tools to independently develop interesting HTML5 based web and mobile applications and gain a solid understanding of fundamental technologies.

Master C# Programming with a unique Hands-On Project (Updated for VS Community 2017) Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the C# language fast? This book is for you. You no longer have to waste your time and money learning C# from boring books that are 600 pages long, expensive online courses or complicated C# tutorials that just leave you more confused. What this book offers... C# for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the C# language even if you have never coded before. Carefully Chosen C# Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics Topics are carefully selected to give you a broad exposure to C#, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. Learn The C# Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn C# in just one day and start coding immediately. How is this book different... The best way to learn C# is by doing. At the end of the book, you'll be guided through a

unique project that requires the application of all the concepts taught previously. Working through the project will not only help you see how it all ties together, it'll also give you an immense sense of achievement and the exhilaration of turning lines of code into a finished product that you can be proud of! Are you ready to dip your toes into the exciting world of C# coding? This book is for you. Click the "Add to Cart" button to buy it now. What you'll learn: Introduction to C#- What is C#? - How to install and run Visual Studio Community 2015? Data types and Operators - What are the common data types in C#? - What are arrays and lists? - How to format C# strings - What is a value type vs reference type? - What are the common C# operators? Object Oriented Programming - What is object oriented programming? - How to write your own classes - What are fields, properties, methods and constructors? - What is encapsulation, inheritance and polymorphism? - What is an abstract class and interface? - What is an enum and struct? Controlling the Flow of a Program- What are condition statements? - How to use control flow statements in C# - What are jump statements? - How to handle errors and exceptions and Others...- How to accept user inputs and display outputs - How to use LINQ to save yourself from hours of work - How to work with external files ...and so much more.... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the BUY button at the top of this page now to start learning C#. Learn it fast and learn it well.

This book constitutes the refereed proceedings of the 8th International Conference on Games and Learning Alliance, GALA 2019, held in Athens, Greece, in November 2019. The 38 regular papers presented together with 19 poster papers were carefully reviewed and selected from 76 submissions. The papers cover the following topics: serious game design and pedagogical foundations; AI and technology for SG; gamification; applications and case studies; and posters. The chapter "Cyber Chronix, Participatory Research Approach to Develop and Evaluate a Storytelling Game on Personal Data Protection Rights and Privacy Risks" is available open access under a CC BY 4.0 license at [link.springer.com](http://link.springer.com).

This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program.

In Data Sketches, Nadieh Bremer and Shirley Wu document the deeply creative process behind 24 unique data visualization projects, and they combine this with powerful technical insights which reveal the mindset behind coding creatively. Exploring 12 different themes – from the Olympics to Presidents & Royals and from Movies to Myths & Legends – each pair of visualizations explores different technologies and forms, blurring the boundary between visualization as an exploratory tool and an artform in its own right. This beautiful book provides an intimate, behind-the-scenes account of all 24 projects and shares the authors' personal notes and drafts every step of the way. The book features: Detailed information on data gathering, sketching, and coding data visualizations for the web, with screenshots of works-in-progress and reproductions from the authors' notebooks Never-before-published technical write-ups, with beginner-friendly explanations of core data visualization concepts Practical lessons based on

the data and design challenges overcome during each project Full-color pages, showcasing all 24 final data visualizations This book is perfect for anyone interested or working in data visualization and information design, and especially those who want to take their work to the next level and are inspired by unique and compelling data-driven storytelling.

HTML5 Games shows you how to combine HTML5, CSS3 and JavaScript to make games for the web and mobiles - games that were previously only possible with plugin technologies like Flash. Using the latest open web technologies, you are guided through the process of creating a game from scratch using Canvas, HTML5 Audio, WebGL and WebSockets. Inside, Jacob Seidelin shows you how features available in HTML5 can be used to create games. First, you will build a framework on which you will create your HTML5 game. Then each chapter covers a new aspect of the game including user input, sound, multiplayer functionality, 2D and 3D graphics and more. By the end of the book, you will have created a fully functional game that can be played in any compatible browser, or on any mobile device that supports HTML5. Topics include: Dealing with backwards compatibility Generating level data Making iOS and Android web apps Taking your game offline Using Web Workers Persistent Game Data Drawing with Canvas Capturing player input Creating 3D graphics with WebGL Textures and lighting Sound with HTML5 Audio And more...

If you want to learn how to build efficient user interfaces with React, this is your book. Authors Alex Banks and Eve Porcello show you how to create UIs with this small JavaScript library that can deftly display data changes on large-scale, data-driven websites without page reloads. Along the way, you'll learn how to work with functional programming and the latest ECMAScript features. Developed by Facebook, and used by companies including Netflix, Walmart, and The New York Times for large parts of their web interfaces, React is quickly growing in use. By learning how to build React components with this hands-on guide, you'll fully understand how useful React can be in your organization. Learn key functional programming concepts with JavaScript Peek under the hood to understand how React runs in the browser Create application presentation layers by mounting and composing React components Use component trees to manage data and reduce the time you spend debugging applications Explore React's component lifecycle and use it to load data and improve UI performance Use a routing solution for browser history, bookmarks, and other features of single-page applications Learn how to structure React applications with servers in mind

This book is primarily intended for beginners who wants to learn various aspects of software engineering and building web applications using Java programming language. There are many good books available in the market which independently teach Java, Web Servers, MVC based Frameworks, JSP, PL/SQL, AJAX, JavaScript, CSS, HTML5, UML, SDLC etc. This book covers all of these things plus other aspects together while building an actual web application from inception till completion. This book takes a sample web application and builds it from scratch. Each aspect is explained at micro level with real time examples along with the UML diagrams and code. The fundamental concepts of software engineering and programming web applications are covered with high importance. The objective of this book is to teach building modern day business web applications using java and other related technologies. This book teaches everything

in details and in simpler way about building web applications with medium to high level of complexity. This book also covers various software engineering concepts that are required for building software solutions. The book takes you through each and every step of building a web application from scratch. The objective is to teach the reader every single aspect of software engineering required for building web applications from inception till deployment and support. In order to achieve the objective, a real life business requirement is taken and the sample project is built step by step from requirements gathering till deployment and support. The book includes building a light weight MVC based Java framework and building the sample web application using it. During the course architecture, SDLC, UML, security, ajax, various patterns, best practices and other related topics are explained. The best way to learn anything is to get the hands dirty. When a developer starts building any software solution, he/she gets lots of doubts and questions while actually doing it. When the reader architects, designs and does the coding hands on, the reader learns every aspect practically. When the reader builds the working application step by step, the confidence of the reader as a developer is boosted. 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! Learn how to build interactive, data-driven websites—even if you don't have any previous programming experience. If you know how to build static sites with HTML, this popular guide will help you tackle dynamic web programming. You'll get a thorough grounding in today's core open source technologies: PHP, MySQL, JavaScript, and CSS. Explore each technology separately, learn how to combine them, and pick up valuable web programming concepts along the way,



including objects, XHTML, cookies, and session management. This book provides review questions in each chapter to help you apply what you've learned. Learn PHP essentials and the basics of object-oriented programming Master MySQL, from database structure to complex queries Create web pages with PHP and MySQL by integrating forms and other HTML features Learn JavaScript fundamentals, from functions and event handling to accessing the Document Object Model Pick up CSS basics for formatting and styling your web pages Turn your website into a highly dynamic environment with Ajax calls Upload and manipulate files and images, validate user input, and secure your applications Explore a working example that brings all of the ingredients together

This is a hands-on book which introduces you to agile JavaScript web and mobile software development using the latest cutting-edge front-end and back-end technologies including: Node.js, MongoDB, Backbone.js, Parse.com, Heroku and Windows Azure. Practical examples include building multiple versions of the Chat app:•jQuery + Parse.com JS REST API•Backbone and Parse.com JS SDK•Backbone and Node.js•Backbone and Node.js + MongoDB The Chat application has all the foundation of a typical web/mobile application: fetching data, displaying it, submitting new data. Other examples in the book are as follows:•jQuery + Twitter RESP API “Tweet Analyzer”•Parse.com “Save John”•MongoDB “Print Collections”•Backbone.js “Apple Database”•Monk + Express.js “REST API Server” This book will save you many hours by providing a hand-picked and tested collection of quick start guides. RPJS has practical examples that allow to spend less time learning and more time building your own applications. Prototype fast and ship code that matters! What You will Learn: You should expect a basic understanding from a collection of quick start guides, tutorials and suggestions for the development apps discussed in this book. In addition to coding examples, the book covers virtually all setup and deployment step-by-step. You'll learn from the examples of Chat web/mobile applications starting with front-end components and by the end we'll put front-end and back-end together and deploy to the production environment. Who This Book is For: The typical programmer who wants to learn more about effective JavaScript coding. A Software Engineer Learns HTML5 , Javascript & JQueryCreateSpace

An indispensable introductory guide to creating web pages using the most up-to-date standards This beginner guide shows you how to use XHTML, CSS, and JavaScript to create compelling Web sites. While learning these technologies, you will discover coding practices such as writing code that works on multiple browsers including mobile devices, how to use AJAX frameworks to add interactivity to your pages, and how to ensure your pages meet accessible requirements. Packed with real-world examples, the book not only teaches you how to write Web sites using XHTML, CSS and JavaScript, but it also teaches you design principles that help you create attractive web sites and practical advice on how to make web pages more usable. In addition, special checklists and appendices review key topics and provide helpful



references that re-enforce the basics you've learned. Serves as an ideal beginners guide to writing web pages using XHTML Explains how to use CSS to make pages more appealing and add interactivity to pages using JavaScript and AJAX frameworks Share advice on design principles and how to make pages more attractive and offers practical help with usability and accessibility Features checklists and appendices that review key topics This introductory guide is essential reading for getting started with using XHTML, CSS and JavaScript to create exciting and compelling Web sites. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Beginning Responsive Web Design with HTML5 and CSS3 is your step-by-step guide to learning how to embrace responsive design for all devices. You will learn how to develop your existing HTML, CSS, and JavaScript skills to make your sites work for the modern world. Web sites and apps are now accessed on a wide range of devices with varied sizes and dimensions, so ensuring your users have the best experience now means thinking responsive. In Beginning Responsive Web Design with HTML5 and CSS3 you will learn about all aspects of responsive development. You'll start with media queries, and fluid CSS3 layouts. You'll see how to use responsive frameworks such as Twitter Bootstrap, and how to use tools such as Grunt, Bower, Sass, and LESS to help save you time. You'll also learn how to use JavaScript to manage responsive states, manage your user's journey across screen sizes, and optimize your responsive site. By the end of the book you will be able to build new sites responsively, and update existing sites to be responsive. Every aspect of a responsive build will be covered. This book is perfect for developers who are looking to move into the future of responsive sites. Whether you have already dipped your toes into responsive development or are just getting started, Beginning Responsive Web Design with HTML5 and CSS3 will teach you the very best techniques to optimize your site and your user's experience.

The Web Almanac is an annual research project by the web development community to better understand how the web is built and experienced. Industry experts and a team of peer reviewers and data analysts research the state of the web, one chapter at a time, focused in areas of web page composition, user experience, content publishing, and content delivery. The result is a richly detailed report brimming with insightful analysis written by subject matter experts built on a solid foundation of statistics aggregated over millions of top websites.

What people are saying about Building iPhone Apps w/ HTML, CSS, and JavaScript "The future of mobile development is clearly web technologies like CSS, HTML and JavaScript. Jonathan Stark shows you how to leverage your existing web development skills to build native iPhone applications using these technologies." --John Allsopp, author and founder of Web Directions "Jonathan's book is the most comprehensive documentation available for developing web applications for mobile Safari. Not just great tech coverage, this book is an easy read of purely fascinating mobile tidbits in a fun

colloquial style. Must have for all PhoneGap developers." -- Brian LeRoux, Nitobi Software It's a fact: if you know HTML, CSS, and JavaScript, you already have the tools you need to develop your own iPhone apps. With this book, you'll learn how to use these open source web technologies to design and build apps for the iPhone and iPod Touch on the platform of your choice-without using Objective-C or Cocoa. Device-agnostic mobile apps are the wave of the future, and this book shows you how to create one product for several platforms. You'll find guidelines for converting your product into a native iPhone app using the free PhoneGap framework. And you'll learn why releasing your product as a web app first helps you find, fix, and test bugs much faster than if you went straight to the App Store with a product built with Apple's tools. Build iPhone apps with tools you already know how to use Learn how to make an existing website look and behave like an iPhone app Add native-looking animations to your web app using jQTouch Take advantage of client-side data storage with apps that run even when the iPhone is offline Hook into advanced iPhone features -- including the accelerometer, geolocation, and vibration -- with JavaScript Submit your applications to the App Store with Xcode This book received valuable community input through O'Reilly's Open Feedback Publishing System (OFPS).

Write your first code in Java using simple, step-by-step examples that model real-world objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

Summary Introducing Data Science teaches you how to accomplish the fundamental tasks that occupy data scientists. Using the Python language and common Python libraries, you'll experience firsthand the challenges of dealing with data at scale and gain a

solid foundation in data science. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Many companies need developers with data science skills to work on projects ranging from social media marketing to machine learning. Discovering what you need to learn to begin a career as a data scientist can seem bewildering. This book is designed to help you get started. About the Book Introducing Data Science Introducing Data Science explains vital data science concepts and teaches you how to accomplish the fundamental tasks that occupy data scientists. You'll explore data visualization, graph databases, the use of NoSQL, and the data science process. You'll use the Python language and common Python libraries as you experience firsthand the challenges of dealing with data at scale. Discover how Python allows you to gain insights from data sets so big that they need to be stored on multiple machines, or from data moving so quickly that no single machine can handle it. This book gives you hands-on experience with the most popular Python data science libraries, Scikit-learn and StatsModels. After reading this book, you'll have the solid foundation you need to start a career in data science. What's Inside Handling large data Introduction to machine learning Using Python to work with data Writing data science algorithms About the Reader This book assumes you're comfortable reading code in Python or a similar language, such as C, Ruby, or JavaScript. No prior experience with data science is required. About the Authors Davy Cielen, Arno D. B. Meysman, and Mohamed Ali are the founders and managing partners of Optimately and Maiton, where they focus on developing data science projects and solutions in various sectors. Table of Contents Data science in a big data world The data science process Machine learning Handling large data on a single computer First steps in big data Join the NoSQL movement The rise of graph databases Text mining and text analytics Data visualization to the end user

Provides poker strategies for every phase of tournament play, covering the early phase where the stakes are small to later tactics such as bluffing, flops, scare cards, playing shorthanded, loose games, and endgame play.

Ihr Crashkurs in moderner Webprogrammierung Sie haben Programmiergrundwissen und suchen einen Quereinstieg in HTML5, JavaScript und jQuery? Mit dieser konzentrierten Einführung lernen Sie zügig und praxisnah, was Sie zur Entwicklung moderner Webanwendungen wissen müssen. Geschrieben von einem Entwickler für Entwickler, vermittelt dieses Buch die relevanten Konzepte und ihre Anwendung direkt anhand eines Beispielprojekts, ganz ohne theoretischen Ballast. Autor Dane Cameron macht Sie zunächst mit den Elementen und Konzepten von HTML5, JavaScript und jQuery vertraut. Kapitel für Kapitel bauen Sie die Beispielanwendung als Single Page Webanwendung (SPA) auf und implementieren dabei alle benötigten Features. Sie lernen unter anderem, mit jQuery das DOM zu bearbeiten, eigene Plugins zu schreiben, client-seitig Daten zu speichern oder Ihre Webanwendung auch offline nutzbar und mit Web Worker "multithread-fähig" zu machen.

This book constitutes the refereed proceedings of the 20th International Conference on Product-Focused Software Process Improvement, PROFES 2019, held in Barcelona, Spain, in November 2019. The 24 revised full papers 4 industry papers, and 11 short papers presented were carefully reviewed and selected from 104 submissions. The papers cover a broad range of topics related to professional software development and process improvement driven by product and service quality needs. They are

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organized in topical sections on testing, software development, technical debt, estimations, continuous delivery, agile, project management, microservices, and continuous experimentation. This book also includes papers from the co-located events: 10 project papers, 8 workshop papers, and 4 tutorial summaries.

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