

# Exploring Es6

Learn ES6 best practices for code optimization and organization and walk through practical, common examples of how to implement complete components of your applications. While this book covers the basic concepts of modern JavaScript, it primarily focuses on the new syntax, data-types, functionalities, and everything else that's new in ES6, the latest standard of JavaScript. You'll examine how to use ES6 in functional programming and explore the new more modular and object-oriented approach to JavaScript. This book will help you sharpen and upgrade your JavaScript language skills so you to easily explore modern ES6 based frameworks or libraries such as ReactJS, ReactNative, Angular4 and Vue.js. ES6 for Humans is a complete guide to writing ES6 and will enable you to start taking advantage of this exciting new version of JavaScript. What You'll Learn Use all the new features added to JavaScript Compare ES5 and ES6 in varied situations Refresh your core JavaScript fundamentals Understand the modular and object-oriented approach to JavaScript Who this Book Is For Any Javascript developer who wants to fully understand and dive into the new features of ES6/ES2015. Developers with some background in programming, preferably in JavaScript. A basic understanding of coding concepts and exposure to object-oriented programming is expected.

Provides information on writing scalable network applications using the JavaScript-based platform.

Take advantage of JavaScript's power to build robust web-scale or enterprise applications that are easy to extend and maintain. By applying the design patterns outlined in this practical book, experienced JavaScript developers will learn how to write flexible and resilient code that's easier—yes,

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easier—to work with as your code base grows. JavaScript may be the most essential web programming language, but in the real world, JavaScript applications often break when you make changes. With this book, author Eric Elliott shows you how to add client- and server-side features to a large JavaScript application without negatively affecting the rest of your code. Examine the anatomy of a large-scale JavaScript application

Build modern web apps with the capabilities of desktop applications

Learn best practices for code organization, modularity, and reuse

Separate your application into different layers of responsibility

Build efficient, self-describing hypermedia APIs with Node.js

Test, integrate, and deploy software updates in rapid cycles

Control resource access with user authentication and authorization

Expand your application's reach through internationalization

Learn all the new ES6 features and be amongst the most prominent JavaScript developers who can write efficient JS programs as per the latest standards!

About This Book-

Learn a powerful approach to writing object-oriented JavaScript code using ES6-

Create and use ES6 modules to learn to write smart, modularized JavaScript code-

The book will take you step-by-step through a wide array of examples, giving you tips on how to make the best use of the latest ES6 features

Who This Book Is For

If you are a JavaScript developer with basic development, and now want to learn about the latest features in order to develop better client-side programs with JavaScript, then this book is for you.

What You Will Learn-

Explore the usage of new syntaxes introduced by ES6-

Use the new prototype-based features introduced by ES6-

Execute ES6 in an old non-supported ES6 environment-

Write asynchronous code using promise to facilitate the writing of better asynchronous code that is easier to read and maintain-

Create and understand the usage of iterators, iterables, and generators-

Get to know object-oriented

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programming and create objects using classes- Build proxies using the ES6 proxy API and understand its uses- Create JavaScript libraries using ES6 modules

In Detail ECMAScript 6 is the new edition to the ECMAScript language, whose specifications are inherited by JavaScript. ES6 gives a vast makeover to JavaScript by adding new syntaxes and APIs to write complex applications and libraries that are easier to debug and maintain. ES6 aims to keep JavaScript accessible for casual developers, even after adding so many new features. This book will provide step-by-step instructions on how to apply ES6 features instead of old JavaScript hacks and methods. The book will start by introducing all the built-in objects of ES6 and how to create ES6 custom Iterators. Next, it will teach you how to write asynchronous code in a synchronous style using ES6. Moving on, the book will teach how to use Reflect API to inspect and manipulate object properties. Next, it teaches how to create proxies, and use it to intercept and customize operations performed on objects. Finally, it explains old modular programming techniques such as IIFE, CommonJS, AMD, and UMD and also compares it with ES6 modules and how ES6 modules can increase the performance of websites when used.

Style and approach This book is a pragmatic guide that takes you through the ES6 APIs and other features in a conversational and easy-to-follow style. Each topic is explained with examples and use cases.

Learn everything you need to know about object-oriented JavaScript with this comprehensive guide. Enter the world of cutting-edge development!

About This Book This book has been updated to cover all the new object-oriented features introduced in ECMAScript 6. It makes object-oriented programming accessible and understandable to web developers. Write better and more maintainable JavaScript code while exploring interactive examples that can be used in

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your own scripts Who This Book Is For This book is ideal for new to intermediate JavaScript developers who want to prepare themselves for web development problems solved by object-oriented JavaScript! What You Will Learn Apply the basics of object-oriented programming in the JavaScript environment Use a JavaScript Console with complete mastery Make your programs cleaner, faster, and compatible with other programs and libraries Get familiar with Iterators and Generators, the new features added in ES6 Find out about ECMAScript 6's Arrow functions, and make them your own Understand objects in Google Chrome developer tools and how to use them Use a mix of prototypal inheritance and copying properties in your workflow Apply reactive programming techniques while coding in JavaScript In Detail JavaScript is an object-oriented programming language that is used for website development. Web pages developed today currently follow a paradigm that has three clearly distinguishable parts: content (HTML), presentation (CSS), and behavior (JavaScript). JavaScript is one important pillar in this paradigm, and is responsible for the running of the web pages. This book will take your JavaScript skills to a new level of sophistication and get you prepared for your journey through professional web development. Updated for ES6, this book covers everything you will need to unleash the power of object-oriented programming in JavaScript while building professional web applications. The book begins with the basics of object-oriented programming in JavaScript and then gradually progresses to cover functions, objects, and prototypes, and how these concepts can be used to make your programs cleaner, more maintainable, faster, and compatible with other programs/libraries. By the end of the book, you will have learned how to incorporate object-oriented programming in your web development workflow to build professional JavaScript applications. Style and

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approach Filled with practical instructions, the book shows you how to implement object-oriented features of JavaScript in the real world. The to-the-point nature of the book will benefit developers who are looking for a fast-paced guide to learn object-oriented JavaScript.

The best modern JavaScript is simple, readable, and predictable. Learn to write modern JavaScript not by memorizing a list of new syntax, but with practical examples of how syntax changes can make code more expressive. Starting from variable declarations that communicate intention clearly, see how modern principles can improve all parts of code. Incorporate ideas with curried functions, array methods, classes, and more to create code that does more with less while yielding fewer bugs. It's time to write JavaScript code that's clean and expressive. Modern JavaScript is simpler and more predictable and readable than ever. Discover how to write better code with clear examples using principles that show how updated syntax can make code better with fewer bugs. Starting from the ground up, learn new syntax (or how to reuse older syntax) to transform code from clunky bug-susceptible scripts to clear and elegant programs that are easy to read and easy to extend. Create a foundation for readable code with simple variable declarations that reduce side effects and subtle bugs. Select collections with clear goals instead of defaulting to objects or arrays. See how to simplify iterations from complex loops to single line array methods. Master techniques for writing flexible and solid code ranging from high-order functions, to reusable classes, to patterns for architecting large applications creating applications that will last while through rounds of refactoring and changing requirements. The best part is there's no need to read this book straight through. Jump around and incorporate new functionality at will. Most importantly, understand not just what the new syntax is, but when and

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how to use it. Start writing better code from the first page.

**What You Need:** For the best experience, have the latest version of Node installed (at least version 7). You can test most examples in the console of Chrome or other modern web browser. If you'd like to run the tests, you'll also need to install the latest version of Node Package Manager (npm). If you have a working knowledge of JavaScript and ECMAScript 6 (ES6), this practical guide will help you tackle modular programming to produce code that's readable, maintainable, and scalable. You'll learn the fundamentals of modular architecture with JavaScript and the benefits of writing self-contained code at every system level, including the client and server. Nicolás Bevacqua, author of *Practical Modern JavaScript*, demonstrates how to scale out JavaScript applications by breaking codebases into smaller modules. By following the design practices in this book, senior developers, technical leaders, and software architects will learn how to create modules that are simple and flexible while keeping internal complexity in check. Learn modular design essentials, including how your application will be consumed and what belongs on the interface Design module internals to keep your code readable and its intent clear Reduce complexity by refactoring code and containing and eliminating state Take advantage of modern JavaScript features to write clear programs and reduce complexity Apply Twelve-Factor App principles to frontend and backend JavaScript application development

Like it or not, JavaScript is everywhere these days—from browser to server to mobile—and now you, too, need to learn the language or dive deeper than you have. This concise book guides you into and through JavaScript, written by a veteran programmer who once found himself in the same position. *Speaking JavaScript* helps you approach the language with four standalone sections. First, a quick-start

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guide teaches you just enough of the language to help you be productive right away. More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth. Complete contents include: JavaScript quick start: Familiar with object-oriented programming? This part helps you learn JavaScript quickly and properly. JavaScript in depth: Learn details of ECMAScript 5, from syntax, variables, functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in. Background: Understand JavaScript's history and its relationship with other programming languages. Tips, tools, and libraries: Survey existing style guides, best practices, advanced techniques, module systems, package managers, build tools, and learning resources.

Provides information on how to write better JavaScript programs, covering such topics as functions, arrays, library and API design, and concurrency.

This is a different book format for game development -- unlike anything you have seen. As I create a generic game in html5 using phaser.js framework, **\*\*you develop your own game\*\*** by simply following and translating my easy concepts into your own game design. **\*\*When you complete this workbook, unlike other game development books, you will have your own game, not a game of the author's.\*\*** For example, if you have never created an online game in html5 and JavaScript, you might like to start with chapters 1 through 3 while a seasoned game developer might like chapters 4, 8, 11 and the

appendix. The workbook's **appendix** is a resource dictionary with all the open-source free assets on the Internet. Each chapter guides you in [my decision/design process](<http://www.stephengose.com>) you see why I am choosing various business and software results -- all of this in well-commented source code so you can get it right away. In summary, you complete your own exciting game in your selected genre using the free open source Phaser JavaScript Gaming Framework and other JavaScript tools following this step-by-step workbook. The power of the Phaser JavaScript Framework is yours.

If you're looking for an alternative to the "P" languages (Perl, PHP, and Python), or want to explore a new paradigm of server-side application development, this Node book is for you. You should have at least a rudimentary understanding of JavaScript and web application development.

Learning React A hands-on guide to building web applications using React and Redux As far as new web frameworks and libraries go, React is quite the runaway success. It not only deals with the most common problems developers face when building complex apps, it throws in a few additional tricks that make building the visuals for such apps much, much easier. What React isn't, though, is beginner-friendly and approachable. Until now. In Learning React , author Kirupa Chinnathambi brings his fresh, clear,

and very personable writing style to help web developers new to React understand its fundamentals and how to use it to build really performant (and awesome) apps. The only book on the market that helps you get your first React app up and running in just minutes, Learning React is chock-full of colorful illustrations to help you visualize difficult concepts and practical step-by-step examples to show you how to apply what you learn.

Build your first React app  
Create components to define parts of your UI  
Combine components into other components to build more complex UIs  
Use JSX to specify visuals without writing full-fledged JavaScript  
Deal with maintaining state  
Work with React's way of styling content  
Make sense of the mysterious component lifecycle  
Build multi-page apps using routing and views  
Optimize your React workflow using tools such as Node, Babel, webpack, and others  
Use Redux to make managing your app data and state easy

Contents at a Glance

- 1 Introducing React
- 2 Building Your First React App
- 3 Components in React
- 4 Styling in React
- 5 Creating Complex Components
- 6 Transferring Properties
- 7 Meet JSX... Again!
- 8 Dealing with State in React
- 9 Going from Data to UI in React
- 10 Events in React
- 11 The Component Lifecycle
- 12 Accessing DOM Elements in React
- 13 Setting Up Your React Dev Environment
- 14 Working with External Data in React
- 15 Building an Awesome Todo List App in React
- 16

Creating a Sliding Menu in React 17 Avoiding Unnecessary Renders in React 18 Creating a Single-Page App in React Using React Router 19 Introduction to Redux 20 Using Redux with React

Get the definitive guide on Gatsby, the JavaScript framework for building blazing fast websites and applications. Used by Nike, Costa Coffee, and other companies worldwide, Gatsby is emerging as one of the key technologies in the Jamstack (JavaScript, APIs, and markup) ecosystem. With this comprehensive guide, you'll learn how to architect, build, and deploy Gatsby sites independently or with CMSs, commerce systems, and other data sources. Author Preston So begins by showing you how to set up a Gatsby site from scratch. From there, you'll learn ways to use Gatsby's declarative rendering and GraphQL API, build complex offline-enabled sites, and continuously deploy Gatsby sites on a variety of platforms, including Gatsby Cloud. Discover how Gatsby integrates with many data sources and plug-ins Set up, configure, and architect Gatsby sites using Gatsby's CLI, React, JSX, and GraphQL with high performance out of the box Build an independent Gatsby site based on Markdown and data- and content-driven Gatsby sites that integrate with CMSs and commerce platforms Deploy Gatsby sites with full CI/CD and test coverage on a variety of platforms, including Netlify, Vercel, and Gatsby Cloud

A definitive guide to creating an intelligent web application with the best of machine learning and JavaScript Key Features Solve complex computational problems in browser with JavaScript Teach your browser how to learn from rules using the power of machine learning Understand discoveries on web interface and API in machine learning Book Description In over 20 years of existence, JavaScript has been pushing beyond the boundaries of web evolution with proven existence on servers, embedded devices, Smart TVs, IoT, Smart Cars, and more. Today, with the added advantage of machine learning research and support for JS libraries, JavaScript makes your browsers smarter than ever with the ability to learn patterns and reproduce them to become a part of innovative products and applications. Hands-on Machine Learning with JavaScript presents various avenues of machine learning in a practical and objective way, and helps implement them using the JavaScript language. Predicting behaviors, analyzing feelings, grouping data, and building neural models are some of the skills you will build from this book. You will learn how to train your machine learning models and work with different kinds of data. During this journey, you will come across use cases such as face detection, spam filtering, recommendation systems, character recognition, and more. Moreover, you will learn how to work with deep neural networks and

guide your applications to gain insights from data. By the end of this book, you'll have gained hands-on knowledge on evaluating and implementing the right model, along with choosing from different JS libraries, such as NaturalNode, brain, harthur, classifier, and many more to design smarter applications. What you will learn

- Get an overview of state-of-the-art machine learning
- Understand the pre-processing of data handling, cleaning, and preparation
- Learn Mining and Pattern Extraction with JavaScript
- Build your own model for classification, clustering, and prediction
- Identify the most appropriate model for each type of problem
- Apply machine learning techniques to real-world applications
- Learn how JavaScript can be a powerful language for machine learning

Who this book is for

This book is for you if you are a JavaScript developer who wants to implement machine learning to make applications smarter, gain insightful information from the data, and enter the field of machine learning without switching to another language. Working knowledge of JavaScript language is expected to get the most out of the book.

Programming Language Explorations is a tour of several modern programming languages in use today. The book teaches fundamental language concepts using a language-by-language approach. As each language is presented, the authors

introduce new concepts as they appear, and revisit familiar ones, comparing their implementation with those from languages seen in prior chapters. The goal is to present and explain common theoretical concepts of language design and usage, illustrated in the context of practical language overviews.

Twelve languages have been carefully chosen to illustrate a wide range of programming styles and paradigms. The book introduces each language with a common trio of example programs, and continues with a brief tour of its basic elements, type system, functional forms, scoping rules, concurrency patterns, and sometimes, metaprogramming facilities. Each language chapter ends with a summary, pointers to open source projects, references to materials for further study, and a collection of exercises, designed as further explorations. Following the twelve featured language chapters, the authors provide a brief tour of over two dozen additional languages, and a summary chapter bringing together many of the questions explored throughout the text. Targeted to both professionals and advanced college undergraduates looking to expand the range of languages and programming patterns they can apply in their work and studies, the book pays attention to modern programming practice, covers cutting-edge languages and patterns, and provides many runnable examples, all of which can be found in an online GitHub repository.

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The exploration style places this book between a tutorial and a reference, with a focus on the concepts and practices underlying programming language design and usage. Instructors looking for material to supplement a programming languages or software engineering course may find the approach unconventional, but hopefully, a lot more fun. Simply ES6 is a great book for people who love JavaScript and everything to do with it. This book contains lessons on ES6 for both novice and advanced JavaScript practitioners, Web-developers, React-Native users, and everyone else who uses JavaScript. No matter where you stand, if you read this book you will learn something that will help you improve your JavaScript skills. This is a great book for you if you are a few months into your web-development training. This book will save you years and years of frustrated lessons. The lessons are well structured, each section begins with a brief introduction, followed by tons of examples to follow and play with; and each chapter ends with a practice project explained in extensive detail, followed by a summary of that chapter to really condense the skills learned. If you love JavaScript then this book is for you! If you want to master JavaScript then this book is for you! The 2nd Edition includes significant updates, 2 new chapters were added for Building CLI programs with ES6, and Introduction to Machine Learning, AI, Data Science, Robotics, TensorFlow,

### Hardware Programming with JavaScript.

Completely revised and updated, this best-selling introduction to programming in JavaScript focuses on writing real applications. JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful, effective code. It has been updated to reflect the current state of JavaScript and web browsers and includes brand-new material on features like class notation, arrow functions, iterators, async functions, template strings, and block scope. A host of new exercises have also been added to test your skills and keep you on track. As with previous editions, Haverbeke continues to teach through extensive examples and immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. You start by learning the basic structure of the JavaScript language as well as control structures, functions, and data structures to help you write basic programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to:

- Understand the essential elements of programming, including syntax, control, and data
- Organize and clarify your code with object-oriented and functional programming techniques
- Script the browser and make basic web applications
- Use the

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DOM effectively to interact with browsers - Harness Node.js to build servers and utilities Isn't it time you became fluent in the language of the Web? \* All source code is available online in an inter-active sandbox, where you can edit the code, run it, and see its output instantly.

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

Sams Teach Yourself HTML, CSS and JavaScript All in One

The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time

Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the

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importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

Mastering advanced JavaScript to build modern next-generation web applications. KEY FEATURES ? A simplified explanation of complex concepts to create powerful and flexible web applications. ? Learn testing JavaScript code, regular expressions, fetching data, and many more with ES6. ? A full-fledged section dedicated to developing an application using JavaScript. DESCRIPTION Decoding JavaScript will take the users on an eventful journey of simplifying and understanding advanced concepts of JavaScript. Since JavaScript is the core programming language for almost every interaction on the web, this book will make it easier for readers to develop modern cutting-edge web applications. The book begins with a quick recap of the fundamental JavaScript (JS) concepts like the syntax of JS, data types, operators, conditionals, looping, functions, arrays, objects, and so on. The readers will also explore the handy Chrome Developers' Tools. This book will also help readers learn and implement important concepts like how to connect to the

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servers, fetching data like images, user information, videos, etc. from the server, and displaying it on the web page.

Besides that, users will learn about impactful concepts like testing JavaScript code, regular expressions, and exploring the popular ES6 and the versions beyond. Most importantly, this book will help you with the best JavaScript practices followed by companies like Google, Facebook, Twitter, etc. to develop a live application right from scratch.

**WHAT YOU WILL LEARN ?** Build dynamic web applications interacting with servers using Vanilla. ? Improve code efficiency by learning advanced concepts of JavaScript. ? Get acquainted with best practices adopted by industry leaders, including Google and Facebook. ? Get access to work with popular libraries like ReactJS, jQuery, Angular, Ember, and Vue.

**WHO THIS BOOK IS FOR** This book is for aspiring web developers and fairly experienced JavaScript developers who want to create modern web and server applications. Prior knowledge of HTML and CSS is essential to begin with this book.

**TABLE OF CONTENTS** 1. Introduction to JavaScript 2. The Developer's Tools 3. Functions 4. Arrays 5. Objects 6. ES6 7. Classes 8. Callbacks and Promises 9. AJAX and Interacting with Servers 10. Developing a Live Application! 11. Storing Data in Browsers 12. Debugging and Error Handling 13. Testing and Test Frameworks 14. Regular Expressions 15. Life after ES6 16. Tips and Tricks

**Practical FP in Scala: A hands-on approach**, is a book for intermediate to advanced Scala developers. Aimed at those who understand functional effects, referential transparency and the benefits of functional programming to some extent but who are missing some pieces to put all these concepts together to build a large application in a time-constrained manner. Throughout the chapters we will design, architect and develop a complete stateful application serving an API via HTTP, accessing a database and dealing with cached data,

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using the best practices and best functional libraries available in the Cats ecosystem. You will also learn about common design patterns such as managing state, error handling and anti-patterns, all accompanied by clear examples.

Furthermore, at the end of the book, we will dive into some advanced concepts such as MTL, Classy Optics and Typeclass derivation.

JavaScript is no longer to be feared or loathed - the world's most popular and ubiquitous language has evolved into a respectable language. Whether you're writing frontend applications or server side code, the phenomenal features from ES6 and beyond - like the rest operator, generators, destructuring, object literals, arrow functions, modern classes, promises, async, and metaprogramming capabilities - will get you excited and eager to program with JavaScript. You've found the right book to get started quickly and dive deep into the essence of modern JavaScript. Learn practical tips to apply the elegant parts of the language and the gotchas to avoid. JavaScript is a black swan that no one, including the author of the language, thought would become a popular and ubiquitous language. Not long ago, it was the most hated and feared language you could use to program the web.

JavaScript ES6 and beyond has gone through a significant makeover. Troublesome features have been replaced with better, elegant, more reliable alternatives. This book includes many practical examples and exercises to help you learn in depth. It will not bore you with idiosyncrasies and arcane details intended for bad interview questions. Instead, it takes you into key features that you can readily use in your day-to-day projects. Whether you program the frontend or the server side, you can now write concise, elegant, and expressive JavaScript with newer features like default parameters, template literals, rest and spread operators, destructuring, arrow functions, and generators. Take it up a notch with

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features like infinite series, promises, async, and metaprogramming to create flexible, powerful, and extensible libraries. While the evolved features of the language will draw you in, the hundreds of examples in this book will pin the concepts down, for you to use on your projects. Take command of modern JavaScript and unlock your potential to create powerful applications. What You Need: To try out the examples in the book you will need a computer with Node.js, a text editor, and a browser like Chrome installed in it. There's no doubt that the JavaScript ecosystem changes fast. Not only are new tools and frameworks introduced and developed at a rapid rate, the language itself has undergone big changes with the introduction of ES2015 (aka ES6). Understandably, many articles have been written complaining about how difficult it is to learn modern JavaScript development these days. We're aiming to minimize that confusion with this set of books on modern JavaScript. This book provides an introduction to many of the powerful new JavaScript language features that were introduced in ECMAScript 2015, as well as features introduced in ECMAScript 2016 and 2017. It also takes a look at the features planned for ECMAScript 2018 in this rapidly evolving language. It contains:

- New Keywords: let and const by Aurelio de Rosa
- Using Map, Set, WeakMap, WeakSet by Kyle Pennell
- New Array.\* and Array.prototype.\* Methods by Aurelio de Rosa
- New String Methods by Aurelio de Rosa
- New Number Methods by Aurelio de Rosa
- ES6 Arrow Functions: Fat and Concise Syntax in JavaScript by Kyle Pennell
- Symbols and Their Uses by Nilson Jacques
- How to Use Proxies by Craig Buckler
- Destructuring Assignment by Craig Buckler
- ES6 Generators and Iterators: a Developer' Guide by Byron Houwens
- Object-oriented JavaScript: A Deep Dive into ES6 Classes by Jeff Mott
- Understanding ES6 Modules by Craig Buckler
- An Overview of JavaScript Promises by

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Sandeep Panda JavaScript Decorators: What They Are and When to Use Them by Graham Cox Enhanced Object Literals by Craig Buckler Introduction to the Fetch API by Ludovico Fischer ES6 (ES2015) and Beyond: Understanding JavaScript Versioning by James Wright What's New in ES2017: Async Functions, Improved Objects, and More by Craig Buckler What's New in ES2018 by Craig Buckler This book is for all front-end developers who wish to improve their JavaScript skills. You'll need to be familiar with HTML and CSS and have a reasonable level of understanding of JavaScript in order to follow the discussion.

True tales of wildlife survival show how the heroic efforts of people who stepped in when all seemed lost have brought these endangered animals back from the brink of extinction.

Speaking JavaScript An In-Depth Guide for Programmers"O'Reilly Media, Inc."

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

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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  
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  
Discover all the new features and changes in Java 9,  
including module systems—JPMS or Project Jigsaw. This  
book covers the whole Java application development life  
cycle. You'll review all the important concepts, including  
module descriptor, unnamed module, automatic module, and  
command line tools. Exploring Java 9 also serves as a  
practical guide for migration to module systems. Code  
samples from real-world scenarios solidify a foundation for  
learning and development and allow you to apply best  
practices in actual development. Additionally, you'll learn

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about concurrency, ECMAScript 6 features in Nashorn and Parser API, stack-walking API, Stream and Optional, utilities classes, and I/O. And it's now possible to build modularized applications in Java. You'll see how JPMS affects not only the JDK itself, but also applications that are developed upon it.

What You'll Learn • Build modularized applications in Java • Migrate to module systems • Master enhanced method handles Who This Book Is For Java developers with basic development skills

Summary Node.js in Practice is a collection of fully tested examples that offer solutions to the common and not-so-common issues you face when you roll out Node. You'll dig into important topics like the ins and outs of event-based programming, how and why to use closures, how to structure applications to take advantage of end-to-end JavaScript apps, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book You've decided to use Node.js for your next project and you need the skills to implement Node in production. It would be great to have Node experts Alex Young and Marc Harter at your side to help you tackle those day-to-day challenges. With this book, you can! Node.js in Practice is a collection of 115 thoroughly tested examples and instantly useful techniques guaranteed to make any Node application go more smoothly. Following a common-sense Problem/Solution format, these experience-fueled techniques cover important topics like event-based programming, streams, integrating external applications, and deployment. The abundantly annotated code makes the examples easy to follow, and techniques are organized into logical clusters, so it's a snap to find what you're looking for. Written for readers who have a practical knowledge of JavaScript and the basics of Node.js. What's Inside Common usage examples, from basic to advanced Designing and

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writing modules Testing and debugging Node apps  
Integrating Node into existing systems About the Authors  
Alex Young is a seasoned JavaScript developer who blogs regularly at DailyJS. Marc Harter works daily on large-scale projects including high-availability real-time applications, streaming interfaces, and other data-intensive systems. Table of Contents PART 1 NODE FUNDAMENTALS Getting started  
Globals: Node's environment Buffers: Working with bits, bytes, and encodings Events: Mastering EventEmitter and beyond Streams: Node's most powerful and misunderstood feature File system: Synchronous and asynchronous approaches Networking: Node's true "Hello, World" Child processes: Integrating external applications with Node PART 2 REAL-WORLD RECIPES The Web: Build leaner and meaner web applications Tests: The key to confident code Debugging: Designing for introspection and resolving issues Node in production: Deploying applications safely PART 3 WRITING MODULES Writing modules: Mastering what Node is all about

Switching to Angular, Third Edition is the go-to book to align and get started with the Angular JavaScript framework. Angular contributor and international speaker Minko Gechev will help you square up and start building Angular apps and provide you an insight to the Google's vision for the framework. About This Book Get up to date with Google's vision for Angular Align with Angular version 5 and beyond from any direction with confidence Start using TypeScript to supercharge your Angular applications Understand the new framework from AngularJS perspective using your prior experience Use Angular to quickly build fast and scalable enterprise applications Who This Book Is For This book is for software developers who want to align with a modern version of Angular that's aligned with Google's vision of Angular version 5 and beyond, using stable APIs that they can

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depend on today and in the future. Also for anyone assessing changes to Angular and squaring up for a strategic migration to Angular v5, and for AngularJS developers who want to transfer their mindset to modern Angular version 5 and beyond. What You Will Learn Align with Google's vision for Angular version 5 and beyond Confidently move forward with a long-term understanding of Angular Use stable APIs in Angular to build future-proof, blazingly fast enterprise applications Work with TypeScript to supercharge your Angular applications Understand the core concepts of Angular, aligned with the vision from Google Be ready with Angular from any direction—whether you're building new apps with the Angular and ASP.NET stack, or upgrading from AngularJS with ngUpgrade In Detail Align your work to stable APIs of Angular, version 5 and beyond, with Angular expert Minko Gechev. Angular is the modern Google framework for you to build high-performance, SEO-friendly, and robust web applications. Switching to Angular, Third Edition, shows you how you can align your current and future development with Google's long-term vision for Angular. Gechev shares his expert knowledge and community involvement to give you the clarity you need to confidently switch to Angular and stable APIs. Minko Gechev helps you get to grips with Angular with an overview of the framework, and understand the long-term building blocks of Google's web framework. Gechev then gives you the lowdown on TypeScript with a crash course, so you can take advantage of Angular in its native, statically typed environment. You'll next move on to see how to use Angular dependency injection, plus how Angular router and forms, and Angular pipes, are designed to work for your projects today and in the future. You'll be aligned with the vision and techniques of the one Angular, and be ready to start building quick and efficient Angular applications. You'll know how to take advantage of the latest Angular features

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and the core, stable APIs you can depend on. You'll be ready to confidently plan your future with the Angular framework.

**Style and approach** In this book, Minko Gechev continues his direct style of sharing knowledge about Angular that he's developed across more than 40 international presentations to Angular developers. First, Minko explains Google's vision of Angular to you, and then you dive into a clear tutorial to work with Angular that's aligned with Google's vision of Angular.

**Explore the functional programming paradigm and the different techniques for developing better algorithms, writing more concise code, and performing seamless testing**

**Key Features** Explore this second edition updated to cover features like async functions and transducers, as well as functional reactive programming Enhance your functional programming (FP) skills to build web and server apps using JavaScript Use FP to enhance the modularity, reusability, and performance of apps

**Book Description** Functional programming is a paradigm for developing software with better performance. It helps you write concise and testable code. To help you take your programming skills to the next level, this comprehensive book will assist you in harnessing the capabilities of functional programming with JavaScript and writing highly maintainable and testable web and server apps using functional JavaScript. This second edition is updated and improved to cover features such as transducers, lenses, prisms and various other concepts to help you write efficient programs. By focusing on functional programming, you'll not only start to write but also to test pure functions, and reduce side effects. The book also specifically allows you to discover techniques for simplifying code and applying recursion for loopless coding. Gradually, you'll understand how to achieve immutability, implement design patterns, and work with data types for your application, before going on to learn functional reactive programming to handle complex events in your app.

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Finally, the book will take you through the design patterns that are relevant to functional programming. By the end of this book, you'll have developed your JavaScript skills and have gained knowledge of the essential functional programming techniques to program effectively. What you will learn Simplify JavaScript coding using function composition, pipelining, chaining, and transducing Use declarative coding as opposed to imperative coding to write clean JavaScript code Create more reliable code with closures and immutable data Apply practical solutions to complex programming problems using recursion Improve your functional code using data types, type checking, and immutability Understand advanced functional programming concepts such as lenses and prisms for data access Who this book is for This book is for JavaScript developers who want to enhance their programming skills and build efficient web applications. Frontend and backend developers who use various JavaScript frameworks and libraries like React, Angular, or Node.js will also find the book helpful. Working knowledge of ES2019 is required to grasp the concepts covered in the book easily.

JavaScript is the native language of the Internet. Originally created to make web pages more dynamic, it is now used for software projects of all kinds, including scientific visualization and data services. However, most data scientists have little or no experience with JavaScript, and most introductions to the language are written for people who want to build shopping carts rather than share maps of coral reefs. This book will introduce you to JavaScript's power and idiosyncrasies and guide you through the key features of the language and its tools and libraries. The book places equal focus on client- and server-side programming, and shows readers how to create interactive web content, build and test data services, and visualize data in the browser. Topics include: The core features of modern JavaScript Creating templated web pages

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Making those pages interactive using React Data visualization using Vega-Lite Using Data-Forge to wrangle tabular data Building a data service with Express Unit testing with Mocha All of the material is covered by the Creative Commons Attribution-Noncommercial 4.0 International license (CC-BY-NC-4.0) and is included in the book's companion website at <http://js4ds.org> . Maya Gans is a freelance data scientist and front-end developer by way of quantitative biology. Toby Hodges is a bioinformatician turned community coordinator who works at the European Molecular Biology Laboratory. Greg Wilson co-founded Software Carpentry, and is now part of the education team at RStudio Create scalable, reusable high-quality JavaScript applications and libraries

Explore the Underscore.js library by example using a test-driven development approach About This Book

Understand and learn to apply functional programming principles using the built-in functions of Underscore.js

Leverage and reuse Underscore.js-based code to create code that targets client, server, or database contexts

Take Underscore.js further by reusing code between client and server and by learning about other closely related libraries

Who This Book Is For If you are a developer with fundamental JavaScript knowledge and want to use modern JavaScript libraries to extend your functional programming skills, then Underscore.js is an important library you should be familiar with.

What You Will Learn Reference and call Underscore.js functions using a modern JavaScript development workflow Apply Underscore.js to JavaScript arrays, objects, and functions

Take advantage of object-oriented or functional programming techniques with Underscore.js Leverage

Underscore.js to create code that targets client, server, or database contexts Extend Underscore.js functionality with other closely related libraries Reuse Underscore.js-based code between client and server applications Prepare for the upcoming JavaScript standard ECMAScript 6 and support older browsers In Detail Underscore.js is one of the most popular modern JavaScript libraries used for functional programming. It can be used as a base for building complex JavaScript applications in a sustainable manner and for building other JavaScript libraries. It embraces functional programming principles but is not opinionated and can be used with imperative, object-oriented, functional, or other programming styles. This book explores how to use Underscore.js to power your code and understand modern JavaScript development concepts while applying a lightweight and efficient workflow to build applications. The book starts with an incremental Underscore.js introduction by exploring key JavaScript concepts. You will then explore the basic features of Underscore.js in action and establish a lightweight development workflow that allows the provided examples to be guided by tests. The book then covers the functionality of Underscore.js with in-depth examples and explanations for understanding and applying the Underscore.js API. You'll also learn how to use Underscore.js as a base for your own modules and libraries within an object-oriented or functional programming style, and will be able to explore Underscore.js use cases in different environments. Eventually, you'll learn about libraries that are closely related with Underscore.js, how to share code between

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client and server, and how to prepare for the upcoming JavaScript standard ECMAScript 6. Style and approach This book takes an example-driven approach to describing some of the essential JavaScript concepts and practices that are useful for building sustainable applications.

Fast-track your web development skills to build high performance SPA with Angular 2 and beyond About This Book Up to date with the latest API changes introduced by Angular 2 and 4 Get familiar with the improvements to directives, change detection, dependency injection, router, and more Understand Angular's new component-based architecture Start using TypeScript to supercharge your Angular applications Who This Book Is For Do you want to jump in at the deep end of Angular? Or perhaps you're interested assessing the changes to AngularJS before moving over? If so, then "Getting Started with Angular" is the book for you. To get the most out of the book, you'll need to be familiar with AngularJS 1.x, and have a good understanding of JavaScript. What You Will Learn Understand the changes made from AngularJS with side-by-side code samples to help demystify the Angular learning curve Start working with Angular's new method of implementing directives Use TypeScript to write modern, powerful Angular applications Dig in to the change detection method, and other architectural changes to make sure you know what's going on under the hood of Angular Get to work with the new router in Angular Use the new features of Angular, including pipes, and the updated features such as forms, services, and dependency injection Learn about the server-side

rendering in Angular to keep your new applications SEO-friendly Enhance your applications using Ahead-of-Time compilation and Web Workers In Detail I'm delighted to see this new update and hope it helps you build amazing things with Angular. - Misko Hevery, Creator of AngularJS and Angular Angular is the modern framework you need to build performant and robust web applications. This book is the quickest way to upgrade your AngularJS knowledge to the brave new world of Angular, and get grips with the framework. It starts with an overview putting the changes of the framework in context with version 1. After that, you will be taken on a TypeScript crash-course so you can take advantage of Angular in its native, statically-typed environment. You'll explore the new change detection mechanism in detail, how directives and components have changed, how you create applications with Angular, and much more. Next, you'll understand how to efficiently develop forms, use the router, implement communication with HTTP services, and transform data with custom pipes. Finally, we will take a look at the Angular's Ahead-of-Time compiler, angular-cli and other such tools that help us build professional applications. By the end of the book, you'll be ready to start building quick and efficient Angular applications compatible with v2 and v4, that take advantage of all the new features on offer. This book is up to date for the 2.4 release and is compatible with the 4.0 release as well. Style and approach Starting with a comparison between Angular versions, this book is filled with side-by-side code examples to help highlight the changes. Each chapter then looks at major changes to

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the framework and is filled with small examples and sample code to get you started.

ECMAScript 6 represents the biggest update to the core of JavaScript in the history of the language. In

Understanding ECMAScript 6, expert developer Nicholas C. Zakas provides a complete guide to the object types, syntax, and other exciting changes that ECMAScript 6 brings to JavaScript. Every chapter is packed with example code that works in any JavaScript environment so you'll be able to see new features in action. You'll learn: –How ECMAScript 6 class syntax relates to more familiar JavaScript concepts –What makes iterators and generators useful –How arrow functions differ from regular functions –Ways to store data with sets, maps, and more –The power of inheritance –How to improve asynchronous programming with promises –How modules change the way you organize code Whether you're a web developer or a Node.js developer, you'll find Understanding ECMAScript 6 indispensable on your journey from ECMAScript 5 to ECMAScript 6.

Solve practical real-world problems using JavaScript and Node.js About This Book Learn the concepts of Node.js to gain a high-level understanding of the Node.js execution model Build an interactive web application with MongoDB and Redis and create your own JavaScript modules that work both on the client side and server side Familiarize yourself with the new features of Node.js and JavaScript with this exclusive step-by-step guide Who This Book Is For This book is for developers who want to learn JavaScript and Node.js. Previous experience with programming is desired, but no JavaScript or Node.js

knowledge is required. The book focuses mostly on web development, such as networking, serving dynamic pages, and real-time client-server communication. What You Will Learn Understand which problems Node.js best solves Write idiomatic JavaScript and Node.js code Build web applications and command-line tools Minimise complexity and efficiently solve difficult problems Test and deploy Node.js applications Work with persistent data Implement real-time client-server applications Integrate .NET and Node.js code In Detail Node.js is an open source, cross-platform runtime environment that allows you to use JavaScript to develop server-side web applications. This short guide will help you develop applications using JavaScript and Node.js, leverage your existing programming skills from .NET or Java, and make the most of these other platforms through understanding the Node.js programming model. You will learn how to build web applications and APIs in Node, discover packages in the Node.js ecosystem, test and deploy your Node.js code, and more. Finally, you will discover how to integrate Node.js and .NET code. Style and approach This is a step-by-step and practical guide to Node.js for .Net developers. It covers the fundamentals relating to typical applications. The focus is on providing the practical skills required to develop applications, with a summary of the key concepts covered.

Expert JavaScript is your definitive guide to understanding how and why JavaScript behaves the way it does. Master the inner workings of JavaScript by learning in detail how modern applications are made. In

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covering lesser-understood aspects of this powerful language and truly understanding how it works, your JavaScript code and programming skills will improve. You will learn about core fundamentals of JavaScript, including deep dives into functions, scopes, closures, and practical object-oriented code. Mark Daggett explains clearly how closures, events, and asynchronous code really operate, as well as conventions and concepts to write JavaScript in a clear, pragmatic style. Many of the changes in ECMAScript6 and its implications are all explained. You'll be introduced to modern workflow tools to make application development faster, more enjoyable, and ostensibly more profitable. You'll understand how to measure code quality and write more testable JavaScript, and finally you'll learn about real-world applications of JavaScript, including JavaScript-powered robots. JavaScript is one of the most powerful languages on the web today, and it is only getting stronger. This book will take you through the process of planning, coding, testing, profiling and finally releasing your application, at expert level. With more frameworks and more improvements than ever, now is the time to become an expert at JavaScript. Make this journey - use Expert JavaScript today. What you'll learn What is really going on underneath functions, in arguments, types, coercion, and scope How closures, events, and asynchronous code work at a fundamental level How to understand advanced topics including promise objects, coroutines, and generators How to apply this newfound knowledge pragmatically to build the very best modern JavaScript applications Who this book is for This book is

for the experienced JavaScript programmer who wants to understand the how and why of their code in order to become a better developer. This book is not intended to teach JavaScript at a syntactical level, but instead delve deep into the code - the philosophy, the reasoning and the detailed expert-level knowledge behind it. This newfound knowledge will enable the reader to build the very best modern JavaScript applications. It is for anyone who wants to become a better programmer by understanding at a very high level how the code works.

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Objects and Prototypes  
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How often do you hear people say things like this? "Our JavaScript is a mess, but we're thinking about using [framework of the month]." Like it or not, JavaScript is not going away. No matter what framework or "compiles-to-js" language or library you use, bugs and performance concerns will always be an issue if the underlying quality of your JavaScript is poor. Rewrites, including porting to the framework of the month, are terribly expensive and unpredictable. The bugs won't magically go away, and can happily reproduce themselves in a new context. To complicate things further, features will get dropped, at least temporarily. The other popular method of fixing your JS is playing "JavaScript Jenga," where each developer slowly and carefully takes their best guess at how the out-of-control system can be altered to allow for new features, hoping that this doesn't bring the whole stack of blocks down.

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This book provides clear guidance on how best to avoid these pathological approaches to writing JavaScript: Recognize you have a problem with your JavaScript quality. Forgive the code you have now, and the developers who made it. Learn repeatable, memorable, and time-saving refactoring techniques. Apply these techniques as you work, fixing things along the way. Internalize these techniques, and avoid writing as much problematic code to begin with. Bad code doesn't have to stay that way. And making it better doesn't have to be intimidating or unreasonably expensive.

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