Javascript Good Parts Douglas Crockford

Create HTML5, JQuery, and CSS3-based hybrid applications and deploy them on multiple mobile devices, including on Android, iOS and Windows Phone. This kind of application development has the edge over native application development. Beginning Hybrid Mobile Application Development shows you how you can convert existing web application into mobile applications with minimal effort. You'll see how hybrid applications can give many web applications a larger audience by making them available as mobile applications. What You Will Learn Understand the basics of hybrid application development Discover the platforms and frameworks used for hybrid application development Master hybrid application development using the available APIs Access data in hybrid application See the role of JSON versus XML in hybrid applications Secure your code Who This Books Is For Mobile and web application developers.

If you want to build your site's frontend with the single-page application (SPA) model, this hands-on book shows you how to get the job done with Backbone.js. You'll learn how to create structured JavaScript applications, using Backbone's own flavor of model-view-controller (MVC) architecture. Start with the basics of MVC, SPA, and Backbone, then get your hands dirty building sample applications—a simple Todo list app, a RESTful book library app, and a modular app with Backbone and RequireJS. Author Addy Osmani, an engineer for Google's Chrome team, also demonstrates advanced uses of the framework. Learn how Backbone.js brings MVC benefits to the client-side Write code that can be easily read, structured, and extended Work with the Backbone.Marionette and Thorax extension frameworks Solve common problems you'll encounter when using Backbone.js Organize your code into modules with AMD and RequireJS Paginate data for your Collections with the Backbone.Paginator plugin Bootstrap a new Backbone.js application with boilerplate code Use Backbone with jQuery Mobile and resolve routing problems between the two Unit-test your Backbone apps with Jasmine, QUnit, and SinonJS

LAMP Performance End To End is a guide to delivering great page speed while reducing server load and increasing capacity. The book covers the entire journey of data from your server's disk to the mind of the end-user explaining the critical bottlenecks along the way and providing practical solutions to performance problems. Discover how SaaS/backoffice systems need a different performance strategy from public facing websites what the (currently undocumented) Zend Opcode Optimizer flags actually do how to automate content optimization how to tune your TCP stack for mobile clients which MySQL architecture is right for you and more. 112,000 words Links to 240 web published articles and videos 368 pages (PDF version)

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 (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 transcompile 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

Designed specifically for the CS-1 Introductory Programming Course, "Programming with JavaScript: Algorithms and Applications for Desktop and Mobile Browsers" introduces students to computer science and programming using a modern approach. Douglas Crockford starts by looking at the fundamentals: names, numbers, booleans, characters, and bottom values. JavaScript's number type is shown to be faulty and limiting, but then Crockford shows how to repair those problems. He then moves on to data structures and functions, exploring the underlying mechanisms and then uses higher order functions to achieve class-free object oriented programming. The book also looks at eventual programming, testing, and purity, all the while looking at the requirements of The Next Language. Most of our languages are deeply rooted in the paradigm that produced FORTRAN. Crockford attacks those roots, liberating us to consider the next paradigm.He also presents a strawman language and develops a complete transpiler to implement it. The book is deep, dense, full of code, and has moments when it is intentionally funny.

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With HTML5 and improved web browser support, JavaScript has become the tool of choice for creating high-performance web graphics. This faced-paced book shows you how to use JavaScript, jQuery, DHTML, and HTML5's Canvas element to create rich web applications for computers and mobile devices. By following real-world examples, experienced web developers learn fun and useful approaches to arcade games, DHTML effects, business dashboards, and other applications. This book serves complex subjects in easily digestible pieces, and each topic acts as a foundation for the next. Tackle JavaScript optimization and understand how it impacts performance Create fast-moving graphics by combining old-school DHTML with jQuery Learn advanced UI techniques using the jQuery UI and Ext JS libraries Build games with collision detection, object handling, and JavaScript scrolling techniques Master HTML5 Canvas basics for drawings, fills, bitmaps, animation, and more Create applications for the small screen with jQuery Mobile and PhoneGap Use Google's data visualization tools to create interactive dashboards

Today's Facebook is emerging to become tomorrow's operating system, according to some. Certainly, a WebOS. Web standards-based apps using HTML5, JavaScript, CSS3 and more are now possible on Facebook. Why not get started with developing

and selling Facebook game apps on Facebook's App Store? Beginning Facebook Game Apps Development gets you started with building your first game apps that run on Facebook. Become your own "Zynga" and create your own "Civilization" or "Farmville" and more. Build rich Web-based apps that you can sell on Facebook's App Store. Because these apps are built on Web standards, you can build and run on many browsers and—more interestingly—more computers, tablets, smartphones and even other devices and appliances that are Web-connected or enabled.

Until recently, creating desktop-like applications in the browser meant using inefficient Ajax or Comet technologies to communicate with the server. With this practical guide, you'll learn how to use WebSocket, a protocol that enables the client and server to communicate with each other on a single connection simultaneously. No more asynchronous communication or long polling! For developers with a good grasp of JavaScript (and perhaps Node.js), author Andrew Lombardi provides useful hands-on examples throughout the book to help you get up to speed with the WebSocket API. You'll also learn how to use WebSocket with Transport Layer Security (TLS). Learn how to use WebSocket API events, messages, attributes, and methods within your client application Build bi-directional chat applications on the client and server with WebSocket as the communication layer Create a subprotocol over WebSocket for STOMP 1.0, the Simple Text Oriented Messaging Protocol Use options for older browsers that don't natively support WebSocket Protect your WebSocket application against various attack vectors with TLS and other tools Debug applications by learning aspects of the WebSocket lifecycle

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Innovations and Advances in Computing, Informatics, Systems Sciences, Networking and Engineering This book includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Informatics, and Systems Sciences, and Engineering. It includes selected papers from the conference proceedings of the Eighth and some selected papers of the Ninth International Joint Conferences on Computer, Information, and Systems Sciences, and Engineering (CISSE 2012 & CISSE 2013). Coverage includes topics in: Industrial Electronics, Technology & Automation, Telecommunications and Networking, Systems, Computing Sciences and Software Engineering, Engineering Education, Instructional Technology, Assessment, and E-learning. · Provides the latest

in a series of books growing out of the International Joint Conferences on Computer, Information, and Systems Sciences, and Engineering; · Includes chapters in the most advanced areas of Computing, Informatics, Systems Sciences, and Engineering; · Accessible to a wide range of readership, including professors, researchers, practitioners and students.

For JavaScript developers working on increasingly large and complex projects, effective automated testing is crucial to success. Test-Driven JavaScript Development is a complete, best-practice guide to agile JavaScript testing and quality assurance with the test-driven development (TDD) methodology. Leading agile JavaScript developer Christian Johansen covers all aspects of applying state-of-the-art automated testing in JavaScript environments, walking readers through the entire development lifecycle, from project launch to application deployment, and beyond. Using real-life examples driven by unit tests, Johansen shows how to use TDD to gain greater confidence in your code base, so you can fearlessly refactor and build more robust, maintainable, and reliable JavaScript code at lower cost. Throughout, he addresses crucial issues ranging from code design to performance optimization, offering realistic solutions for developers, QA specialists, and testers. Coverage includes • Understanding automated testing and TDD • Building effective automated testing workflows • Testing code for both browsers and servers (using Node.js) • Using TDD to build cleaner APIs, better modularized code, and more robust software • Writing testable code • Using test stubs and mocks to test units in isolation • Continuously improving code through refactoring • Walking through the construction and automated testing of fully functional software The accompanying Web site, tddjs.com, contains all of the book's code listings and additional resources.

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Im Alltag der imperativen Programmierung mit JavaScript bringen ungeplante Programmanderungen die gewohnten Abstraktionsmechanismen mitunter an ihre Grenzen. In diesem Buch wird ein Einstieg in die funktionale Programmierung dargeboten, deren Ansatz sich von den ubrigen Arten der Programmierung unterscheidet und zu Unrecht als schwierig zu verstehen gilt. Aufbruch in die Welt der funktionalen Programmierung und der Gewurze. Es geht um die praktischen Grundlagen des funktionalen Programmierens und immer wieder Analogien zum Kochen eines Currys, denn gutes Programmieren ist wie gutes Kochen. Bekannte funktionale Programmiersprachen sind Lisp, Haskell oder ML. Oft entstammen diese einer akademischen Welt und sind oft nur in bestimmten Bereichen relevant. Im Gegensatz dazu verwendet dieses Buch JavaScript, die Basis der offenen Web-Standards. Die auffalligste Besonderheit bei der funktionalen Programmierung besteht darin, dass Programmfunktionen wie mathematische Funktionen oder auch Kochrezepte aufgefasst werden. Funktionen hoherer Ordnung. Ein wichtiger Aspekt beim funktionalen Programmieren sind Funktionen hoherer Ordnung. Dabei handelt es sich um Funktionen, die wiederum Funktionen als Argumente erhalten. Die Leserinnen und Leser lernen diese als Basisgrundlage kennen, um dann Funktionen hoherer Ordnung auf Arrays anzuwenden. Anschlieend fuhrt die kulinarische Reise zu dem Thema Rekursion, bevor die event-basierte Programmierung und Continuations

behandelt werden. Theorie der funktionalen Programmierung. In den ersten Kapiteln kann ohne Paradigmenwechsel und ohne das Erlernen einer neuen Programmiersprache in die funktionale Programmierung eingestiegen werden. In den anschlieenden Kapiteln wird die theoretische Seite beleuchtet; zunachst das Lambda-Kalkul, die Grundlage fast aller funktionaler Programmiersprachen. Datentypen und Monaden, mit denen in rein funktionalen Programmiersprachen Seiteneffekte gekapselt werden, tauchen auf. Abgerundet wird alles durch einen Ausblick auf weitere Sprachen. In Nebenrollen haben Vindaloo-Curry, Auberginen und ein Mango-Lassi ihren Auftritt. Namaste und guten Appetit!

???????????Mobile??????
jQuery??????JavaScript??????????????????????????????????? jQuery Mobile???jQuery????????????????????????????JavaScript?????????Mobile Web???????iOS?Android?BlackBerry?bada?Windows Phone?webOS?Symbian?MeeGo?Mobile Web??? ???????jQuery Mobile????PHP????????????????????Mobile Web????? #???? GOTOP Information Inc.

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 starts with a quick-start guide that 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.

Javascript incorporates some of the best and worst ideas in programming languages. In this segment, Doug Crockford introduces the Javascript programming language, covering all of the core language features, including numbers, strings, operators, arrays, objects, and functions, pointing out the good, the bad, and the ugly features of the language as he goes. You'll learn about some common Javascript patterns, why lambda is cool, why you should never, ever use eval, and why you should always declare everything.

Build an interactive and full-featured web application from scratch using Node.js and MongoDB About This Book Configure your development environment to use Node.js and MongoDB Use Node.js to connect to a MongoDB database and perform data manipulations A practical guide with clear instructions to design and develop a complete web application from start to finish Who This Book Is For This book is designed for JavaScript developers of any skill level that want to get up and running using Node.js and MongoDB to build full-featured web applications. A basic understanding of JavaScript and HTML is the only requirement for this book. What You Will Learn Configure your development environment to use Node.js and MongoDB Write and configure a web server using Node.js powered by the Express.js framework Build dynamic HTML pages using the Handlebars template engine Persist application data using MongoDB and Mongoose ODM Test your code using automated testing tools such as the Mocha framework Deploy the development environment to the cloud using services such as Heroku, Amazon Web Services, and Microsoft Azure Explore Single-Page application frameworks to take your web applications to the next

level In Detail Node.js and MongoDB are quickly becoming one of the most popular tech stacks for the web. Powered by Google's V8 engine, Node.js caters to easily building fast, scalable network applications while MongoDB is the perfect fit as a scalable, high-performance, open source NoSQL database solution. Using these two technologies together, web applications can be built quickly and easily and deployed to the cloud with very little difficulty. The book will begin by introducing you to the groundwork needed to set up the development environment. Here, you will quickly run through the steps necessary to get the main application server up and running. Then you will see how to use Node.js to connect to a MongoDB database and perform data manipulations. From here on, the book will take you through integration with third-party tools for interaction with web apps. It then moves on to show you how to use controllers and view models to generate reusable code that will reduce development time. Toward the end of the book, we will cover tests to properly execute the code and some popular frameworks for developing web applications. By the end of the book, you will have a running web application developed with MongoDB and Node.js along with it's popular frameworks. Style and approach An easy guide to Node.js and MongoDB, which will quickly introduce you to the relevant concepts by taking you through the different steps involved in building a full-fledged web application.

Create scalable, reusable high-quality JavaScript applications and libraries ????(test-driven)?????(test-first)??????????????????????????????????--??? ??????????????Stephen Vance ????????????????????????????? ??? Vance ????????????? ??? ??? Java ???????????????(legacy)?JavaScript JQuery ??? ??? ?????????????????? ??????????????????(scalable)??? ????????????? ????????????????????? ???????????????????????????? ????????????????? ??????? getter/setters???????????????singleton ?????????? ????????????????????? Stephen Vance ? 1992 ?????????????????????????? 1997 ??? 100 ?????????????????????????? #???? GOTOP Information Inc.

By taking you through the development of a real web application from beginning to end, this hands-on guide demonstrates the practical advantages of test-driven development (TDD) with Python. You'll learn how to write and run tests before building each part of your app, and then develop the minimum amount of code required to pass those tests. The result? Clean code that works. In the process, you'll learn the basics of Django, Selenium, Git, jQuery, and Mock, along with current web development techniques. If you're ready to take your Python skills to the next level, this book clearly demonstrates how TDD encourages simple designs and inspires confidence. Dive into the TDD workflow, including the unit

test/code cycle and refactoring Use unit tests for classes and functions, and functional tests for user interactions within the browser Learn when and how to use mock objects, and the pros and cons of isolated vs. integrated tests Test and automate your deployments with a staging server Apply tests to the third-party plugins you integrate into your site Use a Continuous Integration environment to run your tests automatically

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 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.

???????JavaScript?????,??????????????DOM??????,??????????????????DHTML????????

When developing apps for the latest smartphones, you’re faced with several vexing questions. How many platforms do you need to accommodate? What level of support do mobile browsers provide? To help you address these and many other key issues, this guide provides a hands-on tour of the most powerful JavaScript frameworks available today. You’ll build sample apps with jQuery Mobile, Sencha Touch, and PhoneGap to learn the unique advantages—and disadvantages—of each framework. From there, you can determine which one is best for your project. This book is ideal for web developers familiar with JavaScript, HTML, and CSS. Experience the simplicity of jQuery Mobile for building cross-browser applications Learn how Sencha Touch’s architecture, widgets, and blazing-fast rendering engine makes it a good choice for enterprise software Use PhoneGap to package your web app into a native iOS,

Android, or Windows Phone application Discover the impact of various HTML5 features on mobile app development Pick up JavaScript productivity tips as you delve into its object orientation, closures, and coding conventions Test and debug your app with a collection of tips, tricks, and tools

How do you create a mission-critical site that provides exceptional performance while remaining flexible, adaptable, and reliable 24/7? Written by the manager of a UI group at Yahoo!, Developing Large Web Applications offers practical steps for building rock-solid applications that remain effective even as you add features, functions, and users. You'll learn how to develop large web applications with the extreme precision required for other types of software. Avoid common coding and maintenance headaches as small websites add more pages, more code, and more programmers Get comprehensive solutions for refining HTML, CSS, JavaScript, PHP, and Ajax for large-scale web applications Make changes in one place that ripple through all affected page elements Embrace the virtues of modularity, encapsulation, abstraction, and loosely coupled components Use tried-and-true techniques for managing data exchange, including working with forms and cookies Learn often-overlooked best practices in code management and software engineering Prepare your code to make performance enhancements and testing easier

Create mobile game apps for the lucrative gaming market If you're an experienced developer seeking to break into the sizzling mobile game market, this is the book for you. Covering all mobile and touchscreen devices, including iPhones, iPads, Android, and WP7.5, this book takes you through the steps of building both single- and multi-player mobile games. Topics include standard patterns for building games in HTML5, what methods to choose for building (CSS3, SVG, or Canvas), popular game engines and frameworks, and much more. Best of all, code for six basic games is provided, so you can modify, further develop, and make it your own. Shows intermediate developers how to develop games in HTML5 and build games for iPhone, iPad, Android, and WP7.5 mobile and touchscreen devices Explains single-player and multi-player mobile game development Provides code for six basic games in a GitHub repository, so readers can collaborate and develop the code themselves Explores specific APIs to make games even more compelling, including geolocation, audio, and device orientation Reviews three popular open-source HTML5 game engines--crafty.js, easel.js, and enchant.js Covers simple physics as well as using an existing physics library The world is going mobile, as is the game industry. Professional HTML5 Mobile Game Development helps savvy developers join in this exploding market.

CoffeeScript????????JavaScript??????????JavaScript??CoffeeScript???????jQuery?Node???????????Web??????CoffeeScript???????
??????????????????Web??Web????????????Jasmine?Selenium?Protractor?Jenkins??Jasmine???????gulp?Karma???????????JavaScript???????????AngularJS????????????????????????????????Protractor????Node.js?????Selenium WebDriver??Jenkins?TFS?VSTS?GitHub??????Web???????? ???????Web????????????????????????????????????Web??????????????????????

This brief book explains the advantages of the object model, inheritance, both classical and prototypical, and shows how these concepts can be implemented in JavaScript. It also shows how object programming (OP) opens a new world of design possibilities that go far beyond inheritance. This book will help the intermediate JavaScript programmer learn to use both types of inheritance. For classical inheritance, it is accompanied by a substantial online system (a windowing UI library) that shows classical inheritance at its best. The same system shows how OP "capabilities" can eliminate much of the need for inheritance. For experienced JavaScript programmers, this book shows why most of the old views of JavaScript's inheritance have not done it justice. JavaScript classes inherit from JavaScript's prototypes, a fact that makes JavaScript's prototypes, when used correctly, functional equivalents to C++ classes (not to prototypes in true prototypical languages, like Self). JavaScript's object programming (not inheritance) is what separates it from classical OOP languages like C++ and Java. Most important, basing inheritance on JavaScript's prototypal chain is possible, but is not the best choice for prototypal inheritance or classical inheritance. What You'll Learn What are objects, JavaScript objects and object programming What is and how to use inheritance and JavaScript inheritance as well as inheritance alternatives How to design for JavaScript What are and how to use OO principles in JavaScript How to use Constructors with JavaScript and more AudienceThis book is for both intermediate and advanced JavaScript and Web development programmers. However, any programmer will understand the concepts and any JavaScript programmer should understand all of the concepts in this book. The code there is shows examples of the concepts discussed.

?????????JavaScript?????????????????jQuery?Underscore.js?Jasmine????????JavaScript?????????????????????????????JavaScript?JavaScript???????????ECMAScript 6?DOM??????????JavaScript?

Learn the extensibility model of Visual Studio to enhance the Visual Studio integrated development environment (IDE). This book will cover every aspect, starting from developing an extension to publishing it and making it available to the end user. The book begins with an introduction to the basic concepts of Visual Studio including data structures and design patterns and moves forward with the fundamentals of the VS extensibility model. Here you will learn how to work on Roslyn - the .NET compiler platform - and load extensions in VS. Next, you will go through the extensibility model and see how various extensions, such as menus, commands, and tool windows, can be plugged into VS. Moving forward, you'll cover developing VS extensions and configuring them, along with demonstrations on customizing extension by developing option pages. Further, you will learn to create custom code snippets and use a debugger visualizer. Next, you will go through creation of project and item templates including deployment of VS extensions using continuous integration (CI). Finally, you will learn tips and tricks for Visual Studio and its extensibility and integration with Azure DevOps. After reading Visual Studio Extensibility Development you will be able to develop, deploy, and customize extensions in Visual Studio IDE. What You Will Learn Discover the Visual Studio extensibility and automation model Code Visual Studio extensions from scratch Customize extensions by developing a tools option page for them Create project templates, item templates, and code snippets. Work with code generation using T4 templates Code analysis and refactoring using Roslyn analyzers

Create and deploy a private extension gallery and upload the extensions Upload a VS extension using CI Ship your extension to Visual Studio Marketplace Who This Book Is For Developers in Visual Studio IDE covering C#, Visual Basic (VB), JavaScript, and CSS.

jQuery is one of the hottest emerging web development technologies. Fully supported by Microsoft, Google, and a who's who list of companies and platforms, it simplifies the development of standards-based interactive websites. This bookprovides a complete, in- depth look at jQuery and related technologies, providing you with a single source of all the information you need to maximize your web development skills. As the book progresses, it delves deeper into other topics, providing lessons and examples to accomplish tasks common to both basic and advanced web development techniques.

One skill that’s essential for any professional JavaScript developer is the ability to write testable code. This book shows you what writing and maintaining testable JavaScript for the client- or server-side actually entails, whether you’re creating a new application or rewriting legacy code. From methods to reduce code complexity to unit testing, code coverage, debugging, and automation, you’ll learn a holistic approach for writing JavaScript code that you and your colleagues can easily fix and maintain going forward. Testing JavaScript code is complicated. This book helps experienced JavaScript developers simply the process considerably. Get an overview of Agile, test-driven development, and behavior-driven development Use patterns from static languages and standards-based JavaScript to reduce code complexity Learn the advantages of event-based architectures, including modularity, loose coupling, and reusability Explore tools for writing and running unit tests at the functional and application level Generate code coverage to measure the scope and effectiveness of your tests Conduct integration, performance, and load testing, using Selenium or CasperJS Use tools for in-browser, Node.js, mobile, and production debugging Understand what, when, and how to automate your development processes

How can you take advantage of the Django framework to integrate complex client-side interactions and real-time features into your web applications? Through a series of rapid application development projects, this hands-on book shows experienced Django developers how to include REST APIs, WebSockets, and client-side MVC frameworks such as Backbone.js into new or existing projects. Learn how to make the most of Django’s decoupled design by choosing the components you need to build the lightweight applications you want. Once you finish this book, you’ll know how to build single-page applications that respond to interactions in real time. If you’re familiar with Python and JavaScript, you’re good to go. Learn a lightweight approach for starting a new Django project Break reusable applications into smaller services that communicate with one another Create a static, rapid prototyping site as a scaffold for websites and applications Build a REST API with django-rest-framework Learn how to use Django with the Backbone.js MVC framework Create a single-page web application on top of your REST API Integrate real-time features with WebSockets and the Tornado networking library Use the book’s code-driven examples in your own projects

"Node: Up and Running" shows users how Node scales up to support large numbers of simultaneous connections across multiple servers, and scales down to create one-off applications with minimal infrastructure.

JavaScript lets you supercharge your HTML with animation, interactivity, and visual

effects—but many web designers find the language hard to learn. This jargon-free guide covers JavaScript basics and shows you how to save time and effort with the jQuery library of prewritten JavaScript code. You'll soon be building web pages that feel and act like desktop programs, without having to do much programming. The important stuff you need to know: Make your pages interactive. Create JavaScript events that react to visitor actions. Use animations and effects. Build drop-down navigation menus, pop-ups, automated slideshows, and more. Improve your user interface. Learn how the pros make websites fun and easy to use. Collect data with web forms. Create easy-to-use forms that ensure more accurate visitor responses. Add a dash of Ajax. Enable your web pages to communicate with a web server without a page reload. Practice with living examples. Get step-by-step tutorials for web projects you can build yourself.