Javascript The Good Parts The Good Parts

What's the best approach for developing an application with JavaScript? This book helps you answer that question with numerous JavaScript coding patterns and best practices. If you're an experienced developer looking to solve problems related to objects, functions, inheritance, and other language-specific categories, the abstractions and code templates in this guide are ideal—whether you're using JavaScript to write a client-side, server-side, or desktop application. Written by JavaScript expert Stoyan Stefanov—Senior Yahoo! Technical and architect of YSlow 2.0, the web page performance optimization tool—JavaScript Patterns includes practical advice for implementing each pattern discussed, along with several hands-on examples. You'll also learn about anti-patterns: common programming approaches that cause more problems than they solve. Explore useful habits for writing high-quality JavaScript code, such as avoiding globals, using single var declarations, and more Learn why literal notation patterns are simpler alternatives to constructor functions Discover different ways to define a function in JavaScript Create objects that go beyond the basic patterns of using object literals and constructor functions Learn the options available for code reuse and inheritance in JavaScript Study sample JavaScript approaches to common design patterns such as Singleton, Factory, Decorator, and more Examine patterns that apply specifically to the client-side browser environment

“It’s uncommon to have a programming language wonk who can speak in such comfortable and friendly language as David does. His walk through the syntax and semantics of JavaScript is both charming and hugely insightful; reminders of gotchas complement realistic use cases, paced at a comfortable curve. You’ll find when you finish the book that you’ve gained a strong and comprehensive sense of mastery.” —Paul Irish, developer advocate, Google Chrome “This is not a book for those looking for shortcuts; rather it is hard-won experience distilled into a guided tour. It’s one of the few books on JS that I’ll recommend without hesitation.” —Alex Russell, TC39 member, software engineer, Google In order to truly master JavaScript, you need to learn how to work effectively with the language’s flexible, expressive features and how to avoid its pitfalls. No matter how long you’ve been writing JavaScript code, Effective JavaScript will help deepen your understanding of this powerful language, so you can build more predictable, reliable, and maintainable programs. Author David Herman, with his years of experience on Ecma’s JavaScript standardization committee, illuminates the language’s inner workings as never before—helping you take full advantage of JavaScript’s expressiveness. Reflecting the latest versions of the JavaScript standard, the book offers well-proven techniques and best practices you’ll rely on for years to come. Effective JavaScript is organized around 68 proven approaches for writing better JavaScript, backed by concrete examples. You’ll learn how to choose the right programming style for each project, manage unanticipated problems, and work more successfully with every facet of JavaScript programming from data structures to concurrency. Key features include Better ways to use prototype-based object-oriented programming Subtleties and solutions for working with arrays and dictionary objects Precise and practical explanations of JavaScript’s functions and variable scoping semantics Useful JavaScript programming patterns and idioms, such as options objects and method chaining In-depth guidance on using JavaScript’s unique “run-to-completion” approach to concurrency

It seems like there's never been as much widespread desire before to learn JS. But with a million blogs, books, and videos out there, just where do you start?The worldwide best selling "You Don't Know JS" book series is back for a 2nd edition: "You Don't Know JS Yet". All 6 books are brand new, rewritten to cover all sides of JS for 2020 and beyond."Get Started" prepares you for the journey ahead, first surveying the language then detailing how the rest of the You Don't Know JS Yet book series guides you to knowing JS more deeply.

What will you learn from this book? This brain-friendly guide teaches you everything from JavaScript language fundamentals to advanced topics, including objects, functions, and the browser’s document object model. You won’t just be reading—you’ll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript in ways you never imagined. And you’ll write real code, lots of it, so you can start building your own web applications. Prepare to open your mind as you learn (and nail) key topics including: The inner details of JavaScript How JavaScript works with the browser The secrets of JavaScript types Using arrays The power of functions How to work with objects Making use of prototypes Understanding closures Writing and testing applications What’s so special about this book? We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First JavaScript Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep. This book replaces Head First JavaScript, which is now out of print.

JavaScript was written to give readers an accurate, concise examination of JavaScript objects and their supporting nuances, such as complex values, primitive values, scope, inheritance, the head object, and more. If you're an intermediate JavaScript developer and want to solidify your understanding of the language, or if you've only used JavaScript beneath the mantle of libraries such as jQuery or Prototype, this is the book for you. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

No matter how much experience you have with JavaScript, odds are you don’t fully understand the language. This concise yet in-depth guide takes you inside scope and closures, two core concepts you need to know to become a more efficient and effective JavaScript programmer. You’ll learn how and why they work, and how an understanding of closures can be a powerful part of your development skillset. Like other books in the "You Don’t Know JS" series, Scope and Closures dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can achieve true JavaScript mastery. Learn about scope, a set of rules to help JavaScript engines locate variables in your code Go deeper into nested scope, a series of containers for variables and functions Explore function- and block-based scope, “hoisting”, and the patterns and benefits of scope-based hiding Discover how to use closures for synchronous and asynchronous tasks, including the creation of JavaScript libraries

A guide for experienced programmers demonstrates the core JavaScript language, offers examples of common tasks, and contains an extensive reference to JavaScript commands, objects, methods, and properties

JavaScript is no longer to be feared or loathed - the world's most popular and ubiquitous language has evolved into a respectable language. Whether you're writing frontend applications or server side code, the phenomenal features from ES6 and beyond - like the rest operator, generators, destructuring, object literals, arrow functions, modern classes, promises, async, and metaprogramming capabilities - will get you excited and eager to program with JavaScript. You've found the right book to get started quickly and dive deep into the essence of modern JavaScript. Learn practical tips to apply the elegant parts of the language and the gotchas to avoid. JavaScript is a black swan that no one, including the author of the language, thought would become a popular and ubiquitous language. Not long ago, it was the most hated and feared language you could use to program the web. JavaScript ES6 and beyond has gone through a significant makeover. Troublesome features have been replaced with better, elegant, more reliable alternatives. This book includes many practical examples and exercises to help you learn in depth. It will not bore you with idiosyncrasies and arcane details intended for bad interview questions. Instead, it takes you into key features that you can readily use in your day-to-day projects. Whether you program the frontend or the server side, you can now write concise, elegant, and expressive JavaScript with newer features like default parameters, template literals, rest and spread operators, destructuring, arrow functions, and generators. Take it up a notch with features like infinite series, promises, async, and metaprogramming to

create flexible, powerful, and extensible libraries. While the evolved features of the language will draw you in, the hundreds of examples in this book will pin the concepts down, for you to use on your projects. Take command of modern JavaScript and unlock your potential to create powerful applications. What You Need: To try out the examples in the book you will need a computer with Node.js, a text editor, and a browser like Chrome installed in it.

All of JavaScript's newest features, in depth, made easy to understand. JavaScript is a rapidly changing language and it can be challenging to keep up with all the new toys being added. JavaScript: The New Toys explores the newest features of the world's most popular programming language while also showing readers how to track what's coming next. After setting the stage by covering who manages the process of improving JavaScript, how new features get introduced, terminology, and a high-level overview of new features, it details each new or updated item in depth, with example uses, possible pitfalls, and expert recommendations for updating old habits in light of new features. JavaScript: The New Toys: Covers all the additions to JavaScript in ES2015-ES2019 plus a preview of ES2020 (and beyond) Explores the latest syntax: nullish coalescing, optional chaining, let and const, class syntax, private methods, private fields, new.target, numeric separators, BigInt, destructuring, default parameters, arrow functions, async functions, await, generator functions, ... (rest and spread), template literals, binary and octal literals, ** (exponentiation), computed property/method names, for-of, for-await-of, shorthand properties, and others Details the new features and patterns including modules, promises, iteration, generators, Symbol, Proxy, reflection, typed arrays, Atomics, shared memory, WeakMap, WeakSet, and more Highlights common pitfalls and explains how to avoid them Shows how to follow the improvements process and even participate in the process yourself Explains how to use new features even before they're widely supported With its comprehensive coverage and friendly, accessible style, JavaScript: The New Toys provides an invaluable resource for programmers everywhere, whether they work in web development, Node.js, Electron, Windows Universal Apps, or another JavaScript environment.

The JavaScript Programming Language provides a brief introduction to the JavaScript language that is now an important component of every programmers tool box. It offers an overview of JavaScript to students interested in pursuing advanced programming skills. Clear and Concise, The JavaScript Programming Language is an excellent primer to this popular dynamic language and is ideal for use on its own or when coupled with one of Jones and Bartlett's outstanding introductory computer science texts.

Any programmer working with a dynamically typed language will tell you how hard it is to scale to more lines of code and more engineers. That’s why Facebook, Google, and Microsoft invented gradual static type layers for their dynamically typed JavaScript and Python code. This practical book shows you how one such type layer, TypeScript, is unique among them: it makes programming fun with its powerful static type system. If you’re a programmer with intermediate JavaScript experience, author Boris Cherny will teach you how to master the TypeScript language. You’ll understand how TypeScript can help you eliminate bugs in your code and enable you to scale your code across more engineers than you could before. In this book, you’ll: Start with the basics: Learn about TypeScript’s different types and type operators, including what they’re for and how they’re used Explore advanced topics: Understand TypeScript’s sophisticated type system, including how to safely handle errors and build asynchronous programs Dive in hands-on: Use TypeScript with your favorite frontend and backend frameworks, migrate your existing JavaScript project to TypeScript, and run your TypeScript application in production

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.

Take advantage of JavaScript’s power to build robust web-scale or enterprise applications that are easy to extend and maintain. By applying the design patterns outlined in this practical book, experienced JavaScript developers will learn how to write flexible and resilient code that’s easier—yes, easier—to work with as your code base grows. JavaScript may be the most essential web programming language, but in the real world, JavaScript applications often break when you make changes. With this book, author Eric Elliott shows you how to add client- and server-side features to a large JavaScript application without negatively affecting the rest of your code. Examine the anatomy of a large-scale JavaScript application Build modern web apps with the capabilities of desktop applications Learn best practices for code organization, modularity, and reuse Separate your application into different layers of responsibility Build efficient, self-describing hypermedia APIs with Node.js Test, integrate, and deploy software updates in rapid cycles Control resource access with user authentication and authorization Expand your application’s reach through internationalization

With Learning JavaScript Design Patterns, you’ll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asyncronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer’s hands. It’s the go-to book on

JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

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

How do the experts solve difficult problems in software development? In this unique and insightful book, leading computer scientists offer case studies that reveal how they found unusual, carefully designed solutions to high-profile projects. You will be able to look over the shoulder of major coding and design experts to see problems through their eyes. This is not simply another design patterns book, or another software engineering treatise on the right and wrong way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules. This book contains 33 chapters contributed by Brian Kernighan, KarlFogel, Jon Bentley, Tim Bray, Elliotte Rusty Harold, Michael Feathers,Alberto Savoia, Charles Petzold, Douglas Crockford, Henry S. Warren,Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and PiotrLuszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, AndrewKuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho andRafael Monnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, SimonPeyton Jones, Kent Dybvig, William Otte and Douglas C. Schmidt, AndrewPatzer, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman,Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

8+ Hours of Video Instruction It can be difficult for developers familiar with Java and other languages to make the transition to modern JavaScript. If you simply want to be productive with JavaScript as it exists today, then you don't want to relive history with books or courses that teach older JavaScript versions, or that assume familiarity with those older versions and focus on recently introduced features. This course assumes that you are a competent programmer who understands branches and loops, functions, data structures, and the basics of object-oriented programming. You will get up to speed with modern JavaScript in the shortest possible time. Description Modern JavaScript for the Impatient LiveLessons focuses on how to be productive with JavaScript as it exists today. After reviewing the fundamentals of values, variables, and control flow, the video thoroughly covers functions, objects, and classes. The standard library and the most commonly used tools are also covered, as well as key topics related to asynchronous programming, internationalization, and modules. Related Content This training pairs with Cay Horstmann's book Modern JavaScript for the Impatient (9780136502142) About the Instructor Cay S. Horstmann is a professor of computer science at San Jose State University and a Java Champion. He is also the author of Core Java, Volume II,ÄîFundamentals, Eleventh Edition (2019); Core Java, Volume I,ÄîFundamentals, Eleventh Edition (2018); Core Java SE 9 for the Impatient, Second Edition (2018); Java SE 8 for the Really Impatient (2014); and Scala for the Impatie nt (2012). He has written more than a dozen other books for professional programmers and computer science students. What You Will Learn After starting with the basics-JavaScript values, variables, and types, and a quick overview of expressions and the various type of flow control statements-Horstmann shows viewers how to implement functions that consume and produce other functions and how to use closures to implement a form of classes before moving on to more advanced topics including: Object-oriented programming with modern JavaScript (classes and inheritance and how these are implemented with prototypes) The standard library (numbers and dates, strings and regular expressions, as well as arrays and collections.) Metaprogramming, iterators, and generators (a powerful mechanism to bridge between linear and event-driven control flow) How to use proxies to inter...

A “marvelously macabre” (Kirkus Reviews) history of the bizarre afterlives of corpses of the celebrated and notorious dead. For some of the most influential figures in history, death marked the start of a new adventure. The famous deceased have been stolen, burned, sold, pickled, frozen, stuffed, impersonated, and even filed away in a lawyer’s office. Their fingers, teeth, toes, arms, legs, skulls, hearts, lungs, and nether regions have embarked on voyages that crisscross the globe and stretch the imagination. Counterfeiters tried to steal Lincoln’s corpse. Einstein’s brain went on a cross-country road trip. And after Lord Horatio Nelson perished at Trafalgar, his sailors submerged him in brandy—which they drank. From Alexander the Great to Elvis Presley, and from Beethoven to Dorothy Parker, Rest in Pieces connects the lives of the famous dead to the hilarious and horrifying adventures of their corpses, and traces the evolution of cultural attitudes toward death.

It’s easy to learn parts of JavaScript, but much harder to learn it completely—or even sufficiently—whether you’re new to the language or have used it for years. With the "You Don’t Know JS" book series, you’ll get a more complete understanding of JavaScript, including trickier parts of the language that many experienced JavaScript programmers simply avoid. The series’ first book, Up & Going, provides the necessary background for those of you with limited programming experience. By learning the basic building blocks of programming, as well as JavaScript’s core mechanisms, you’ll be prepared to dive into the other, more in-depth books in the series—and be well on your way toward

true JavaScript. With this book you will: Learn the essential programming building blocks, including operators, types, variables, conditionals, loops, and functions Become familiar with JavaScript's core mechanisms such as values, function closures, this, and prototypes Get an overview of other books in the series—and learn why it’s important to understand all parts of JavaScript

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

JavaScript lets you supercharge your web pages with animation, interactivity, and visual effects, but learning the language isn't easy. This fully updated and expanded guide takes you step-by-step through JavaScript basics, then shows you how to save time and effort with jQuery--the library of prewritten JavaScript code--and the newest innovations from the jQuery UI plug-in.

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.

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.

More than ever, the web is a universal platform for all types of applications, and JavaScript is the language of the web. For anyone serious about web development, it's not enough to be a decent JavaScript coder. They need to be ninja-stealthy, efficient, and ready for anything. Secrets of the JavaScript Ninja, Second Edition dives below the surface and helps readers understand the deceptively-complex world of JavaScript and browser-based application development. It skips the basics, and dives into core JavaScript concepts such as functions, closures, objects, prototypes, promises, and so on. With examples, illustrations, and insightful explanations, readers will benefit from the collective wisdom of seasoned experts John Resig, Bear Bibeault, and Josip Maras. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

JavaScript in easy steps, 6th edition instructs the user how to create exciting web pages that employ the power of JavaScript to provide functionality. You need have no previous knowledge of any scripting language so it's ideal for the newcomer to JavaScript. By the end of this book you will have gained a sound understanding of JavaScript and be able to add exciting dynamic scripts to your own web pages. JavaScript in easy steps, 6th edition begins by explaining how to easily incorporate JavaScript code in an HTML document. Examples demonstrate how to use built-in JavaScript functions to work with Math, date and time, random numbers, cookies, text strings, and elements of web pages via the Document Object Model (DOM). You will learn how JavaScript is used with HTML submission forms and how JavaScript Object Notation (JSON) is used for asynchronous browser-server communication. The book examples provide clear syntax-highlighted code showing how to create behaviors for an HTML document to endow components with interactive functionality, to illustrate each aspect of JavaScript. JavaScript in easy steps, 6th edition has an easy-to-follow style that will appeal to anyone who wants to add functionality to their web pages. It will appeal to programmers who want to quickly add JavaScript to their skills set, and to the student who is studying website design at school or college, and to those seeking a career in web development who need an understanding of client-side scripting. Fully updated since the previous edition, which was published in 2013. Table of Contents: 1. Get Started in JavaScript 2. Perform Useful Operations 3. Manage the Script Flow 4. Use Script Objects 5. Control Numbers and Strings 6. Address the Window Object 7. Interact with the Document 8. Create Web Applications 9. Produce Script Magic

"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.

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.

What if you could condense Java down to its very best features and build better applications with that simpler version? In this book, veteran Sun Labs engineer Jim Waldo reveals which parts of Java are most useful, and why those features make Java among the best programming languages available. Every language eventually builds up crud, Java included. The core language has become increasingly large and complex, and the libraries associated with it have grown even

more. Learn how to take advantage of Java's best features by working with an example application throughout the book. You may not like some of the features Jim Waldo considers good, but they'll actually help you write better code. Learn how the type system and packages help you build large-scale software Use exceptions to make code more reliable and easier to maintain Manage memory automatically with garbage collection Discover how the JVM provides portability, security, and nearly bug-free code Use Javadoc to embed documentation within the code Take advantage of reusable data structures in the collections library Use Java RMI to move code and data in a distributed network Learn how Java concurrency constructs let you exploit multicore processors.

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.

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to: –Understand the essential elements of programming: syntax, control, and data –Use object-oriented and functional programming techniques to organize and clarify your programs –Script the browser and make basic Web applications –Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

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.

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 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

Develop your JavaScript programming skills by learning strategies and techniques commonly used in modern full-stack application development Key Features Write and deploy full-stack applications efficiently with JavaScript Delve into JavaScript's multiple programming paradigms Get up to speed with core concepts such as modularity and functional programming to write efficient code Book Description In depth knowledge of JavaScript makes it easier to learn a variety of other frameworks, including React, Angular, and related tools and libraries. This book is designed to help you cover the core JavaScript concepts you need to build modern applications. You'll start by learning how to represent an HTML document in the Document Object Model (DOM). Then, you'll combine your knowledge of the DOM and Node.js to create a web scraper for practical situations. As you read through further lessons, you'll create a Node.js-based RESTful API using the Express library for Node.js. You'll also understand how modular designs can be used for better reusability and collaboration with multiple developers on a single project. Later lessons will guide you through building unit tests, which ensure that the core functionality of your program is not affected over time. The book will also demonstrate how constructors, async/await, and events can load your applications quickly and efficiently. Finally, you'll gain useful insights into functional programming concepts such as immutability, pure functions, and higher-order functions. By the end of this book, you'll have the skills you need to tackle any real-world JavaScript development problem using a modern JavaScript approach, both for the client and server sides. What you will learn Apply the core concepts of functional programming Build a Node.js project that uses the Express.js library to host an API Create unit tests for a Node.js project to validate it Use the Cheerio library with Node.js to create a basic web scraper Develop a React interface to build processing flows Use callbacks as a

basic way to bring control back Who this book is for If you want to advance from being a frontend developer to a full-stack developer and learn how Node.js can be used for hosting full-stack applications, this is an ideal book for you. After reading this book, you'll be able to write better JavaScript code and learn about the latest trends in the language. To easily grasp the concepts explained here, you should know the basic syntax of JavaScript and should've worked with popular frontend libraries such as jQuery. You should have also used JavaScript with HTML and CSS but not necessarily Node.js.

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 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 is the programming language of the Internet, the secret sauce that makes the Web awesome, your favorite sites interactive, and online games fun! JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like building interactivity with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to: –Create functions to organize and reuse your code –Write and modify HTML to create dynamic web pages –Use the DOM and jQuery to make your web pages react to user input –Use the Canvas element to draw and animate graphics –Program real user-controlled games with collision detection and score keeping With visual examples like bouncing balls, animated bees, and racing cars, you can really see what you're programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs. Make something cool with JavaScript today! Ages 10+ (and their parents!)

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 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.

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.

Get past all the hype about PHP and dig into the real power of this language. This book explores the most useful features of PHP and how they can speed up the web development process, and explains why the most commonly used PHP elements are often misused or misapplied. You'll learn which parts add strength to object-oriented programming, and how to use certain features to integrate your application with databases. Written by a longtime member of the PHP community, PHP: The Good Parts is ideal for new PHP programmers, as well as web developers switching from other languages. Become familiar with PHP's basic syntax, variables, and datatypes Learn how to integrate the language with web pages Understand how to use strings, arrays, and PHP's built-in functions Discover the advantages of using PHP as an object-oriented language Explore how PHP interacts with databases, such as SQLite and MySQL Learn input- and output-handling best practices to prevent security breaches