

## Demo Jstree

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.

The book will be a step-by-step guide showing the readers how to build a complete web app with AngularJS. JavaScript developers who want to learn AngularJS for developing web apps. Knowledge of JavaScript and HTML is expected. No knowledge of AngularJS is required.

This book contains the selected peer-reviewed and revised papers from the 24th International Symposium on Implementation and Application of Functional Languages, IFL 2012, held in Oxford, UK, in August/September 2012. The 14 papers included in this volume were carefully reviewed and selected from 28 revised submissions received from originally 37 presentations at the conference. The papers relate to the implementation and application of functional languages and function-based programming.

Master the art of advanced VoIP and WebRTC communication with the most dynamic application server, FreeSWITCH About This Book Forget the hassle - make FreeSWITCH work for you Discover how FreeSWITCH integrates with a range of tools and APIs From high availability to IVR development use this book to become more confident with this useful communication software Who This Book Is For SysAdmins, VoIP engineers – whoever you are, whatever you're trying to do, this book will help you get more from FreeSWITCH. What You Will Learn Get to grips with the core concepts of FreeSWITCH Learn FreeSWITCH high availability Work with SIP profiles, gateways, ITSPs, and Codecs optimization Implement effective security on your projects Master audio manipulation and recording Discover how FreeSWITCH works alongside WebRTC Build your own complex IVR and PBX applications Connect directly to PSTN/TDM Create your own FreeSWITCH module Trace SIP packets with the help of best open source tools Implement Homer Sipcapture to troubleshoot and debug all your platform traffic In Detail FreeSWITCH is one of the best tools around if you're looking for a modern method of managing communication protocols through a range of different media. From real-time browser communication with the WebRTC API to implementing VoIP (voice over internet protocol), with FreeSWITCH you're in full control of your projects. This book shows you how to unlock its full potential – more than just a tutorial, it's packed with plenty of tips and tricks to make it work for you. Written by members of the team who actually helped build FreeSWITCH, it will guide you through some of the newest features of version 1.6 including video transcoding and conferencing. Find out how FreeSWITCH interacts with other tools and APIs, learn how to tackle common (and not so common) challenges ranging from high availability to IVR development and programming advanced PBXs. Great communication functionality begins with FreeSWITCH – find out how and get your project up and running today. Style and approach Find out how it works, then put your knowledge into practice - that's how this advanced FreeSWITCH guide has been designed to help you learn. You'll soon master FreeSWITCH and be confident using it in your projects.

This book constitutes the refereed proceedings of the 4th International Symposium on Languages, Applications and Technologies, SLATE 2015, held in Madrid, Spain, in June 2015. The 17 revised full papers presented were carefully reviewed and selected from 57 submissions. The papers are organized in topical sections on human-human languages; human-computer languages; computer-computer languages.

Praise for the Second Edition "All statistics students and teachers will find in this book a friendly and intelligent guide to . . . applied statistics in practice." —Journal of Applied Statistics ". . . a very engaging and valuable book for all who use statistics in any setting." —CHOICE ". . . a concise guide to the basics of statistics, replete with examples . . . a valuable reference for more advanced statisticians as well." —MAA Reviews Now in its Third Edition, the highly readable Common Errors in Statistics (and How to Avoid Them) continues to serve as a thorough and straightforward discussion of basic statistical methods, presentations, approaches, and modeling techniques. Further enriched with new examples and counterexamples from the latest research as well as added coverage of relevant topics, this new edition of the benchmark book addresses popular mistakes often made in data collection and provides an indispensable guide to accurate statistical analysis and reporting. The authors' emphasis on careful practice, combined with a focus on the development of solutions, reveals the true value of statistics when applied correctly in any area of research. The Third Edition has been considerably expanded and revised to include: A new chapter on data quality assessment A new chapter on correlated data An expanded chapter on data analysis covering categorical and ordinal data, continuous measurements, and time-to-event data, including sections on factorial and crossover designs Revamped exercises with a stronger emphasis on solutions An extended chapter on report preparation New sections on factor analysis as well as Poisson and negative binomial regression Providing valuable, up-to-date information in the same user-friendly format as its predecessor, Common Errors in Statistics (and How to Avoid Them), Third Edition is an excellent book for students and professionals in industry, government, medicine, and the social sciences.

Author Scott Murray teaches you the fundamental concepts and methods of D3, a JavaScript library that lets you express data visually in a web browser.

Design and use machine learning models for music generation using Magenta and make them interact with existing music creation tools Key Features Learn how machine learning, deep learning, and reinforcement learning are used in music generation Generate new content by manipulating the source data using Magenta utilities, and train machine learning models with it Explore various Magenta projects such as Magenta Studio, MusicVAE, and NSynth Book Description The importance of machine learning (ML) in art is growing at a rapid pace due to recent advancements in the field, and Magenta is at the forefront of this innovation. With this book, you'll follow a hands-on approach to using ML models for music generation, learning how to integrate them into an existing music production workflow. Complete with practical examples and explanations of the theoretical background required to understand the underlying technologies, this book is the perfect starting point to begin exploring music generation. The book will help you learn how to use the models in Magenta for generating percussion sequences, monophonic and polyphonic melodies in MIDI, and instrument sounds in raw audio. Through practical examples and in-depth explanations, you'll understand ML models such as RNNs,

VAEs, and GANs. Using this knowledge, you'll create and train your own models for advanced music generation use cases, along with preparing new datasets. Finally, you'll get to grips with integrating Magenta with other technologies, such as digital audio workstations (DAWs), and using Magenta.js to distribute music generation apps in the browser. By the end of this book, you'll be well-versed with Magenta and have developed the skills you need to use ML models for music generation in your own style. What you will learn Use RNN models in Magenta to generate MIDI percussion, and monophonic and polyphonic sequences Use WaveNet and GAN models to generate instrument notes in the form of raw audio Employ Variational Autoencoder models like MusicVAE and GrooVAE to sample, interpolate, and humanize existing sequences Prepare and create your dataset on specific styles and instruments Train your network on your personal datasets and fix problems when training networks Apply MIDI to synchronize Magenta with existing music production tools like DAWs Who this book is for This book is for technically inclined artists and musically inclined computer scientists. Readers who want to get hands-on with building generative music applications that use deep learning will also find this book useful. Although prior musical or technical competence is not required, basic knowledge of the Python programming language is assumed.

No matter how much experience you have with JavaScript, odds are you don't fully understand the language. As part of the "You Don't Know JS" series, this compact guide focuses on new features available in ECMAScript 6 (ES6), the latest version of the standard upon which JavaScript is built. Like other books in this series, You Don't Know JS: ES6 & Beyond dives into trickier parts of the language that many JavaScript programmers either avoid or know nothing about. Armed with this knowledge, you can achieve true JavaScript mastery. With this book, you will: Learn new ES6 syntax that eases the pain points of common programming idioms Organize code with iterators, generators, modules, and classes Express async flow control with Promises combined with generators Use collections to work more efficiently with data in structured ways Leverage new API helpers, including Array, Object, Math, Number, and String Extend your program's capabilities through meta programming Preview features likely coming to JS beyond ES6 Create scalable, reusable high-quality JavaScript applications and libraries

Summary Functional Programming in JavaScript teaches JavaScript developers functional techniques that will improve extensibility, modularity, reusability, testability, and performance. Through concrete examples and jargon-free explanations, this book teaches you how to apply functional programming to real-life development tasks Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In complex web applications, the low-level details of your JavaScript code can obscure the workings of the system as a whole. As a coding style, functional programming (FP) promotes loosely coupled relationships among the components of your application, making the big picture easier to design, communicate, and maintain. About the Book Functional Programming in JavaScript teaches you techniques to improve your web applications - their extensibility, modularity, reusability, and testability, as well as their performance. This easy-to-read book uses concrete examples and clear explanations to show you how to use functional programming in real life. If you're new to functional programming, you'll appreciate this guide's many insightful comparisons to imperative or object-oriented programming that help you understand functional design. By the end, you'll think about application design in a fresh new way, and you may even grow to appreciate monads! What's Inside High-value FP techniques for real-world uses Using FP where it makes the most sense Separating the logic of your system from implementation details FP-style error handling, testing, and debugging All code samples use JavaScript ES6 (ES 2015) About the Reader Written for developers with a solid grasp of JavaScript fundamentals and web application design. About the Author Luis Atencio is a software engineer and architect building enterprise applications in Java, PHP, and JavaScript. Table of Contents PART 1 THINK FUNCTIONALLY Becoming functional Higher-order JavaScript PART 2 GET FUNCTIONAL Few data structures, many operations Toward modular, reusable code Design patterns against complexity PART 3 ENHANCING YOUR FUNCTIONAL SKILLS Bulletproofing your code Functional optimizations Managing asynchronous events and data

This book constitutes the proceedings of the 12th International Conference on Data Integration in the Life Sciences, DILS 2017, held in Luxembourg, in November 2017. The 5 full papers and 5 short papers presented in this volume were carefully reviewed and selected from 16 submissions. They cover topics such as: life science data modelling; analysing, indexing, and querying life sciences datasets; annotating, matching, and sharing life sciences datasets; privacy and provenance of life sciences datasets.

This book constitutes the refereed proceedings of the 13th Portuguese Conference on Artificial Intelligence, EPIA 2007, held in Guimarães, Portugal, in December 2007 as eleven integrated workshops. The 58 revised full papers presented were carefully reviewed and selected from a total of 210 submissions. In accordance with the eleven constituting workshops, the papers are organized in topical sections on a broad range of subjects.

The Java Virtual Machine Specification is the heart of Java's portability--its ability to run applets in various environments and under different operating systems.

Create high-performance, visually stunning 3D applications for the Web, using HTML5 and related technologies such as CSS3 and WebGL—the emerging web graphics standard. With this book, you'll learn how to use the tools, frameworks, and libraries for building 3D models and animations, mind-blowing visual effects, and advanced user interaction in both desktop and mobile browsers. In two parts—Foundations and Application Development Techniques—author Tony Parisi provides a thorough grounding in theory and practice for designing everything from a simple 3D product viewer to immersive games and interactive training systems. Ideal for developers with Javascript and HTML experience.

Explore HTML5 APIs and related technologies for creating 3D web graphics, including WebGL, Canvas, and CSS Work with the popular JavaScript 3D rendering and animation libraries Three.js and Tween.js Delve into the 3D content creation pipeline, and the modeling and animation tools for creating killer 3D content Look into several game engines and frameworks for building 3D applications, including the author's Vizi framework Create 3D environments with multiple objects and complex interaction, using examples and



supporting code Examine the issues involved in building WebGL-based 3D applications for mobile browsers

To get the most out of modern JavaScript, you need learn the latest features of its parent specification, ECMAScript 6 (ES6). This book provides a highly practical look at ES6, without getting lost in the specification or its implementation details. Armed with practical examples, author Nicolas Bevacqua shows you new ways to deal with asynchronous flow control, declare objects or functions, and create proxies or unique sets, among many other features. The first title in Bevacqua's Modular JavaScript series, Practical Modern JavaScript prepares JavaScript and Node.js developers for applied lessons in modular design, testing, and deployment in subsequent books. This book explains: How JavaScript and its standards development process have evolved Essential ES6 changes, including arrow functions, destructuring, let and const Class syntax for declaring object prototypes, and the new Symbol primitive How to handle flow control with Promises, iterators, generators, and async functions ES6 collection built-in types for creating object maps and unique sets How and when to use the new Proxy and Reflect built-ins Changes to Array, Math, numbers, strings, Unicode, and regular expressions, and other improvements since ES5

The Comprehensive Book on Express.js The in-depth, detailed, hand-on manual on Express.js, the most popular Node.js framework. Will get you up and running fast and save you time. Understand the concepts, learn the best practices. Become an Express.js expert today. Express.js API reference, quick start guides, 20+ meticulously explained examples and tutorials -- over 270 pages with more than 60 illustrations. Quick Start The Interface Tips and Tricks Tutorials and Examples Why Express.js is the most popular Node.js web framework yet. As of this writing (September of 2013), there are no books that are solely dedicated to it. Its official website has bits of insights for advanced Node.js programmers. However, I found that many people -- including those who go through HackReactor7 program and come to my Node.js classes at General Assembly and pariSOMA -- are interested in a comprehensive resource. The one that would cover all the different components of Express.js work together in a real production-like application. The goal of Express.js Guide is to become such resource. What This Book is Express.js Guide is a concise book on one particular library. This book contains Express.js API 3.3.58 description, the best practices on code organization and patterns, real-world examples of web apps. The topics include but not limited to middleware, command-line interface and scaffolding, rendering templates, extracting params from dynamic URLs, parsing payloads and cookies, managing authentication with sessions, error handling and prepping apps for production. For more details and for what exactly the book covers, please refer to the Table of Contents. What This Book is Not This book is not an introduction to Node.js, nor is it a book that covers all aspects of building a modern day web application, e.g., websockets, databases and (of course) front-end development. Keep in mind that readers also won't find in Express.js Guide a resource for learning programming and/or JavaScript fundamentals. You might want to take a look at Rapid Prototyping with JS9 for the introduction to Node.js, MongoDB and front-end development with Backbone.js. In the real-world and especially in Node.js development, due to its modularized philosophy, we seldom use just a single framework. In the book, we have tried to stick only to Express.js and leave everything else out as much as possible, without compromising the usefulness of examples. Therefore, we intentionally left out some important chunks of web developments, for example databases, authentication and testing. Although these elements are present in tutorials and examples, they're not explained in detail. For those materials, you could check books in the Related Reading and Resources section at the end of the book. Who This Book is For This book is for people fluent in programming and front-end JavaScript. In addition, to get the most benefits, readers must be familiar with basic Node.js concepts like process and global, and know core modules, including streams, clusters and buffer type. If you're thinking of starting a Node.js app, or of rewriting an existing one, and your weapon of choice is Express.js -- this guide is for you! It will answer most of your "how" and "why" questions.

DevNet Associate DEVASC 200-901 Official Certification Guide is Cisco's official, comprehensive self-study resource for Cisco's DEVASC 200-901 exam: your pathway to the DevNet Associate Certification demonstrating your knowledge of application development and automation on Cisco platforms. Written by Cisco experts based on Cisco's own internal training, it clearly explains the value of each technique, presents realistic use cases, introduces solution components, illuminates their inner workings, and shows how to execute on what you've learned in practice. Designed for all Cisco DevNet Associate candidates, it covers every DEVASC 200-901 objective concisely and logically, with extensive teaching features designed to promote retention and understanding. You'll find: Pre-chapter quizzes to assess knowledge upfront and focus your study more efficiently Foundation topics sections that explain concepts and configurations, and link theory to practice Key topics sections calling attention to every figure, table, and list you must know Exam Preparation sections with additional chapter review features Final preparation chapter providing tools and a complete final study plan A customizable practice test library This guide offers comprehensive, up-to-date coverage of all DEVASC 200-901 topics related to: Software development and design Understanding and using APIs Cisco platforms and development Application deployment and security Infrastructure and automation Network fundamentals

This book is an easy-to-follow guide that shows the essential parts of Three.js through a set of extensive examples. Through the explanation of these examples, you'll learn everything you need to know about Three.js. If you already know JavaScript and want to quickly learn the essentials of Three.js, this book is for you. No prior knowledge of Three.js, WebGL, 3D modelling, or Maths is required.

Building Forms with Vue.js Patterns for building and scaling complex forms with great UX Packt Publishing Ltd

Summary Web Components are a standardized way to build reusable custom elements for web pages and applications using HTML, CSS, and JavaScript. A Web Component is well-encapsulated, keeping its internal structure separate from other page elements so they don't collide with the rest of your code. In Web Components in Action you'll learn to

design, build, and deploy reusable Web Components from scratch. Foreword by Gray Norton. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The right UI can set your sites and web applications apart from the ordinary. Using the Web Components API, you can build Custom Elements and then add them to your pages with just a simple HTML tag. This standards-based design approach gives you complete control over the style and behavior of your components and makes them radically easier to build, share, and reuse between projects. About the Book Web Components in Action teaches you to build and use Web Components from the ground up. You'll start with simple components and component-based applications, using JavaScript, HTML, and CSS. Then, you'll customize them and apply best design practices to maximize reusability. Through hands-on projects, you'll learn to build production-ready Web Components for any project, including color pickers, advanced applications using 3D models, mixed reality, and machine learning. What's inside Creating reusable Custom Elements without a framework Using the Shadow DOM for ultimate component encapsulation Leveraging newer JS features to organize and reuse code Fallback strategies for using Web Components on older browsers About the Reader Written for web developers experienced with HTML, CSS, and JavaScript. About the Author Ben Farrell is a Senior Experience Developer at Adobe working on the Adobe Design Prototyping Team. Table of Contents PART 1 - FIRST STEPS The framework without a framework Your first Web Component Making your component reusable The component lifecycle Instrumenting a better web app through modules PART 2 - WAYS TO IMPROVE YOUR COMPONENT WORKFLOW Markup Managed Templating your content with HTML The Shadow DOM Shadow CSS Shadow CSS rough edges PART 3 - PUTTING YOUR COMPONENTS TOGETHER A real-world UI component Building and supporting older browsers Component testing Events and application data flow Hiding your complexities

Create, build and deploy universal JavaScript applications using Next.js Key Features Work with the entire tool-chain for developing universal Javascript applications with Next.js A straightforward guide to implementing server-side rendering Use Next.js to build SEO-friendly and super fast websites Book Description Next.js is a powerful addition to the ever-growing and dynamic JavaScript world. Built on top of React, Webpack, and Babel, it is a minimalistic framework for server-rendered universal JavaScript applications. This book will show you the best practices for building sites using Next.js, enabling you to build SEO-friendly and superfast websites. This book will guide you from building a simple single page app to a scalable and reliable client-server infrastructure. You will explore code sharing between client and server, universal modules, and server-side rendering. The book will take you through the core Next.js concepts that everyone is talking about – hot reloading, code splitting, routing, server rendering, transpilation, CSS isolation, and more. You will learn ways of implementing them in order to create your own universal JavaScript application. You will walk through the building and deployment stages of your applications with the JSON API, customizing the configuration, error handling, data fetching, deploying to production, and authentication. What you will learn Explore the benefits of server-side rendering with Next.js Create and link JavaScript modules together by understanding code splitting and bundling Create website pages and wire them together through website navigation Extend your application with additional Webpack loaders and features, as well as custom Babel plugins and presets Use GraphQL and Apollo frameworks with Next.js to fetch data and receive push notifications Design and implement core modules, such as logging and authentication, and then more complex solutions for access control and business rule management Write tests and use online CI tools such as Travis, GitLab, and more Build a Docker-based container for your app and deploy it to online services such as Heroku and Now.sh Who this book is for This book is for JavaScript developers who want to learn how to generate server-rendered applications.

Learn how to build dynamic schema-driven forms with Vue from scratch Key Features Understand the basics of form component composition Scale and integrate your forms with libraries such as Vuex and Vuelidate Convert any form into a self-generated schema-driven app Book Description Almost every web application and site out there handles user input in one way or another, from registration forms and log-in handling to registration and landing pages. Building Forms with Vue.js follows a step-by-step approach to help you create an efficient user interface (UI) and seamless user experience (UX) by building quick and easy-to-use forms. You'll get off to a steady start by setting up the demo project. Next, you'll get to grips with component composition from creating reusable form components through to implementing the custom input components. To further help you develop a convenient user input experience, the book will show you how to enhance custom inputs with v-mask. As you progress, you'll get up to speed with using Vuelidate and Vuex to effectively integrate your forms. You'll learn how to create forms that use global state, reactive instant user input validation and input masking, along with ensuring that they are completely schema-driven and connected to your application's API. Every chapter builds on the concepts learned in the previous chapter, while also allowing you to skip ahead to the topics you're most interested in. By the end of this book, you will have gained the skills you need to transform even the simplest form into a crafted user and developer experience with Vue. What you will learn Learn all about the basics of creating reusable form components with the Vue framework Understand v-model and how it plays a role in form creation Create forms that are completely powered and generated by a schema, either locally or from an API endpoint Understand how Vuelidate allows for easy declarative validation of all your form's inputs with Vue's reactivity system Connect your application with a Vuex-powered global state management Use the v-mask library to enhance your inputs and improve user experience (UX) Who this book is for If you are a developer with basic Vue experience who wants to enhance your forms, then this book is for you. No previous experience with any of the libraries used in the book is required.

With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern



web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

Want to start building great web games with HTML5 and JavaScript? Moving from Flash or other game platforms? Already building HTML5 games and want to get better and faster at it? This guide brings together everything you need: expert guidance, sample projects, and working code! Evan Burchard walks you step-by-step through quickly building 10 popular types of games. Each chapter implements a game within a well-understood genre; introduces a different free, open source, and easy-to-use HTML5 game engine; and is accompanied with full JavaScript source code listings. Each game recipe uses tested and well-proven patterns that address the development challenges unique to that genre, and shows how to use existing tools and engines to build complete substantial game projects in just hours. Need a quick JavaScript primer? Evan Burchard provides that, too! Coverage includes • Mastering an essential HTML5/JavaScript game development toolset: browser, text editor, terminal, JavaScript console, game engine, and more • Accelerating development with external libraries and proven patterns • Managing browser differences between IE, Firefox, and Chrome • Getting up to speed on web development with a QUIZ game built with JavaScript, HTML, CSS, and JQuery • Creating INTERACTIVE FICTION "gamebooks" that leverage new CSS3 features and impress.js • Building PARTY games around the lightweight atom.js engine • Developing PUZZLE games with the easel.js graphics rendering engine • Writing PLATFORMERS with melon.js and its integrated tilemap editor • Coding intense 2-player FIGHTING games for web browsers with game.js • Building a SPACE SHOOTER with the jQuery-based gameQuery game engine • Implementing pseudo-3D techniques like ray casting for an FPS (First Person Shooter) style game • Producing a 16 bit RPG (Role Playing Game) complete with interfaces for dialog, inventories, and turn-based battles with enchant.js • Building an isometric RTS (Real Time Strategy) game that incorporates server components along with node.js, socket.io, and crafty.js • Engaging players with content that encourages exploration Turn to The Web Game Developer's Cookbook for proven, expert answers—and the code you need to implement them. It's all you need to jumpstart any web game project!

jQuery Succinctly was written to express, in short-order, the concepts essential to intermediate and advanced jQuery development. Its purpose is to instill in you, the reader, practices that jQuery developers take as common knowledge. Each chapter contains concepts essential to becoming a seasoned jQuery developer. This book is intended for two types of readers. The first is someone who has read introductory material on jQuery and is looking for the next logical step. The second type of reader is a JavaScript developer, already versed in another library, now trying to quickly learn jQuery. I crafted this book to be used as my own personal reference point for jQuery concepts. This is exactly the type of book I wish every JavaScript library had available.

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Introduces the integrated Java development and deployment environment, offering an object-oriented approach to building Web and database application.

Summary jQuery UI in Action is a practical guide to using and customizing jQuery UI library components to build rich, user-friendly web applications. By working through numerous engaging examples, you'll move quickly from placing a datepicker on the page to building a complete user interface that includes features like a contact form and shopping cart. You'll master jQuery UI's five main interactions—draggable, droppable, resizable, selectable, and sortable—and learn UI techniques that work across all devices. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book You're only one tag away from richer user interfaces — `<script src="jquery-ui.js">`. The jQuery UI library simplifies web UI development by providing robust widgets, interactions, and effects you can use immediately. It includes datepickers, autocompletes, tooltips, and a whole lot more. And, jQuery UI's powerful widget factory makes it a snap to customize existing components to meet your needs. jQuery UI in Action is a practical guide to using and customizing jQuery UI library components. By working through numerous examples, you'll quickly master jQuery UI's twelve widgets and five interactions—draggable, droppable, resizable, selectable, and sortable. The engaging examples illustrate techniques that work across all devices. You'll use the widget factory to create reusable plugins and discover jQuery UI's CSS theming system that allows you to create a custom, cohesive look for your sites and your applications. Written for front-end developers and web designers with a basic understanding of jQuery. What's Inside Create interactions that work on any device Customizable widgets for web and mobile apps Written by a member of the core jQuery UI team Covers jQuery UI 1.11 About the Author A professional web developer, TJ VanToll is a member of the jQuery UI core team. Table of Contents PART 1 MEET JQUERY UI Introducing jQuery UI Enhancing UIs with widgetsPART 2 JQUERY UI CORE Building complex web forms with jQuery UI Enhancing interfaces with layout and utility widgets Adding interaction to your interfaces Creating rich animations with effects Theming and styling applications with jQuery UI PART 3 CUSTOMIZATION AND ADVANCED USAGE Using the widget factory to build stateful plugins Extending widgets with the widget factory Preparing your application for production Building a flight-search application Under the hood of jQuery UI

Summary Ext JS in Action, Second Edition teaches Ext JS from the ground up. You'll start with a quick overview of the framework and then explore the core components by diving into complete examples, engaging illustrations, and crisp, straightforward explanations. You'll feel like you have an expert guide right at your elbow teaching you important Ext techniques and offering insight into its inner workings. Along the way, you'll learn the best practices for building and scaling full-featured web applications, including how to customize and build Ext widgets. Fully revised for Ext JS 4.0. About this Book Ext JS is a mature JavaScript web application framework that provides modern UI widgets and an advanced MVC architecture. It helps you manage tedious boilerplate and minimize hand-coded HTML and browser incompatibilities. Ext JS in Action, Second Edition starts with a quick overview of the framework and then explores the core components by diving into complete examples, engaging illustrations, and clear explanations. You'll feel like you have an expert guide at your elbow as you learn the best practices for building and scaling full-featured web applications. A working knowledge of JavaScript is assumed. No prior experience with Ext JS is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Building professional web apps with Ext JS Stamping out DOM fragments with templates Customizing and building Ext widgets Masterful UI design Fully revised for Ext JS version 4.0 About the Authors Jay Garcia is a well-known member of the Ext JS community and a contributor to the framework. He wrote Sencha Touch in Action. Grgur Grisogono founded SourceDevCon in London, UK and Split, Croatia. Jacob Andresen is a consultant specializing in large scale internet applications. Table of Contents PART 1 INTRODUCTION TO EXT JS 4.0 A framework apart DOM manipulation Components and containers PART 2 EXT JS COMPONENTS Core UI components Exploring layouts Forms in Ext JS The data store The grid panel Taking root with trees Drawing and charting Remote method invocation with Ext Direct Drag-and-drop PART 3 BUILDING AN APPLICATION Class system foundations Building an application

Harness the power of Jakarta EE to build sturdy back ends while applying Vue.js on the front end. The demand for modern, high-performing enterprise web applications is growing swiftly. The basic HTML front end is no longer enough to meet customer demands. This book shows you how to unlock professional full-stack web development using Jakarta EE and Vue.js. First, you will review the fundamental concepts of Vue.js and essential features of Jakarta EE. You'll then see how to build web applications through every stage of the process, taking into consideration requirement analysis, data model design, code design, the UI, and technical designs, all the way through to implementation, testing, production deployment, and monitoring. Towards the end of the book, you will also learn about the key design patterns and best practices that underpin professional full-stack web development. Full-stack development is the way forward on the web, and using JakartaEE and Vue.js is a great place to start. Get up-to-speed using this book today. What You'll Learn Connect an application's frontend and backend with Vue.js and Jakarta EE Build enterprise web applications from start to finish Test, secure and deploy your enterprise web applications Apply common patterns when building full stack applications Understand the current IT architecture situation of a company, and define a roadmap to accomplish the company goals Create decoupled applications using software craftsmanship ideas Who This Book Is For Java/Jakarta EE developers who would like to gain a stronghold on both frontend and backend development. Basic knowledge of Java EE is assumed.

This book is ideal for anyone who already knows JavaScript and would like to get a broad understanding of Three.js quickly, or for those of you who have a basic grasp of using Three.js but want to really make an impact with your 3D visualizations by learning its advanced features. To apply the recipes in this book you don't need to know anything about WebGL; all you need is some general knowledge about JavaScript and HTML.

This second edition of the bestselling Learning XML provides web developers with a concise but grounded understanding of XML (the Extensible Markup Language) and its potential-- not just a whirlwind tour of XML. The author explains the important and relevant XML technologies and their capabilities clearly and succinctly with plenty of real-life projects and useful examples. He outlines the elements of markup--demystifying concepts such as attributes, entities, and namespaces--and provides enough depth and examples to get started. Learning XML is a reliable source for anyone who needs to know XML, but doesn't want to waste time wading through hundreds of web sites or 800 pages of bloated text. For writers producing XML documents, this book clarifies files and the process of creating them with the appropriate structure and format. Designers will learn what parts of XML are most helpful to their team and will get started on creating Document Type Definitions. For programmers, the book makes syntax and structures clear. Learning XML also discusses the stylesheets needed for viewing documents in the next generation of browsers, databases, and other devices. Learning XML illustrates the core XML concepts and language syntax, in addition to important related tools such as the CSS and XSL styling languages and the XLink and XPointer specifications for creating rich link structures. It includes information about three schema languages for validation: W3C Schema, Schematron, and RELAX-NG, which are gaining widespread support from people who need to validate documents but aren't satisfied with DTDs. Also new in this edition is a chapter on XSL-FO, a powerful formatting language for XML. If you need to wade through the acronym soup of XML and start to really use this powerful tool, Learning XML, will give you the roadmap you need.

Presents an introduction to WebGL development and production concepts to create full 3D applications.

If you already have even basic familiarity with HTML, CSS, and JavaScript, you're ready to learn how to build a browser-based game. In Build an HTML5 Game, you'll use your skills to create a truly cross-platform bubble-shooter game—playable in both desktop and mobile browsers. As you follow along with this in-depth, hands-on tutorial, you'll learn how to: Send sprites zooming around the screen with JavaScript animations Make things explode with a jQuery plug-in Use hitboxes and geometry to detect collisions Implement game logic to display levels and respond to player input Convey changes in game state with animation and sound Add flair to a game interface with CSS transitions and transformations Gain pixel-level control over your game display with the HTML canvas The programming starts right away in Chapter 1—no hemming and hawing, history, or throat clearing. Exercises at the end of each chapter challenge you to dig in to the bubble shooter's code and modify the game. Go ahead. Take the plunge. Learn to create a complete HTML5 game right now and then use your newfound skills to build your own mega-popular, addictive game.

A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-oriented software.

Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography. Annotation copyright by Book News, Inc., Portland, OR

Several client-side storage options are available to web applications, but one area that's been lacking until now is file I/O—the ability to organize binary data into a true hierarchy of folders. That has changed with the advent of HTML5. With this book, you'll learn how to provide your applications with a file system that enables them to create, read, and write files and folders in a sandboxed section of the user's local filesystem. Author Eric Bidelman, a Senior Developer Programs Engineer on the Google Chrome team, provides several techniques and complete code examples for working with the HTML5 Filesystem API. Learn common operations for working with files and directories Become familiar with HTML5's storage use cases and security considerations Understand the storage options available, including temporary, persistent, and unlimited Write text or append data to an existing user file Import files into your application by accessing a user's hard drive Get techniques for using a file with filesystem, blob, or data URLs Use the synchronous version of the HTML5 Filesystem API within a Web Worker context

Build sophisticated web applications by mastering the art of Object-Oriented Javascript About This Book Learn popular Object-Oriented programming (OOP) principles and design patterns to build robust apps Implement Object-Oriented concepts in a wide range of frontend architectures Capture objects from real-world elements and create object-oriented code that represents them Learn the latest ES6 features and how to test and debug issues with JavaScript code using various modern mechanisms Who This Book Is For JavaScript developers looking to enhance their web developments skills by learning object-oriented programming. What You Will Learn Get acquainted with the basics of JavaScript language constructs along with object-oriented programming and its application. Learn to build scalable server application in JavaScript using Node.js Generate instances in three programming languages: Python, JavaScript, and C# Work with a combination of access modifiers, prefixes, properties, fields, attributes, and local variables to encapsulate and hide data Master DOM manipulation, cross-browser strategies, and ES6 Identify and apply the most common design patterns such as Singleton, Factory, Observer, Model-View-Controller, and Mediator Patterns Design applications using a modular architecture based on SOLID principles In Detail JavaScript is the behavior, the third pillar in today's paradigm that looks at web pages as something that consists of : content (HTML), presentation (CSS), and behavior (JavaScript). Using JavaScript, you can create interactive web pages along with desktop widgets, browser, and application extensions, and other pieces of software. Object-oriented programming, which is popularly known as OOP, is basically based on the concept of objects rather than actions. The first module will help you master JavaScript and build futuristic web applications. You will start by getting acquainted with the language constructs and how to organize code easily. You develop concrete understanding of variable scoping, loops, and best practices on using types and data structures, as well as the coding style and recommended code organization patterns in JavaScript. The book will also teach you how to use arrays and objects as data structures. By the end of the book, you will understand how reactive JavaScript is going to be the new paradigm. The second module is an easy-to-follow course, which includes hands-on examples of solutions to common problems with object-oriented code. It will help to identify objects from real-life scenarios, to protect and hide data with the data encapsulation features of Python, JavaScript, and C#. You will discover the advantage of duck typing in both Python and JavaScript, while you work with interfaces and generics in C#. With a fair understanding of interfaces, multiple inheritance, and composition, you will move on to refactor existing code and to organize your source for easy maintenance and extension. The third module takes you through all the in-depth and exciting futures hidden behind the facade. You should read through this course if you want to be able to take your JavaScript skills to a new level of sophistication. Style and approach This course is a comprehensive guide where each chapter consists of best practices, constructive advice, and few easy-to-follow examples that will build up your skills as you advance through the book. Get object oriented with this course, which takes you on a journey to get acquainted with few useful hands-on tools, features, and ways to enhance your productivity using OOP techniques. It will also act as a reference guide with useful examples on resolving problems with object-oriented code in Python, JavaScript, and C#.

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