

# Understanding EcmaScript 6 The Definitive Guide For Javascript Developers

Update your skill set for ES 6 and 7 with the ultimate JavaScript guide for pros Professional JavaScript for Web Developers is the essential guide to next-level JavaScript development. Written for intermediate-to-advanced programmers, this book jumps right into the technical details to help you clean up your code and become a more sophisticated JavaScript developer. From JavaScript-specific object-oriented programming and inheritance, to combining JavaScript with HTML and other markup languages, expert instruction walks you through the fundamentals and beyond. This new fourth edition has been updated to cover ECMAScript 6 and 7 (also known as ES2015 and ES2016) and the major re-imagination and departure from ES 5.1; new frameworks and libraries, new techniques, new testing tools, and more are explained in detail for the professional developer, with a practical focus that helps you put your new skills to work on real-world projects. The latest—and most dramatic—ES release is already being incorporated into JavaScript engines in major browsers; this, coupled with the rise in mobile web traffic increasing demand for responsive, dynamic web design, means that all web developers need to update their skills—and this book is your ideal resource for quick, relevant guidance. Get up to date with ECMAScript 6 and 7, new frameworks, and new libraries Delve into web animation, emerging APIs, and build systems Test more effectively with mocks, unit tests, functional tests, and other tools Plan your builds for future ES releases Even if you think you know JavaScript, new ES releases bring big changes that

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will affect the way you work. For a professional-level update that doesn't waste time on coding fundamentals, Professional JavaScript for Web Developers is the ultimate resource to bring you up to speed.

Learn everything you need to master the AdonisJs framework, including topics such as interacting with a database, rendering templates, writing asynchronous code, and hosting sites with SSL. Along the way, you'll see how to build a commerce application, which lists products and allows shoppers to register and purchase those products. The site will feature a product catalog, a shopping cart, user registration and login, and profile management. The Definitive Guide to AdonisJs also covers how to create a front-end build chain, so that you can use a modern front-end framework, such as React. You'll discover how to connect your front end to the server, so that data and transactions can be shared between the two. Finally, you'll see how to secure and deploy the application to a virtual private server, including how to apply for and install an SSL certificate and start accepting payments. After reading and using this book, you'll know all you need about AdonisJs. You'll have the tools to turn that side-project you've been thinking about into a real money-making product. It is written by a web expert and reviewed by the AdonisJs project lead. This is the complete start-to-finish guide you've been waiting for. What You'll Learn Set up Node.js and AdonisJs, so that you can start building your application Create and use views and template code Implement cooperative multitasking, in JavaScript Represent eventual values with AdonisJs promises Organize and isolate your code in controllers and decorate them with middleware, to do things like authentication Build queries, using the Lucid DSL, and package these database entities up into model classes Validate form data and respond with the appropriate error messages Respond to general framework

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errors with custom error pages Learn the deeper parts of sessions and cookies Update the state of the user interface with WebSockets Host AdonisJs applications in a modern hosting environment Who This Book Is For Readers should have a functional understanding of JavaScript.

Make your Web pages stand out above the noise with JavaScript and the expert instruction in this much-anticipated update to the bestselling JavaScript Bible. With renowned JavaScript expert Danny Goodman at your side, you'll get a thorough grounding in JavaScript basics, see how it fits with current Web browsers, and find all the soup-to-nuts detail you'll need. Whether you're a veteran programmer or just starting out, this is the JavaScript book Web developers turn to again and again. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

An introduction to writing code with JavaScript covers such topics as style guidelines, programming practices, and automation.

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

Learn how to build dynamic web applications with Express, a key component of the Node/JavaScript development stack. In this hands-on guide, author Ethan Brown teaches you the fundamentals through the development of a fictional application that exposes a public website and a RESTful API. You'll also learn web architecture best practices to help you build single-page, multi-page, and hybrid web apps with Express. Express strikes a balance between a robust framework and no framework at all, allowing you a free hand in your architecture choices. With this book, frontend and backend engineers familiar with JavaScript will discover new ways of looking at web development. Create webpage

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templating system for rendering dynamic data Dive into request and response objects, middleware, and URL routing Simulate a production environment for testing and development Focus on persistence with document databases, particularly MongoDB Make your resources available to other programs with RESTful APIs Build secure apps with authentication, authorization, and HTTPS Integrate with social media, geolocation, and other third-party services Implement a plan for launching and maintaining your app Learn critical debugging skills This book covers Express 4.0. Dispels the myth that JavaScript is a "baby" language and demonstrates why it is the scripting language of choice used in the design of millions of Web pages and server-side applications Quickly covers JavaScript basics and then moves on to more advanced topics such as object-oriented programming, XML, Web services, and remote scripting Addresses the many issues that Web application developers face, including internationalization, security, privacy, optimization, intellectual property issues, and obfuscation Builds on the reader's basic understanding of HTML, CSS, and the Web in general This book is also available as part of the 4-book JavaScript and Ajax Wrox Box (ISBN: 0470227818). This 4-book set includes: Professional JavaScript for Web Developers (ISBN: 0764579088) Professional Ajax 2nd edition (ISBN: 0470109491) Professional Web 2.0 Programming (ISBN: 0470087889) Professional Rich Internet Applications: Ajax and Beyond (ISBN: 0470082801)

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 &

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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

Get the best out of Node.js by mastering its most powerful components and patterns to create modular and scalable applications with ease

About This Book Create reusable patterns and modules by leveraging the new features of Node.js . Understand the asynchronous single thread design of node and grasp all its features and patterns to take advantage of various functions. This unique guide will help you get the most out of Node.js and its ecosystem. Who This Book Is For The book is meant for developers and software architects with a basic working knowledge of JavaScript who are interested in acquiring a deeper understanding of how to design and develop enterprise-level Node.js applications. Basic knowledge of Node.js is also helpful to get the most out of this book. What You Will Learn Design and implement a series of server-side JavaScript patterns so you understand why and when to apply them in different use case scenarios Become comfortable with writing asynchronous code by leveraging constructs such as callbacks, promises, generators and the async-await syntax Identify the most important concerns and apply unique tricks to achieve higher scalability and modularity in your Node.js application Untangle your modules by organizing and connecting them

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coherently Reuse well-known techniques to solve common design and coding issues Explore the latest trends in Universal JavaScript, learn how to write code that runs on both Node.js and the browser and leverage React and its ecosystem to implement universal applications In Detail Node.js is a massively popular software platform that lets you use JavaScript to easily create scalable server-side applications. It allows you to create efficient code, enabling a more sustainable way of writing software made of only one language across the full stack, along with extreme levels of reusability, pragmatism, simplicity, and collaboration. Node.js is revolutionizing the web and the way people and companies create their software. In this book, we will take you on a journey across various ideas and components, and the challenges you would commonly encounter while designing and developing software using the Node.js platform. You will also discover the "Node.js way" of dealing with design and coding decisions. The book kicks off by exploring the basics of Node.js describing it's asynchronous single-threaded architecture and the main design patterns. It then shows you how to master the asynchronous control flow patterns, and the stream component and it culminates into a detailed list of Node.js implementations of the most common design patterns as well as some specific design patterns that are exclusive to the Node.js world. Lastly, it dives into more advanced concepts such as Universal Javascript, and scalability' and it's meant to conclude the journey by giving the reader all the necessary concepts to be able to build an enterprise grade application using Node.js. Style and approach This book takes its intended readers through a comprehensive explanation to create a scalable and efficient real-time server-side apps.

The best modern JavaScript is simple, readable, and predictable. Learn to write modern JavaScript not by

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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 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). A guide for experienced programmers demonstrates the core

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JavaScript language, offers examples of common tasks, and contains an extensive reference to JavaScript commands, objects, methods, and properties.

If you're like most developers, you rely heavily on JavaScript to build interactive and quick-responding web applications.

The problem is that all of those lines of JavaScript code can slow down your apps. This book reveals techniques and strategies to help you eliminate performance bottlenecks during development. You'll learn how to improve execution time, downloading, interaction with the DOM, page life cycle, and more. Yahoo! frontend engineer Nicholas C. Zakas and five other JavaScript experts—Ross Harmes, Julien Lecomte, Steven Levithan, Stoyan Stefanov, and Matt

Sweeney—demonstrate optimal ways to load code onto a page, and offer programming tips to help your JavaScript run as efficiently and quickly as possible. You'll learn the best practices to build and deploy your files to a production environment, and tools that can help you find problems once your site goes live. Identify problem code and use faster alternatives to accomplish the same task Improve scripts by learning how JavaScript stores and accesses data Implement JavaScript code so that it doesn't slow down interaction with the DOM Use optimization techniques to improve runtime performance Learn ways to ensure the UI is responsive at all times Achieve faster client-server communication Use a build system to minify files, and HTTP compression to deliver them to the browser

This is an exciting time to learn JavaScript. Now that the latest JavaScript specification ECMAScript 6.0 (ES6) has been finalized, learning how to develop high-quality applications with this language is easier and more satisfying than ever. This practical book takes programmers (amateurs and pros alike) on a no-nonsense tour of ES6, along with some related tools and techniques. Author Ethan Brown

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("Web Development with Node and Express") not only guides you through simple and straightforward topics (variables, control flow, arrays), but also covers complex concepts such as functional and asynchronous programming. You'll learn how to create powerful and responsive web applications on the client, or with Node.js on the server. Use ES6 today and transpile code to portable ES5. Translate data into a format that JavaScript can use. Understand the basic usage and mechanics of JavaScript functions. Explore objects and object-oriented programming. Tackle new concepts such as iterators, generators, and proxies. Grasp the complexities of asynchronous programming. Work with the Document Object Model for browser-based apps. Learn Node.js fundamentals for developing server-side applications."

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

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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 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.

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.

If you're ready to use Closure to build rich web applications

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with JavaScript, this hands-on guide has precisely what you need to learn this suite of tools in depth. Closure makes it easy for experienced JavaScript developers to write and maintain large and complex codebases—as Google has demonstrated by using Closure with Gmail, Google Docs, and Google Maps. Author and Closure contributor Michael Bolin has included numerous code examples and best practices, as well as valuable information not available publicly until now. You'll learn all about Closure's Library, Compiler, Templates, testing framework, and Inspector—including how to minify JavaScript code with the Compiler, and why the combination of the Compiler and the Library is what sets Closure apart from other JavaScript toolkits. Learn how the Compiler significantly reduces the amount of JavaScript users have to download when visiting your site Discover several ways to use the Compiler as part of your build process Learn about type expressions, primitives, and common utilities Understand how Closure emulates classes and class-based inheritance Use Closure Templates on the server and the client from either JavaScript or Java Test and debug your JavaScript code, even when it's compiled

For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript material on the market. The seventh edition represents a significant update, with new information for ECMAScript 2020, and new chapters on language-specific features. JavaScript: The Definitive Guide is ideal for experienced programmers who want to learn the programming language of the web, and for current JavaScript programmers who want to master it.

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

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(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

Summary HTML5 in Action provides a complete introduction to web development using HTML5. You'll explore every aspect of the HTML5 specification through real-world examples and code samples. It's much more than just a specification reference, though. It lives up to the name HTML5 in Action by giving you the practical, hands-on guidance you'll need to use key features. About the Technology HTML5 is not a few new tags and features added to an old standard—it's the foundation of the modern web, enabling its interactive services, single-page UI, interactive games, and complex business applications. With support for standards-driven mobile app development, powerful features like local storage and WebSockets, superb audio and video APIs, and new layout options using CSS3, SVG, and Canvas, HTML5 has entered its prime time. About the Book HTML5 in Action provides a complete introduction to web development using HTML5. It explores the HTML5 specification through

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real-world examples and code samples. It earns the name "in Action" by giving you the practical, hands-on guidance you'll need to confidently build the sites and applications you—and your clients—have been wanting for years. This book concentrates on new HTML5 features and assumes you are familiar with standard HTML. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside New semantic elements and form input types Single-page application design Creating interactive graphics Mobile web apps About the Authors Rob Crowther is a web developer and blogger and the author of Manning's Hello! HTML5 & CSS3. Joe Lennon is an enterprise mobile application developer. Ash Blue builds award-winning interactive projects. Greg Wanish is an independent web and eCommerce developer. Table of Contents PART 1 INTRODUCTION HTML5: from documents to applications PART 2 BROWSER-BASED APPS Form creation: input widgets, data binding, and data validation File editing and management: rich formatting, file storage, drag and drop Messaging: communicating to and from scripts in HTML5 Mobile applications: client storage and offline execution PART 3 INTERACTIVE GRAPHICS, MEDIA, AND GAMING 2D Canvas: low-level, 2D graphics rendering SVG: responsive in-browser graphics Video and audio: playing media in the browser WebGL: 3D application development Plus 10 Appendixes

Why reinvent the wheel every time you run into a problem with JavaScript? This cookbook is chock-full of code recipes that address common programming tasks, as well as techniques for building web apps that work in any browser. Just copy and paste the code samples into your project—you'll get the job done faster and learn more about JavaScript in the process. You'll also learn how to take advantage of the latest features in ECMAScript 5 and

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HTML5, including the new cross-domain widget communication technique, HTML5's video and audio elements, and the drawing canvas. You'll find recipes for using these features with JavaScript to build high-quality application interfaces. Create interactive web and desktop applications Work with JavaScript objects, such as String, Array, Number, and Math Use JavaScript with Scalable Vector Graphics (SVG) and the canvas element Store data in various ways, from the simple to the complex Program the new HTML5 audio and video elements Implement concurrent programming with Web Workers Use and create jQuery plugins Use ARIA and JavaScript to create fully accessible rich internet applications

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) and further revisions. 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 collection contains: Practical ES6 is a collection of articles introducing 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. JavaScript: Best Practice presents articles discussing modern JavaScript best practice, enabling you to write more powerful code that is clean, performant, maintainable, and reusable. 6 JavaScript Projects presents six complete JavaScript projects; each taking advantage of modern JavaScript and its ecosystem. You'll learn to build several different apps, and along the way you'll pick up a ton

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of useful advice, tips, and techniques. Modern JavaScript Tools & Skills contains a collection of articles outlining essential tools and skills that every modern JavaScript developer should know. 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.

PHP is experiencing a renaissance, though it may be difficult to tell with all of the outdated PHP tutorials online. With this practical guide, you'll learn how PHP has become a full-featured, mature language with object-orientation, namespaces, and a growing collection of reusable component libraries. Author Josh Lockhart—creator of PHP The Right Way, a popular initiative to encourage PHP best practices—reveals these new language features in action. You'll learn best practices for application architecture and planning, databases, security, testing, debugging, and deployment. If you have a basic understanding of PHP and want to bolster your skills, this is your book. Learn modern PHP features, such as namespaces, traits, generators, and closures Discover how to find, use, and create PHP components Follow best practices for application security, working with databases, errors and exceptions, and more Learn tools and techniques for deploying, tuning, testing, and profiling your PHP applications Explore Facebook's HVVM and Hack language implementations—and how they affect modern PHP Build a local development environment that closely matches your production server

Professional Ajax 2nd Edition provides a developer-level tutorial of Ajax techniques, patterns, and use cases. The book begins by exploring the roots of Ajax, covering how the evolution of the web and new technologies directly led to the development of Ajax techniques. A detailed discussion of how

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frames, JavaScript, cookies, XML, and XMLHttpRequest requests (XHR) related to Ajax is included. After this introduction, the book moves on to cover the implementation of specific Ajax techniques. Request brokers such as hidden frames, dynamic iframes, and XHR are compared and contrasted, explaining when one method should be used over another. To make this discussion clearer, a brief overview of HTTP requests and responses is included. Once a basic understanding of the various request types is discussed, the book moves on to provide in-depth examples of how and when to use Ajax in a web site or web application. Different data transmission formats, including plain text, HTML, XML, and JSON are discussed for their advantages and disadvantages. Also included is a discussion on web services and how they may be used to perform Ajax techniques. Next, more complex topics are covered. A chapter introducing a request management framework explores how to manage all of the requests inside of an Ajax application. Ajax debugging techniques are also discussed. Professional Ajax 2nd edition is written for Web application developers looking to enhance the usability of their web sites and web applications and intermediate JavaScript developers looking to further understand the language. Readers should have familiarity with XML, XSLT, Web Services, PHP or C#, HTML, CSS. Professional Ajax 2nd edition adds nearly 200 pages of new and expanded coverage compared to the first edition. Create scalable, reusable high-quality JavaScript applications and libraries

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 covering lesser-understood aspects of this powerful language and truly understanding how it works, your JavaScript code and programming skills will

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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

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a better programmer by understanding at a very high level how the code works. Table of Contents Objects and Prototypes Functions Getting Closure JavaScript Slang Living Asynchronously JavaScript IRL Pragmatic JavaScript Style Workflow Code Quality Improving Testability

TypeScript is a typed superset of JavaScript with the potential to solve many of the headaches for which JavaScript is famous. But TypeScript has a learning curve of its own, and understanding how to use it effectively can take time. This book guides you through 62 specific ways to improve your use of TypeScript. Author Dan Vanderkam, a principal software engineer at Sidewalk Labs, shows you how to apply these ideas, following the format popularized by Effective C++ and Effective Java (both from Addison-Wesley). You'll advance from a beginning or intermediate user familiar with the basics to an advanced user who knows how to use the language well. Effective TypeScript is divided into eight chapters: Getting to Know TypeScript TypeScript's Type System Type Inference Type Design Working with any Types Declarations and @types Writing and Running Your Code Migrating to TypeScript

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 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

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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.

Learn functional programming concepts using JavaScript ES6. You will learn concepts such as currying, partial functions, higher-order functions, and monads. Programming languages have evolved from focusing on procedures to objects and now on function. JavaScript supports functional programming and allows developers to write well-crafted code. What You Will Learn: Master functional programming concepts Identify how functions are treated in JavaScript Understand real-world functional libraries and create a functional library that mimics underscore.js Perform pure-error handling techniques such as functors and monads Discover ES6 functional features such as spread operators and generators Who This Book Is For: JavaScript developers (or beginners) who want to understand functional programming concepts and the functional nature of the language.

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No Starch Press

No matter how much experience you have with JavaScript, odds are you don't fully understand the language. This concise, in-depth guide takes you inside JavaScript's this structure and object prototypes. You'll learn how they work and why they're integral to behavior delegation—a design pattern in which objects are linked, rather than cloned. Like other books in the “You Don't Know JS” series, this and

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Object Prototypes dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can become a true JavaScript master. With this book you will: Explore how the this binding points to objects based on how the function is called Look into the nature of JS objects and why you'd need to point to them Learn how developers use the mixin pattern to fake classes in JS Examine how JS's prototype mechanism forms links between objects Learn how to move from class/inheritance design to behavior delegation Understand how the OLOO (objects-linked-to-other-objects) coding style naturally implements behavior delegation

A revised and updated edition offers comprehensive coverage of ECMAScript 5 (the new JavaScript language standard) and also the new APIs introduced in HTML5, with chapters on functions and classes completely rewritten and updated to match current best practices and a new chapter on language extensions and subsets. Original.

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

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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.

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

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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 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.

How can you overcome JavaScript language oddities and unsafe features? With this book, you'll learn how to create code that's beautiful, safe, and simple to understand and test by using JavaScript's functional programming support. Author Michael Fogus shows you how to apply functional-style concepts with Underscore.js, a JavaScript library that facilitates functional programming techniques. Sample code is available on GitHub at <https://github.com/funjs/book-source>. Fogus helps you think in a functional way to help you minimize complexity in the programs you build. If you're a JavaScript programmer hoping to learn functional programming techniques, or a functional programmer looking to learn JavaScript, this book is the ideal introduction. Use applicative programming

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techniques with first-class functions Understand how and why you might leverage variable scoping and closures Delve into higher-order functions—and learn how they take other functions as arguments for maximum advantage Explore ways to compose new functions from existing functions Get around JavaScript's limitations for using recursive functions Reduce, hide, or eliminate the footprint of state change in your programs Practice flow-based programming with chains and functional pipelines Discover how to code without using classes

Most programming languages contain good and bad parts, but JavaScript has more than its share of the bad, having been developed and released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented programming language—ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making its popularity almost completely independent of its qualities as a programming language. In *JavaScript: The Good Parts*, Crockford finally digs through the steaming pile of good

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intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including: Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult any other JavaScript book. With JavaScript: The Good Parts, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to get Ajax to run fast. If you develop sites or applications for the Web, this book is an absolute must.

A complete introduction to building robust and reliable software Beginning Software Engineering demystifies the software engineering methodologies and techniques that professional developers use to design and build robust, efficient, and consistently reliable software. Free of jargon and assuming no previous programming, development, or management experience, this accessible guide explains important concepts and techniques that can be applied to any programming language. Each chapter ends with exercises that let you test your understanding and help you elaborate on the chapter's main concepts. Everything you need to understand waterfall, Sashimi, agile, RAD, Scrum, Kanban, Extreme Programming, and many other development models is inside! Describes in plain English what software engineering is Explains the roles and

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responsibilities of team members working on a software engineering project Outlines key phases that any software engineering effort must handle to produce applications that are powerful and dependable Details the most popular software development methodologies and explains the different ways they handle critical development tasks Incorporates exercises that expand upon each chapter's main ideas Includes an extensive glossary of software engineering terms

You will first be introduced to object-oriented programming, then to the basics of objects in JavaScript. This book takes a do-it-yourself approach when it comes to writing code, because the best way to really learn a programming language is by writing code. You are encouraged to type code into Firebug's console, see how it works and then tweak it and play around with it. There are practice questions at the end of each chapter to help you review what you have learned. For new to intermediate JavaScript developer who wants to prepare themselves for web development problems solved by smart JavaSc.

If you've used a more traditional object-oriented language, such as C++ or Java, JavaScript probably doesn't seem object-oriented at all. It has no concept of classes, and you don't even need to define any objects in order to write code. But don't be fooled—JavaScript is an incredibly powerful and expressive object-oriented language that puts many design decisions right into your hands. In *The Principles of Object-Oriented JavaScript*, Nicholas C. Zakas thoroughly explores JavaScript's object-oriented nature, revealing the language's unique

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implementation of inheritance and other key characteristics. You'll learn: –The difference between primitive and reference values –What makes JavaScript functions so unique –The various ways to create objects –How to define your own constructors –How to work with and understand prototypes –Inheritance patterns for types and objects The Principles of Object-Oriented JavaScript will leave even experienced developers with a deeper understanding of JavaScript. Unlock the secrets behind how objects work in JavaScript so you can write clearer, more flexible, and more efficient code.

JavaScript--the powerful, object-based scripting language that can be embedded directly into HTML pages--has earned its place in the web developer's toolkit, to the extent that it's now considered required knowledge for web developers. You can use JavaScript to create dynamic, interactive applications that run completely within a web browser. JavaScript is also the language of choice for developing Dynamic HTML content. Because its syntax is based on the popular programming languages C, C++, and Java, JavaScript is familiar and easy to learn for experienced programmers. At the same time, it's an interpreted scripting language, providing a flexible, forgiving programming environment for new programmers. The JavaScript Pocket Reference, 2nd Edition, provides a complete overview of the core JavaScript language and client-side scripting environment, as well as quick-reference material on core and client-side objects, methods, and properties. The new edition has been revised to cover JavaScript 1.5, and is particularly useful for developers working with the

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standards-compliant web browsers, such as Internet Explorer 6, Netscape 7, and Mozilla. Ideal as an introduction for beginners and a quick reference for advanced developers, this pocket-sized book is easy to take anywhere and serves as the perfect companion volume to the bestselling JavaScript: The Definitive Guide, 4th Edition. O'Reilly's Pocket References have become a favorite among developers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point and need to get to the answer quickly, the new JavaScript Pocket Reference is the book you'll want close at hand.

JavaScript has finally grown up. Armed with a slew of new features, JavaScript now makes writing the code that powers your applications elegant, concise, and easy to understand. This book is a pragmatic guide to the new features introduced in JavaScript, starting with Edition 6 of ECMAScript, and ending with Edition 9. Using a "compare and contrast" approach, each chapter offers a deep dive into new features, highlighting how best to use them moving forward. As you progress through the book, you'll be offered multiple opportunities to see the new features in action, and in concert with one another. Backed by an example-driven writing style, you'll learn by doing, and get ready to embrace the new world of JavaScript. What You'll Learn Provide a deep exposition of the new features introduced in ES6 through ES9 Review how JavaScript's new features by-pass any limitations of an existing approach Examine the

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refactoring necessary to go from old to new Demonstrate how JavaScript's new features work in unison with each other Who This Book Is For New and experienced developers who wish to keep abreast of the changes to JavaScript and deepen their understanding of the language.

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