Sams Teach Yourself Bootstrap In 24 Hours

In just a short time, you can learn how to use PHP, MySQL, and JavaScript together to create dynamic, interactive websites and applications using three leading web development technologies. No previous programming experience is required. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials of full-stack web application development – from HTML, CSS, and JavaScript on the front end, to PHP scripting and MySQL databases on the server. Regardless of whether you run Linux, Windows, or MacOS, the book includes complete instructions to install all the software you need to set up a stable environment for learning, testing, and production. Step-by-step instructions carefully walk you through the most common web application development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to: • Build web pages with HTML5 and CSS • Use JavaScript to build dynamic, interactive web pages • Get PHP, MySQL, and JavaScript to work together to create modern, standards-compliant web applications • Enhance interactivity with AJAX • Leverage JavaScript libraries such as jQuery • Work with cookies and user sessions • Get user input with web-based forms • Use basic SQL commands • Interact with the MySQL database using PHP • Write maintainable code and get started with version control • Decide when frameworks such as Bootstrap, Foundation, React, Angular, and Laravel can be useful • Create a web-based discussion forum or calendar • Add a storefront and shopping cart to your site Contents at a Glance PART I Web Application Basics 1 Understanding How the Web Works 2 Structuring HTML and Using Cascading Style Sheets 3 Understanding the CSS Box Model and Positioning 4 Introducing JavaScript 5 Introducing PHP PART II Getting Started with Dynamic Web Sites 6 Understanding Dynamic Web Sites and HTML5 Applications 7 JavaScript Fundamentals: Variables, Strings, and Arrays 8 JavaScript Fundamentals: Functions, Objects, and Flow Control 9 Understanding JavaScript Event Handling 10 The Basics of Using jQuery PART III Taking Your Web Applications to the Next Level 11 AJAX: Getting Started with Remote Scripting 12 PHP Fundamentals: Variables, Strings, and Arrays 13 PHP Fundamentals: Functions, Objects, and Flow Control 14 Working with Cookies and User Sessions 15 Working with Web-Based Forms PART IV Integrating a Database into Your Applications 16 Understanding the Database Design Process 17 Learning Basic SQL Commands 18 Interacting with MySQL Using PHP PART V Getting Started with Application Development 19 Creating a Simple Discussion Forum 20 Creating an Online Storefront 21 Creating a Simple Calendar 22 Managing Web Applications PART VI Appendixes A Installation QuickStart with XAMPP B Installing and Configuring MySQL C Installing and Configuring Apache D Installing and Configuring PHP

Teach Yourself HTML, CSS, and JavaScript All in One combines these three fundamental web development technologies into one clearly written, carefully organized, step-by-step tutorial that expertly guides the beginner through these three interconnected technologies. In just a short time, you can learn how to use HTML, Cascading Style Sheets (CSS), and JavaScript together to design, create, and maintain world-class websites. Each lesson in this book builds on the previous ones, enabling you to learn the essentials from the ground up. Clear instructions and practical, hands-on examples show you how to use HTML to create the framework of your website, design your site's layout and typography with CSS, and then add interactivity with JavaScript and jQuery. Step-by-step instructions carefully walk you through the most common web development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to… Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Make elements move on your page with CSS transformations and transitions Animate with CSS and the HTML5 Canvas element Write HTML that's responsive web design-ready Design a site for mobile devices Use CSS media queries and breakpoints Get user input with web-based forms Use JavaScript to build dynamic, interactive web pages Add AJAX effects to your web pages Leverage JavaScript libraries such as jQuery Make your site easy to maintain and update as it grows

Learn how to use lightweight CSS framework alternatives to build intuitive websites. This book presents five project examples that use Skeleton, Miligram, UI Kit, Material Design Lite and Susy. This no-nonsense introduction will help you understand the concept of designing interactive websites using these frameworks with ease. Each framework is demonstrated through a practical project in an easy-to-understand manner. Web design is streamlined nowadays thanks to CSS frameworks and, although Bootstrap and Foundation rule the roost with web design, you don't need an exhaustive framework like these for smaller websites.You'll get a glimpse into additional front-end frameworks which basically are pre-prepared packages containing structure of files and folders of HTML and CSS documents (some with JavaScript functions) that help designers and developers build interactive and immersive websites. What You'll Learn Delve deeper into the world of CSS designs Create interactive and immersive webpages with UI Kit, Material Design Life, and Susy Build a landing webpage with Skeleton Design a product page for a Secure VPN product with Milligram Who This Book Is For Readers who are familiar with basic knowledge of HTML, CSS, and JavaScript, and experienced web designers who aren't familiar with frameworks other than Bootstrap or Foundation.

Sams Teach Yourself Cisco Routers in 21 Days is an in-depth, straightforward tutorial. It covers configuring a router from the ground up, alerts the reader to the most common problems, and offers tested solutions when they are applicable. Readers will learn how to: install the IOS; perform the initial configuration; configure the router for protocols such as TCP/IP, IPX, RIP, and IGRP, avoid common pitfalls working with routers.

In just 24 sessions of one hour or less, you can master the Objective-C language, and start using it to write powerful native applications for both Macs and iOS devices! Using this

book's straightforward, step-by-step approach, you'll get comfortable with Objective-C's unique capabilities… make the most of its powerful implementation of objects and messaging…work effectively with design patterns, collections, blocks, threading, and a whole lot more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-Step Instructions carefully walk you through the most common Objective-C development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color—figures and code appear as they do in Xcode Use Xcode to write Objective-C software more quickly and efficiently Master Objective-C's object-oriented features and techniques Efficiently organize program files and projects Make the most of Objective-C's powerful messaging capabilities Declare classes, instance variables, properties, methods, and actions Leverage building block patterns to write more powerful code Work with mutable and immutable data types Organize data with collections, including dictionaries and sets Manage memory the modern way, with Automatic Reference Counting (ARC) Expand and extend classes with protocols, delegates, categories, and extensions Apply recent language enhancements such as Associative References and Fast Enumeration Create and work with portable, anonymous code blocks Manage queues and threading with Grand Central Dispatch

PHP and MySQL Web Development, Fifth Edition The definitive guide to building database-driven Web applications with PHP and MySQL PHP and MySQL are popular open-source technologies that are ideal for quickly developing database-driven Web applications. PHP is a powerful scripting language designed to enable developers to create highly featured Web applications quickly, and MySQL is a fast, reliable database that integrates well with PHP and is suited for dynamic Internet-based applications. PHP and MySQL Web Development shows how to use these tools together to produce effective, interactive Web applications. It clearly describes the basics of the PHP language, explains how to set up and work with a MySQL database, and then shows how to use PHP to interact with the database and the server. This practical, hands-on book consistently focuses on real-world applications, even in the introductory chapters. The authors cover important aspects of security and authentication as they relate to building a real-world website and show you how to implement these aspects in PHP and MySQL. They also introduce you to the integration of front-end and back-end technologies by using JavaScript in your application development. The final part of this book describes how to approach real-world projects and takes the reader through the design, planning, and building of several projects, including: User authentication and personalization Web-based email Social media integration Shopping cart The fifth edition of PHP and MySQL Web Development has been thoroughly updated, revised, and expanded to cover developments in PHP through versions 5.6 and 7, as well as features introduced in recent stable releases of MySQL. Free Access to Web Edition Purchase of this book in any format, electronic or print, includes free access to the corresponding Web Edition, which provides several special features: The complete text of the book online Exercises and interactive quizzes to test your understanding of the material Bonus chapters not included in the print or e-book editions Updates and corrections as they become available The Web Edition can be viewed on all types of computers and mobile devices with any modern web browser that supports HTML5. Contents at a Glance Part I: Using PHP 1 PHP Crash Course 2 Storing and Retrieving Data 3 Using Arrays 4 String Manipulation and Regular Expressions 5 Reusing Code and Writing Functions 6 Object-Oriented PHP 7 Error and Exception Handling Part II: Using MySQL 8 Designing Your Web Database 9 Creating Your Web Database 10 Working with Your MySQL Database 11 Accessing Your MySQL Database from the Web with PHP 12 Advanced MySQL Administration 13 Advanced MySQL Programming Part III: Web Application Security 14 Web Application Security Risks 15 Building a Secure Web Application 16 Implementing Authentication Methods with PHP Part IV: Advanced PHP Techniques 17 Interacting with the File System and the Server 18 Using Network and Protocol Functions 19 Managing the Date and Time 20 Internationalization and Localization 21 Generating Images 22 Using Session Control in PHP 23 Integrating JavaScript and PHP 24 Other Useful Features Part V: Building Practical PHP and MySQL Projects 25 Using PHP and MySQL for Large Projects 26 Debugging and Logging 27 Building User Authentication and Personalization 28 (Web Edition) Building a Web-Based Email Client with Laravel Part I 29 (Web Edition) Building a Web-Based Email Client with Laravel Part II 30 (Web Edition) Social Media Integration Sharing and Authentication 31 (Web Edition) Building a Shopping Cart Part VI: Appendix A Installing Apache, PHP, and MySQL

Learn to create great-looking responsive web sites with Bootstrap In just 24 lessons of one hour or less, Sams Teach Yourself Bootstrap in 24 Hours helps you use the free and open source Bootstrap framework to quickly build websites that automatically reflect each user's device and experience, without complex hand crafting. This book's straightforward, step-by-step approach shows you how to install Bootstrap and quickly build basic sites; extend them with styles, components, and JavaScript plug-ins, and even create sophisticated designs with advanced features. In just a few hours, you'll be using Bootstrap to bring responsive design to virtually any site. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Bootstrap development tasks Practical, hands-on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts and solution Learn how to… Download Bootstrap and integrate it into your project Quickly build your first Bootstrap site with the basic template Create beautiful and responsive site layouts with Bootstrap's built-in grids Display more interesting text with labels, badges, panels, and wells Style tables and forms so they're attractive, readable, and responsive Use images, media, and icons, including free Glyphicons Quickly create navigation and buttons, including dropdowns and search fields Add alignment, color, and visibility with Bootstrap's CSS utilities Extend your site with alerts, image carousels, and other JavaScript plugins Rapidly create appealing functional prototypes Customize Bootstrap with CSS, Less, and Sass Lighten Bootstrap downloads by stripping out unnecessary features Build accessible sites Create complex designs that don't look generic

Who This Book is For Those who already have an understanding of the basics of HTML and CSS Having an understanding of JavaScript will make this book a bit easier to absorb, but it is not required because the basics of JavaScript are covered

Using Apache Cordova 4, you can leverage native technologies and web standards to quickly build cross-platform apps for most mobile devices. You can deliver a high-end user experience where it matters, while radically simplifying code maintenance and reuse. Apache Cordova 4 Programming is the most concise, accessible introduction to this remarkable technology. In this essential guide, expert mobile developer John Wargo quickly gets you up to speed with all the essentials, from installation, configuration, and tools, to building plugins and using Cordova's powerful APIs. Wargo helps you make the most of Cordova 4's major enhancements, while offering practical guidance for all versions, including Adobe PhoneGap. Full chapters are dedicated to five major mobile platforms: Android, iOS, Windows Phone, Firefox OS, and Ubuntu. Using rich, relevant examples, Wargo guides you through both the anatomy of a Cordova app and its entire lifecycle, including cross-platform testing and debugging. Throughout, he illuminates Cordova development best practices, streamlining your development process and helping you write high-quality apps right from the start. Topics include Installing and configuring Cordova's development environment Working with the Cordova command line interfaces Creating Cordova plugins, using Plugman and the PhoneGap CLI Cordova's support for Firefox OS and Ubuntu devices Automation (Grunt and Gulp) and Cordova CLI hooks Microsoft's hybrid toolkit for Visual Studio Third-party tools, such as AppGyver, GapDebug, THyM, and more Beautifying Cordova apps with third-party HTML frameworks, such as Bootstrap, OpenUI5, Ionic, and Onsen UI Running, testing, and debugging Cordova apps on each major mobile platform Access the full code examples at cordova4programming.com, where you'll also find updates reflecting Cordova's continuing evolution. This book is an ideal companion to Wargo's authoritative collection of Apache Cordova code recipes for each Cordova API, Apache Cordova API Cookbook (Addison-Wesley, 2015).

According to recent press reports, everyone is developing Web Services, but many are still in the exploratory phase - learning what's involved and how to achieve ROI. This book is designed to give a working introduction to Web Services to help decision-makers prepare for the implementation in their companies. It demystifies the topic by providing a beginning level explanation of what this technology is, what it means to businesses, where to apply it, and how to make it work. Using numerous simple examples, the book explains the core concepts of Web Services: SOAP, UDDI, and WSDL, as well as tools and related concepts that will help create the "big picture" in readers' minds.

Each book provides the basic information that a motivated self-learner needs to study a particular computer subject. Original.

Learn responsive web design (RWD) with HTML5, CSS3 & JavaScript in just 24 one-hour lessons Sams Teach Yourself Responsive Web Design in 24 Hours helps you create websites that work equally well on everything from smartphones and tablets to multi-screen monitors. This book's straightforward, step-by-step approach shows how to use HTML, CSS, and JavaScript to build the responsive sites today's users and clients want. In just a few hours, you'll be building layouts, sites, forms, and web apps that automatically adapt to virtually any device. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Learn how to… Create effective and reliable responsive designs with CSS3, HTML5, and JavaScript Use progressive enhancement to consistently provide the right content while making the most of each device and browser Establish breakpoints and write CSS media queries to respond appropriately to each user agent Choose the right layout and wireframing approach for your site Use web fonts to control typography and choose sizes that look good on any device Master three ways to make tables responsive Build responsive forms using the latest HTML5 tags and attributes Implement responsive navigation patterns that users understand intuitively Test for responsiveness and performance Use Responsive Design + Server Side Components (RESS) to optimize performance CONTENTS AT A GLANCE PART I: INTRODUCTION TO RESPONSIVE WEB DESIGN H OUR 1: What Is Responsive Web Design? • History of Responsive Web Design • Why We Need Responsive Web Design HOUR 2 : Alternatives to Responsive Web Design • Table-Based Layouts • CSS Layouts • Detection Scripts HOUR 3: The Growth of Mobile • Basic Cell Phones • Smartphones • Tablets • Retina Devices • Why Responsive Design Is Important HOUR 4 : Progressive Enhancement • What Is Progressive Enhancement? • How to Use Progressive Enhancement on a • Website • Benefits of Progressive Enhancement HOUR 5 : HTML for Responsive Web Design • Using HTML5 • Clean Code • Don't Forget Semantic Elements • Validating Your HTML HOUR 6: Basic CSS • How to Write CSS Rules • Embedded and External Style Sheets • Styling Fonts and Colors • Creating a Layout with CSS • Understanding Cascading and Specificity HOUR 7: Unobtrusive JavaScript • What Is Unobtrusive JavaScript? • How to Implement Unobtrusive JavaScript PART II: BUILDING A RESPONSIVE WEBSITE HOUR 8: Planning a Responsive Website • Should You Make Your Website Responsive? • How to Plan for a Responsive Website HOUR 9: Mobile First • Why Design for Mobile First? • What Makes a Site Mobile Friendly? • What About Mobile Only? HOUR 1 0: CSS Media Queries • What Is a Media Query? • Media Query Expressions HOUR 1 1: Breakpoints • What Is a Breakpoint? • How to Define Breakpoints in CSS • Optimal Breakpoints HOUR 12: Layout • What Is Web Layout? • Types of Layouts • Columns in Layout HOUR 13 : Navigation • Why Responsive Navigation Is Important • What Makes Navigation Mobile Friendly? • Basic RWD Navigation Patterns HOUR 14: Responsive Fonts and Typography • Using Web Fonts • Sizing Typography • Relative Versus Absolute Font Sizes • New CSS3 Measurement Units HOUR 15: Creating and Using Images in RWD • Making Images Responsive • Improving Download Speeds • Building and Using Retina-Ready Images HOUR 16: Videos and Other Media in RWD • How to Make Videos Responsive • Making YouTube Videos Responsive HOUR 17: Tables in Responsive Web Design • Tables on Small Devices • Can Tables Be Responsive? • Where Do Layout Tables Fit in RWD? HOUR 18 : Responsive Web Forms • HTML5 Forms • Making Web Forms Usable • Creating Responsive Forms HOUR 19 : Testing Responsive Websites • Testing in Your Browser • Testing in a Device for All Your Breakpoints • How to Test When You Don't Have the Devices HOUR 20 : Problems with Responsive Web Design • Responsive Designs Can Be Slow • RWD Can Make More Work for Designers • Not All Customers Like Responsive Sites • RWD May Break Advertising PART III: IMPROVING RESPONSIVE DESIGN HOUR 21: Tools for Creating Responsive Web Designs • Planning and Designing Your RWD Site • HTML Element and CSS Tools • Web Editors for Building Responsive Web Pages HOUR 22 : Device and Feature Detection • Why Use Detection Scripts • Modernizr • WURFL HOUR 23: Using RESS with RWD • What Is RESS? • Benefits of Using RESS • Getting Started with RESS • When to Use RESS HOUR 24: RWD Best Practices • Give Everyone the Best Experience • Use the Best Breakpoints You Can • Be Flexible and Think

Small • Don't Forget the Content • Manage Costs

Learn from the newest, updated edition of the highly acclaimed introduction to HTML, Sams Teach Yourself HTML and CSS In 24 Hours. The seventh edition includes updates to introduce Cascading Style Sheets (CSS) in concert with HTML to produce quality web pages. You'll be able to study revisions that refine examples, as well as provide an enhanced integration with your web pages. You'll also gain a comprehensive understanding with new examples that match the current state of HTML. This carefully organized, well-written tutorial teaches beginning web page development skills, covering only those HTML and CSS tags that are likely to be used on creating a beginning web page. The 24 separate, one hour-long tutorials follow the process by which you should be creating your web page, building knowledge not only of how to create a web page, but building a general knowledge of how to use HTML and CSS in other projects as well. Chapters include: Understanding HTML and XHTML Creating Your Own Web Page Graphics Using Tables to Organize and Lay Out Your Pages Using Style Sheets for Page Layout Dynamic Web Pages

This thorough, step-by-step guide to TCP/IP walks network administrators through the core principles and common practices associated with TCP/IP. The book begins by explaining basic networking concepts such as the OSI model and IP addressing and quickly moves toward more complex subjects, such as encryption, subnetting, and IPv6. This edition is updated to include the latest implementation trends and administration methods. Each chapter concludes with a Test Your Knowledge quiz and numerous exercises so that readers can verify that they understand the topics discussed before progressing to more complex topics.

An Introduction to Statistical Learning provides an accessible overview of the field of statistical learning, an essential toolset for making sense of the vast and complex data sets that have emerged in fields ranging from biology to finance to marketing to astrophysics in the past twenty years. This book presents some of the most important modeling and prediction techniques, along with relevant applications. Topics include linear regression, classification, resampling methods, shrinkage approaches, tree-based methods, support vector machines, clustering, and more. Color graphics and real-world examples are used to illustrate the methods presented. Since the goal of this textbook is to facilitate the use of these statistical learning techniques by practitioners in science, industry, and other fields, each chapter contains a tutorial on implementing the analyses and methods presented in R, an extremely popular open source statistical software platform. Two of the authors co-wrote The Elements of Statistical Learning (Hastie, Tibshirani and Friedman, 2nd edition 2009), a popular reference book for statistics and machine learning researchers. An Introduction to Statistical Learning covers many of the same topics, but at a level accessible to a much broader audience. This book is targeted at statisticians and non-statisticians alike who wish to use cutting-edge statistical learning techniques to analyze their data. The text assumes only a previous course in linear regression and no knowledge of matrix algebra.

Apache Spark is a fast, scalable, and flexible open source distributed processing engine for big data systems and is one of the most active open source big data projects to date. In just 24 lessons of one hour or less, Sams Teach Yourself Apache Spark in 24 Hours helps you build practical Big Data solutions that leverage Spark's amazing speed, scalability, simplicity, and versatility. This book's straightforward, step-by-step approach shows you how to deploy, program, optimize, manage, integrate, and extend Spark–now, and for years to come. You'll discover how to create powerful solutions encompassing cloud computing, real-time stream processing, machine learning, and more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Whether you are a data analyst, data engineer, data scientist, or data steward, learning Spark will help you to advance your career or embark on a new career in the booming area of Big Data. Learn how to • Discover what Apache Spark does and how it fits into the Big Data landscape • Deploy and run Spark locally or in the cloud • Interact with Spark from the shell • Make the most of the Spark Cluster Architecture • Develop Spark applications with Scala and functional Python • Program with the Spark API, including transformations and actions • Apply practical data engineering/analysis approaches designed for Spark • Use Resilient Distributed Datasets (RDDs) for caching, persistence, and output • Optimize Spark solution performance • Use Spark with SQL (via Spark SQL) and with NoSQL (via Cassandra) • Leverage cutting-edge functional programming techniques • Extend Spark with streaming, R, and Sparkling Water • Start building Spark-based machine learning and graph-processing applications • Explore advanced messaging technologies, including Kafka • Preview and prepare for Spark's next generation of innovations Instructions walk you through common questions, issues, and tasks; Q-and-As, Quizzes, and Exercises build and test your knowledge; "Did You Know?" tips offer insider advice and shortcuts; and "Watch Out!" alerts help you avoid pitfalls. By the time you're finished, you'll be comfortable using Apache Spark to solve a wide spectrum of Big Data problems.

Learn HTML5 and CSS3 in 24 one-hour lessons! Sams Teach Yourself HTML and CSS in 24 Hours is a well-organized, clearly written, and generously illustrated tutorial that teaches beginners how to quickly create great-looking web pages using HTML5 and CSS3. With a practical, jargon-free focus on quickly getting web pages created and published to the web, the book's 24 one-hour lessons carefully guide the reader through each step involved in creating, enhancing, and maintaining web sites of all types and sizes. The ninth edition of Sams Teach Yourself HTML and CSS in 24 Hours brings the entire book in line with the HTML5 and CSS3 specifications and capabilities and includes fresh material and examples that take full advantage of the book's full-color layout and design. Anyone who completes the lessons in this book can have his or her web pages be among those that appear on the Internet. In fact, within the first two lessons in this book, someone with no previous HTML experience at all can have a web page ready to go online. If you like learning by doing, this is the book for you. It organizes lessons in the basics of HTML5 and CSS3 into simple steps and then shows you exactly how to tackle each step. Many of these HTML code examples are accompanied by pictures of the output produced by the code. You see how it's done, you read a clear, concise explanation of how it works, and then you immediately do the same thing with your own page. A few minutes later, you're on to the next step. Learn how to… Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Get user input with web-based forms Publicize your site and make it search-engine friendly Test a website for compatibility with different browsers Make your site easy to maintain and update as it grows Use HTML5 semantic tags to better structure your pages Create columns with CSS Add HTML5-based video and audio to your site Use CSS3 transforms, transitions, and animations to create

great visual effects Use HTML5's powerful form validation capability Contents at a Glance Part I: Getting Started on the Web 1 Understanding How the Web Works 2 Structuring an HTML Document 3 Understanding Cascading Style Sheets Part II: Building Blocks of HTML 4 A Closer Look at HTML5 Page Structure 5 Working with Text Blocks and Lists 6 Working with Fonts 7 Working with Colors and Borders 8 Using External and Internal Links 9 Using Tables and Columns 10 Creating Images for Use on the Web 11 Using Images in Your Web Site 12 Using Multimedia in Your Web Site Part III: Advanced Web Page Design with CSS 13 Working with Margins, Padding, Alignment, and Floating 14 Understanding the CSS Box Model and Positioning 15 Creating Fixed or Liquid Layouts 16 Using CSS to Do More with Lists 17 Using CSS to Design Navigation 18 Using Mouse Actions to Modify Text Display 19 Implementing CSS3 Transforms, Transitions, and Animations PART IV: Advanced Web Site Functionality and Management 20 Creating Print-Friendly Web Pages 21 Understanding Dynamic Web Sites and HTML5 Applications 22 Working with Web-Based Forms 23 Organizing and Managing a Web Site 24 Helping People Find Your Web Pages

Bootstrap in 24 Hours, Sams Teach YourselfSams Publishing

In just a short time, you can learn how to use PHP, MySQL, and JavaScript together to create dynamic, interactive websites and applications using three leading web development technologies. No previous programming experience is required. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials of full-stack web application development - from HTML, CSS, and JavaScript on the front end, to PHP scripting and MySQL databases on the server. Regardless of whether you run Linux, Windows, or MacOS, the book includes complete instructions to install all the software you need to set up a stable environment for learning, testing, and production. Step-by-step instructions carefully walk you through the most common web application development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to: * Build web pages with HTML5 and CSS * Use JavaScript to build dynamic, interactive web pages * Get PHP, MySQL, and JavaScript to work together to create modern, standards-compliant web applications * Enhance interactivity with AJAX * Leverage JavaScript libraries such as jQuery * Work with cookies and user sessions * Get user input with web-based forms * Use basic SQL commands * Interact with the MySQL database using PHP * Write maintainable code and get started with version control * Decide when frameworks such as Bootstrap, Foundation, React, Angular, and Laravel can be useful * Create a web-based discussion forum or calendar * Add a storefront and shopping cart to your site Contents at a Glance PART I Web Application Basics 1 Understanding How the Web Works 2 Structuring HTML and Using Cascading Style Sheets 3 Understanding the CSS Box Model and Positioning 4 Introducing JavaScript 5 Introducing PHP PART II Getting Started with Dynamic Web Sites 6 Understanding Dynamic Web Sites and HTML5 Applications 7 JavaScript Fundamentals: Variables, Strings, and Arrays 8 JavaScript Fundamentals: Functions, Objects, and Flow Control 9 Understanding JavaScript Event Handling 10 The Basics of Using jQuery PART III Taking Your Web Applications to the Next Level 11 AJAX: Getting Started with Remote Scripting 12 PHP Fundamentals: Variables, Strings, and Arrays 13 PHP Fundamentals: Functions, Objects, and Flow Control 14 Working with Cookies and User Sessions 15 Working with Web-Based Forms PART IV Integrating a Database into Your Applications 16 Understanding the Database Design Process 17 Learning Basic SQL Commands 18 Interacting with MySQL Using PHP PART V Getting Started with Application Development 19 Creating a Simple Discussion Forum 20 Creating an Online Storefront 21 Creating a Simple Calendar 22 Managing Web Applications PART VI Appendixes A Installation QuickStart with XAMPP B Installing and Configuring MySQL C Installing and Configuring Apache D Installing and Configuring PHP

In just 24 sessions of one hour or less, Sams Teach Yourself ASP.NET Core in 24 Hours, will help you build professional-quality, cloud-based, web-connected solutions with ASP.NET Core. This book's straightforward, step-by-step approach guides you from the basics to advanced techniques, using practical examples to help you make the most of Microsoft's radically revamped ASP.NET Core framework. ASP.NET Program Manager Jeffrey T. Fritz guides you from jumpstarting development with templates to implementing cutting-edge security and containerization. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common ASP.NET Core tasks and techniques Practical, hands-on examples show you how to apply what you learn Notes and Tips point out shortcuts, solutions, and problems to avoid Learn how to… Set up your work environment on Windows or non-Windows operating systems Develop solutions more quickly by starting with project templates Configure ASP.NET Core, services, and applications Access data with Entity Framework Core Build modern architectures, controllers, and views with the new version of MVC Scaffold user interfaces and incorporate reusable UI components Read and write data using web API end-points Manage client-side packages with npm and bower Integrate Angular with ASP.NET Core Authenticate users, and protect your website with ASP.NET Core Authorization Deploy ASP.NET Core solutions into production Work with Docker containers in the ASP.NET Core environment

Teaches users how to work with the FreeBSD operating system, explaining how to do common tasks, such as setting up a basic Web server, and how to work with the graphical user environment.

Learn UML, the Unified Modeling Language, to create diagrams describing the various aspects and uses of your application before you start coding, to ensure that you have everything covered. Millions of programmers in all languages have found UML to be an invaluable asset to their craft. More than 50,000 previous readers have learned UML with Sams Teach Yourself UML in 24 Hours. Expert author Joe Schmuller takes you through 24 step-by-step lessons designed to ensure your understanding of UML diagrams and syntax. This updated edition includes the new features of UML 2.0 designed to make UML an even better modeling tool for modern object-oriented and component-based programming. The CD-ROM includes an electronic version of the book, and Poseidon for UML, Community Edition 2.2, a popular UML modeling tool you can use with the lessons in this book to create UML diagrams immediately.

Full Color! In just 24 sessions of one hour or less, Sams Teach Yourself 3ds Max in 24 Hours will help you master Autodesk 3ds Max 2014 and use it to create outstanding 3D content for games, video, film, and motion graphics. Using this book's straightforward, step-by-step approach, you'll master powerful 3ds Max tools for modeling, animation, rendering, compositing, and more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common 3ds Max tasks. "Try It Yourself" guided mini tutorials offer quick hands-on experience with 3ds Max's key tools. Quizzes and exercises test your knowledge. Notes, tips, and caution s offer extra information and alert you to possible problems. Learn how to... Quickly get comfortable with the 3ds Max 2014 interface Create, move, and modify 3D objects Edit and tweak the elements of any object Start modeling hard-surface and organic objects Work with materials and textures Explore and create animation Illuminate scenes with lighting Use cameras to control a scene's point of view Render 3D creations for production Rig and skin objects, making them easier to animate Learn the 12 essential principles of character animation Create devastating dynamic simulations Add visual effects, cloth, hair, and fur Automate repetitive tasks with MAXScript Create a professional-quality showcase The accompanying DVD/website contain how-to videos for dozens of key 3ds Max 2014 tasks, extensive sample art and models, and additional bonus content.

Thoroughly revised and updated with examples rewritten to conform to HTML5, CSS3, and contemporary web development practices, this easy-to-understand, step-by-step tutorial helps you quickly master the basics of HTML and CSS before moving on to more advanced topics such as graphics, video, and interactivity with JavaScript and jQuery. In just one hour a day, you'll learn the skills you need to design,

create, and maintain a professional-looking website. No previous experience required. By following each short, one-hour lesson in this book, anyone can learn the basics of web development. Learn at your own pace. You can work through each lesson sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each lesson ends with a Workshop section filled with questions, answers, and exercises for further study. Learn how to... Fully implement the HTML5 and CSS3 standards Work with text and create links Add images and graphics to your page Use CSS to style a site and position elements on a page Structure a page with HTML5 Use responsive web design to make your pages look good on different-sized screens Use JavaScript to add dynamic elements and interactivity on your pages Leverage jQuery to add JavaScript features to your pages Design for the mobile web Get your site online and let people know it's there Optimize your site for search engines Contents at a Glance PART I: Getting Started 1 What Is Web Publishing 2 Getting Your Tools in Order 3 Introducing HTML and CSS PART II: Creating Web Pages 4 Learning the Basics of HTML 5 Organizing Information with Lists 6 Working with Links PART III: Doing More with HTML and CSS 7 Formatting Text with HTML and CSS 8 Using CSS to Style a Site 9 Using Images on Your Web Pages 10 Building Tables 11 Using CSS to Position Elements on a Page 12 Designing Forms 13 Structuring a Page with HTML5 14 Integrating Multimedia: Video and Sound 15 Advanced CSS: Page Layout in CSS 16 Using Responsive Web Design PART IV: Using JavaScript and jQuery 17 Introducing JavaScript 18 Using jQuery 19 Using JavaScript in Your Pages 20 Working with Frames and Linked Windows PART V: Designing for Everyone 21 Designing for the Mobile Web 22 Designing for User Experience PART VI: Going Live on the Web 23 How to Publish Your Site 24 Taking Advantage of the Server 25 Search Engines and SEO

In just 24 sessions of one hour or less, learn how to build powerful, easy-to-maintain websites with Drupal—fast! Using this book's straightforward, step-by-step approach, you'll master every skill you'll need, from organizing sites and using Drupal's design themes to setting up search, polls, forums, and security. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Drupal tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Jesse Feiler provides consulting services to small businesses and non-profits through his company, North Country Consulting (northcountryconsulting.com). His recent books include FileMaker Pro 10 In Depth, The Bento Book, How to Do Everything with Web 2.0 Mashups, and iWork '09 For Dummies®. Register your book at informit.com/register for convenient access to all sample project source code, as well as updates and corrections as they become available. Learn how to… Make the most of Drupal, whether you're building business, non-profit, or personal sites Download, install, and configure open source Drupal 6 and 7, and make sure it's working properly Plan and organize your sites so they are easy to manage—and friendly to both users and search engines Customize sites with Drupal's extensive library of optional open source modules Create barebone sites and home pages automatically Add text, images, links, and other essential site features Master Drupal's powerful Content Construction Kit (CCK) Incorporate new types of content, ranging from articles to e-commerce products Secure Drupal sites by managing users, permissions, roles, and user profiles Categorize and tag content, and implement full-text search Promote user involvement with polls, comments, forums, RSS feed aggregation, blogs, and newsletters Automate and simplify site management with Triggers, Actions, and Rules

In just 24 sessions of one hour or less, you'll learn how to build complete, professional-quality web solutions with ASP.NET 4 and Microsoft Visual Web Developer 2010. Using this book's straightforward, step-by-step approach, you'll master the entire process, from site design through data collection, user management through debugging and deployment. Scott Mitchell, editor of top ASP.NET resource site 4GuysFromRolla.com, shows how to use the newest ASP.NET 4 enhancements and make the most of free tools like ASP.NET Ajax and Microsoft SQL Server 2008 Express Edition. Each lesson builds on what you've already learned, giving you a strong, practical foundation for success! Step-by-step instructions carefully walk you through the most common ASP.NET 4 development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way, Did You Know?, and Watch Out! boxes point out shortcuts and solutions. Learn how to… Get started fast with ASP.NET 4 and Visual Web Developer 2010 Use Visual Web Developer 2010 to quickly build professional-quality ASP.NET websites Design, create, and test ASP.NET web pages Collect, process, and validate input from your site's visitors Build a website that supports user accounts Create web pages that access, display, and edit database data using Microsoft SQL Server 2008 Express Edition Define site maps to provide efficient, easy navigation Use master pages to build more consistent and well-designed sites Create more responsive and interactive web pages with ASP.NET Ajax Host, upload, deploy, and update production web sites

In just 24 sessions of one hour or less, Sams Teach Yourself Windows 8.1 Apps with XAML and C# in 24 Hours will help you build compelling apps for Windows 8.1 devices of all kinds.

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 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.

The Congressional Record is the official record of the proceedings and debates of the United States Congress. It is published daily when Congress is in session. The

Congressional Record began publication in 1873. Debates for sessions prior to 1873 are recorded in The Debates and Proceedings in the Congress of the United States (1789-1824), the Register of Debates in Congress (1824-1837), and the Congressional Globe (1833-1873)

In just 24 sessions of one hour or less, Sams Teach Yourself Node.js in 24 Hours will help you master the Node.js platform and use it to build server-side applications with extraordinary speed and scalability. Using this text's straightforward, step-by-step approach, you'll move from basic installation, configuration, and programming all the way through real-time messaging between browser and server, testing and deployment. Every lesson and case-study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Node.js development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present valuable additional information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to… · Create end-to-end applications entirely in JavaScript · Master essential Node.js concepts like callbacks and quickly create your first program · Create basic sites with the HTTP module and Express web framework · Manage data persistence with Node.js and MongoDB · Debug and test Node.js applications · Deploy Node.js applications to thirdparty services, such as Heroku and Nodester · Build powerful real-time solutions, from chat servers to Twitter clients · Create JSON APIs using JavaScript on the server · Use core components of the Node.js API, including processes, child processes, events, buffers, and streams · Create and publish a Node.js module

Discover how easy it is to design killer interfaces and responsive websites with the Bootstrap framework. This practical book gets you started building pages with Bootstrap's HTML/CSS-based tools and design templates right away. You'll also learn how to extend your app with interactive features, using its suite of jQuery plugins—often without writing a single line of code. Developed by Twitter and available free from GitHub, Bootstrap supports responsive design by dynamically adjusting your web page layout. With just a basic knowledge of HTML, CSS, and JavaScript, you can build apps that work equally well on desktop screens, smartphones, and tablets. This book shows you how. Become familiar with Bootstrap's file structure, grid systems, and container layouts Learn HTML elements for typography, code, tables, forms, buttons, images, and icons Design interfaces and other web elements, such as navigation, breadcrumbs, and custom modal windows Use jQuery plugins for features such as revolving slideshows, tabbable interfaces, and dropdown menus Modify everything from column count to typography colors with the LESS stylesheet language

Provides information on building responsive Web sites for a variety of devices and platforms using CSS, HTML5, and JavaScript, including layouts, breakpoints, forms, fonts and typography, with practical hands-on examples, quizzes, and exercises.

Want to improve the design of your website or web application without having to write CSS styles from scratch? Learning HTML and CSS is a lot more challenging than it used to be. Responsive web design adds more layers of complexity to design and develop websites. In this book you will become familiar with the new cards component, setting up the new flexbox grid layout, customizing the look and feel, how to follow the mobile-first development workflow, and more! Web designer and developer Jacob Lett has built 100+ websites and WordPress themes. Let him show you exactly how to build responsive layouts that look great in every browser and device. He shares what you can't learn from the official documentation... the process of actually building a full layout. This book is focused on the workflow and does not duplicate what you can already find in the official documentation. This book will show you how to reference the documentation and use it effectively in your projects. BONUS: Includes a link to download a free cheat sheets bundle and a 1 hour training video.Who is this for?You're an absolute beginner and want to become a web developer.You learned HTML and CSS 5-10 years ago but are new to responsive web design basics.You have used Bootstrap before but want to learn new techniques and workflow.What will I learn?Learn what responsive web design is, the history behind it, and how the Bootstrap 4 frontend framework makes it easier to implement.Learn the web design process and workflow necessary to make a responsive website and application with Bootstrap 4.Learn what's new in Bootstrap 4 with a deep focus on CSS3 Flexbox, Cards, and the responsive grid layout.What will I build?Responsive Marketing Homepage - Topics covered: responsive images, image cards, parallax background images, Google fonts, carousel cross-fade, and vertical centered text.Bootstrap Admin Dashboard - Topics covered: 100% height sidebar, card deck, FontAwesome icons, responsive charts and tables, and custom navigation tree menu.How is this training unique?Learn by doing as you build two professional responsive layouts examples step-by-step.Focused on the workflow vs duplicating what you can find in the official documentation. This book will show you how to reference the documentation and use it effectively in your projects.Uses hyperlinks to point to code demos, snippets, videos, and external resources.What do I need?Some experience with HTML and CSS is helpful but not necessary.Does not require knowing Sass, command line, or Photoshop.A computer with Google Chrome.A text editor like Atom and an internet connection. You want to build a beautiful website or user interface that works on all major browsers. Let Jacob show you how step by step. If you like detailed step by step guides, plenty of examples, and printable cheat sheets, then you'll love Jacob Lett's approach at how he creates responsive layouts using Bootstrap 4. Buy the Bootstrap 4 Quick Start today and start building responsive layouts in less time and with less effort!

In just 24 sessions of one hour or less, you will be up and running with AngularJS in your Microsoft .NET environment. Using a straightforward, step-by-step approach, each lesson builds on your .NET skills and knowledge, helping you quickly learn the essentials of AngularJS, and use it to streamline any web development project. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. Q&A sections, quizzes, and exercises help you build and test your knowledge. By The Way notes present interesting pieces of information. Try it Yourself sidebars offer advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Dennis

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Learn to use one of the most popular CSS frameworks and build mobile-friendly web pages. Used for numerous websites and applications, Bootstrap is a key tool for modern web development. You will explore the grid system and then be introduced to the power of Bootstrap in practical projects. You'll make navigation bars, use themes and styling, create and manipulate cover pages, admin dashboards, forms, and modal dialogs. You'll learn to use Scrollspy and create tooltips and popovers. Today's web is responsive and Bootstrap continues to be at the forefront with web professionals. Learn by doing with Practical Bootstrap today. What You Will Learn Review how the grid system applies to Bootstrap Create stunning cover pages that encompass a large background image Build an admin dashboard page that changes its layout according to a device's display width Work with the modal HTML markup and its main parts Customize modal behavior by setting various options using JavaScript Integrate Bootstrap JavaScript libraries with your own HTML page Add scroll spying functionality to your long-content pages Adjust the offset and activation point of the scroll sections Who This Book Is For Anyone who wants to learn how to use Bootstrap. You should have knowledge of HTML, CSS and basic JavaScript.

Front-end development targets the browser, putting your applications in front of the widest range of users regardless of device or operating system. This guide will give you a solid foundation for creating rich web experiences across platforms. Focusing on JavaScript, CSS3, and HTML5, this book is for programmers with a background in other platforms and developers with previous web experience who need to get up to speed quickly on current tools and best practices. Each chapter of this book will guide you through essential concepts and APIs as you build a series of applications. You will implement responsive UIs, access remote web services, build applications with Ember.js, and more. You will also debug and test your code with cutting-edge development tools and harness the power of Node.js and the wealth of open-source modules in the npm registry. After working through the step-by-step example projects, you will understand how to build modern websites and web applications.

The easy, step-by-step tutorial for developers who want to write rich mobile apps for smartphones and tablets using the new HTML5 standard * *A complete hands-on introduction to mobile HTML5 programming: helps developers master one of tomorrow's most valuable, 'in-demand' new skills. *Teaches practical skills that will be valuable for development on most contemporary mobile platforms, including iPad/iPhone (iOS), Android, and Windows Phone 7. *Especially focused on HTML5 features already supported in today's web browsers. Using HTML5, developers can build rich, robust mobile apps that run on smartphones, tablets, and other devices, and interact with users in powerful new ways. In just 24 lessons of one hour or less, this easy, practical book will help them master modern mobile development with HTML5. Building on what they already know about HTML4, CSS, and JavaScript, it covers all the basics of building web pages with HTML5, shows how to extend those pages with innovative new features, and then walks through building complete apps targeted at diverse mobile devices. Coverage includes: * *Understanding how HTML5 improves mobile development. *Detecting mobile devices and HTML5 support, and upgrading sites to support them. *Styling and building mobile pages with HTML5. *Using the canvas, typography, audio/video, and forms *Adding microformats, drag-and-drop, and other advanced features. *Designing efficient mobile apps. *Using advanced Web Application APIs and web storage. *Integrating geolocation into mobile apps Step-by-step instructions walk readers through key tasks... Q and As, Quizzes, and Exercises test their knowledge... 'Did You Know?' tips offer insider advice... 'Watch Out!' alerts help them avoid problems. By the time they're finished, readers won't just understand core HTML5 concepts: they'll be comfortable designing and writing their own new mobile apps

Learn AngularJS, JavaScript and jQuery Web Application Development In just a short time, you can learn the basics of the JavaScript language, jQuery library, and AngularJS framework – and find out how to use them to build well-designed, reusable components for web applications. Sams Teach Yourself AngularJS, JavaScript, and jQuery All in One assumes absolutely no previous knowledge of JavaScript or jQuery. The authors begin by helping students gain the relevant JavaScript skills they need, introducing JavaScript in a way specifically designed for modern AngularJS web development. Each short, easy lesson builds on all that's come before, teaching new concepts and techniques from the ground up, through practical examples and hands-on problem solving. As you complete the lessons in this book, you'll gain a practical understanding of how to provide rich user interactions in your web pages, adding dynamic code that allows web pages to instantly react to mouse clicks and finger swipes, and interact with back-end services to store and retrieve data from the web server. Learn how to: Create powerful, highly interactive single-page web applications Leverage AngularJS's innovative MVC approach to web development Use JavaScript in modern frameworks Implement JavaScript, jQuery, and AngularJS together in web pages Dynamically modify page elements in the browser Use browser events to interact with the user directly Implement client-side services that interact with web servers Integrate rich user interface components, including zoomable images and expandable lists Enhance user experience by creating AngularJS templates with built-in directives Bind user interface elements and events to the data model to add flexibility and support more robust interactivity Define custom AngularJS directives to extend HTML's capabilities Build dynamic browser views to provide richer user interaction Create custom services you can integrate into many AngularJS applications Develop a well-structured code base that's easy to reuse and maintain Contents at a Glance Part I: An Introduction to AngularJS, jQuery, and JavaScript Development 1 Introduction to Dynamic Web Programming 2 Debugging JavaScript in Web Pages

3 Understanding Dynamic Web Page Anatomy 4 Adding CSS/CSS3 Styles to Allow Dynamic Design and Layout 5 Jumping into jQuery and JavaScript Syntax 6 Understanding and Using JavaScript Objects Part II: Implementing jQuery and JavaScript in Web Pages 7 Accessing DOM Elements Using JavaScript and jQuery Objects 8 Navigating and Manipulating jQuery Objects and DOM Elements with jQuery 9 Applying JavaScript and jQuery Events for Richly Interactive Web Pages 10 Dynamically Accessing and Manipulating Web Pages with JavaScript and jQuery 11 Working with Window, Browser, and Other Non-Web Page Elements Part III: Building Richly Interactive Web Pages with jQuery 12 Enhancing User Interaction Through jQuery Animation and Other Special Effects 13 Interacting with Web Forms in jQuery and JavaScript 14 Creating Advanced Web Page Elements in jQuery 15 Accessing Server-Side Data via JavaScript and jQuery AJAX Requests Part IV: Utilizing jQuery UI 16 Introducing jQuery UI 17 Using jQuery UI Effects 18 Advanced Interactions With jQuery UI Interaction Widgets 19 Using jQuery UI Widgets to Add Rich Interactions to Web Pages Part V: Building Web Applications with AngularJS 20 Getting Started with AngularJS 21 Understanding AngularJS Application Dynamics 22 Implementing the Scope as a Data Model 23 Using AngularJS Templates to Create Views 24 Implementing Directives in AngularJS Views 25 Creating Your Own Custom Directives to Extend HTML 26 Using Events to Interact with Data in the Model 27 Implementing AngularJS Services in Web Applications 28 Creating Your Own Custom AngularJS Services 29 Creating Rich Web Application Components the AngularJS Way

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