

Mozilla Developer Network Javascript Guide

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The JavaScript Guide shows you how to use JavaScript and gives an overview of the language. If you need exhaustive information about a language feature, have a look at the JavaScript reference. This Guide is divided into the following chapters.

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JavaScript (JS) is a lightweight, interpreted, or just-in-time compiled programming language with first-class functions. While it is most well-known as the scripting language for Web pages, many non-browser environments also use it, such as Node.js, Apache CouchDB and Adobe Acrobat. JavaScript is a prototype-based, multi-paradigm, single-threaded, dynamic language, supporting object-oriented, imperative, and declarative (e.g. functional programming) styles.

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Express is a popular unopinionated web framework, written in JavaScript and hosted within the Node.js runtime environment. This module explains some of the key benefits of the framework, how to set up your development environment and how to perform common web development and deployment tasks.

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Regular expressions are patterns used to match character combinations in strings. In JavaScript, regular expressions are also objects. These patterns are used with the exec() and test() methods of RegExp, and with the match(), matchAll(), replace(), replaceAll(), search(), and split() methods of String. This chapter describes JavaScript regular expressions.

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Beginner's guide to JavaScript on Node.js Learning a new framework or development environment is made even more difficult when you don't know the programming language. Fortunately, we're here to help!

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MDN Web Docs (formerly known as the Mozilla Developer Network or MDN) is a free resource for in-depth documentation on web standards such as HTML5, CSS, JavaScript, and much more. MDN's mission is simple: provide developers with the information they need to easily build projects on the open Web. If it's an open technology exposed to the Web, we want to document it.

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Traditionally, a set of elements has been stored in arrays in JavaScript in a lot of situations. The new Set object, however, has some advantages: Checking whether an element exists in an collection using indexOf for arrays is slow.

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Create scalable, reusable high-quality JavaScript applications and libraries

This is a hands-on book which introduces you to agile JavaScript web and mobile software development using the latest cutting-edge front-end and back-end technologies including: Node.js, MongoDB, Backbone.js, Parse.com, Heroku and Windows Azure. Practical examples include building multiple versions of the Chat app: • jQuery + Parse.com JS REST API • Backbone and Parse.com JS SDK • Backbone and Node.js • Backbone and Node.js The Chat application has all the foundation of a typical web/mobile application: fetching data, displaying it, submitting new data. Other examples in the book are as follows: • jQuery + Twitter RESP API " Tweet Analyzer " • Parse.com " Save John " • MongoDB " Print Collections " • Backbone.js " Apple Database " • Monk + Express.js " REST API Server " This book will save you many hours by providing a hand-picked and tested collection of quick start guides. RPJS has practical examples that allow to spend less time learning and more time building your own applications. Prototype fast and ship code that matters! What You will Learn: You should expect a basic understanding from a collection of quick start guides, tutorials and suggestions for the development apps discussed in this book. In addition to coding examples, the book covers virtually all setup and deployment step-by-step. You ' ll learn from the examples of Chat web/mobile applications starting with front-end components and by the end we ' ll put front-end and back-end together and deploy to the production environment. Who This Book is For: The typical programmer who wants to learn more about effective JavaScript coding.

Rapid Prototyping with JS: Agile JavaScript Development is a hands-on book which introduces you to agile JavaScript web and mobile software development using the latest cutting-edge front-end and back-end technologies including: Node.js, Backbone.js, MongoDB and others. More information at http://rpjs.co. This book was borne out of frustration. I have been in software engineering for many years, and when I started learning Node.js and Backbone.js, I learned the hard way that their official documentation and the Internet lack in quick start guides and examples. Needless to say, it was virtually impossible to find all of the tutorials for JS-related modern technologies in one place. The best way to learn is to do, right? Therefore, I've used the approach of small simple examples, i.e., quick start guides, to expose myself to the new cool tech. After I was done with the basic apps, I needed some references and organization. I started to write this manual mostly for myself, so I can understand the concepts better and refer to the samples later. Then StartupMonthly and I taught a few 2-day intensive classes on the same subject -- helping experienced developers to jump-start their careers with agile JavaScript development. The manual we used was updated and iterated many times based on the feedback received. The end result is this book. What to Expect A typical reader of RPJS should expect a collection of quick start guides, tutorials and suggestions (e.g., Git workflow). There is a lot of coding and not much theory. All the theory we cover is directly related to some of the practical aspects, and essential for better understanding of technologies and specific approaches in dealing with them, e.g., JSONP and cross-domain calls. In addition to coding examples, the book covers virtually all setup and deployment step-by-step. You'll learn on the examples of Chat web/mobile applications starting with front-end components. There are a few versions of these applications, but by the end we'll put front-end and back-end together and deploy to the production environment. The Chat application contains all of the necessary components typical for a basic web app, and will give you enough confidence to continue developing on your own, apply for a job/promotion or build a startup! Who This Book is For The book is designed for advanced-beginner and intermediate-level web and mobile developers: somebody who has been (or still is) an expert in other languages like Ruby on Rails, PHP, Perl, Python or/and Java. The type of a developer who wants to learn more about JavaScript and Node.js related techniques for building web and mobile application prototypes fast. Our target user doesn't have time to dig through voluminous (or tiny, at the other extreme) official documentation. The goal of Rapid Prototyping with JS is not to make an expert out of a reader, but to help him/her to start building apps as soon as possible. Rapid Prototyping with JS: Agile JavaScript Development, as you can tell from the name, is about taking your idea to a functional prototype in the form of a web or a mobile application as fast as possible. This thinking adheres to the Lean Startup30 methodology; therefore, this book would be more valuable to startup founders, but big companies' employees might also find it useful, especially if they plan to add new skills to their resumes. What This Book is Not Rapid Prototyping with JS is neither a comprehensive book on several frameworks, libraries or technologies (or just a particular one), nor a reference for all the tips and tricks of web development. Examples similar to ones in this book might be publicly available online. Even more so, if you're not familiar with fundamental programming concepts like loops, if/else statements, arrays, hashes, object and functions, you won't find them in Rapid Prototyping with JS.

HTML5 and CSS3 for the Real World is your perfect introduction to the latest generation of web technologies. This easy-to-follow guide covers everything you need to know to get started today. You'll master the semantic markup available in HTML5, as well as how to use CSS3 to create amazing-looking websites without resorting to complex workarounds. You'll learn how to: Lose that pesky Flash habit by embracing native HTML5 video Set type that truly supports your message Build intelligent web forms that users will love! Design modern web apps the shine on mobile devices Create dynamic, efficient graphics on the fly with SVG and canvas Use shiny new APIs to add geolocation and offline functionality Build your own full featured HTML5 website, the HTML5 Herald This easy-to-follow guide is illustrated with lots of examples, and leads readers through the process of creating great websites from start to finish using HTML5 and CSS3.

HTML5 Game Programming with enchant.js gives first-time programmers of all ages the tools to turn their video game ideas into reality. A step-by-step guide to the free, open-source HTML5 and JavaScript engine enchant.js, it is ideally suited for game fans who have always wanted to make their own game but didn ' t know how. It begins with the foundations of game programming and goes on to introduce advanced topics like 3D. We live in an age where smartphones and tablets have made games more ubiquitous than ever. Based around HTML5, enchant.js is ideally suited for aspiring game programmers who have always been intimidated by code. Games written using enchant.js take only a few hours to write, and can be played in a browser, iOS, and Android devices, removing the stress of programming to focus on the fun. Discover the joy of game development with enchant.js. Provides a comprehensive, easy guide to game programming through enchant.js Gives aspiring game developers a tool to realize their ideas Introduces readers to the basics of HTML5 and JavaScript programming

HTML5 and CSS3 for the Real World is ideal for any web designer or developer who wants to start using the latest generation of web technologies in their everyday work. This book will teach you how to: understand the new semantic markup available in HTML5 use CSS3 to make sites beautiful without sacrificing clean markup or resorting to complex workarounds employ native HTML5 video and audio in your pages use web fonts to enrich a site's typography make web applications accessible using WAI-ARIA make the most of the new HTML form elements. This easy-to-follow guide is illustrated with lots of examples, and leads readers through the process of creating great websites from start to finish using HTML5 and CSS3. It also features: details on all the new HTML5 and CSS3 elements and features information on the current level of browser support advice for creating great experiences for all users thanks to progressive enhancement.

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.

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 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.

Build yourself a state-of-the-art website. It ' s incredibly easy...and it won ' t cost you a dime! You need a website. But you don ' t need the hassles that usually go with building one or the expense of hiring someone else to do it. Here ' s your solution: Build a Website for Free! You ' ll learn how you can use current technologies to create a site that ' s impressive and effective. And here ' s the best part: You ' ll do it all with software and tools that won ' t cost you a dime! Plan, organize, and design a site that really works, using tools you can find for free Discover the simple secrets of writing pages people want to read Explore HTML5 and JavaScript Use video on your site – and get someone else to pay for hosting it Add an easy-to-update blog and start building your own web community Quickly and easily handle " nuts and bolts " tasks, from getting your site name to uploading your content Get your site picked up by Google, Yahoo!, and other search engines Adapt your site for easy viewing on smart phones and tablets.

Explore the Underscore.js library by example using a test-driven development approach About This Book Understand and learn to apply functional programming principles using the built-in functions of Underscore.js Leverage and reuse Underscore.js-based code to create code that targets client, server, or database contexts Take Underscore.js further by reusing code between client and server and by learning about other closely related libraries Who This Book Is For If you are a developer with fundamental JavaScript knowledge and want to use modern JavaScript libraries to extend your functional programming skills, then Underscore.js is an important library you should be familiar with. What You Will Learn Reference and call Underscore.js functions using a modern JavaScript development workflow Apply Underscore.js to JavaScript arrays, objects, and functions Take advantage of object-oriented or functional programming techniques with Underscore.js Leverage Underscore.js to create code that targets client, server, or database contexts Extend Underscore.js functionality with other closely related libraries Reuse Underscore.js-based code between client and server applications Prepare for the upcoming JavaScript standard ECMAScript 6 and support older browsers In Detail Underscore.js is one of the most popular modern JavaScript libraries used for functional programming. It can be used as a base for building complex JavaScript applications in a sustainable manner and for building other JavaScript libraries. It embraces functional programming principles but is not opinionated and can be used with imperative, object-oriented, functional, or other programming styles. This book explores how to use Underscore.js to power your code and understand modern JavaScript development concepts while applying a lightweight and efficient workflow to build applications. The book starts with an incremental Underscore.js introduction by exploring key JavaScript concepts. You will then explore the basic features of Underscore.js in action and establish a lightweight development workflow that allows the provided examples to be guided by tests. The book then covers the functionality of Underscore.js with in-depth examples and explanations for understanding and applying the Underscore.js API. You'll also learn how to use Underscore.js as a base for your own modules and libraries within an object-oriented or functional programming style, and will be able to explore Underscore.js use cases in different environments. Eventually, you'll learn about libraries that are closely related with Underscore.js, how to share code between client and server, and how to prepare for the upcoming JavaScript standard ECMAScript 6. Style and approach This book takes an example-driven approach to describing some of the essential JavaScript concepts and practices that are useful for building sustainable applications.

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