



JavaScript: The Good Parts

Javascript The Good Parts The Good Parts

Peter MacIntyre



Javascript The Good Parts The Good Parts:

JavaScript: The Good Parts Douglas Crockford, 2008-05-08 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 is 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 will 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 will 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 Douglas Crockford, 2008

JavaScript Douglas Crockford, 2009 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 will learn about some common JavaScript patterns why lambda is cool why you should never ever use eval and why you should always declare everything

JavaScript: The Definitive Guide David Flanagan, 2011-04-29 This book is a programmer's guide and comprehensive reference to the core JavaScript language and to the client side JavaScript APIs defined by web browsers

PHP: The Good Parts Peter MacIntyre, 2010-04-07 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 will 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 **JavaScript** Summer R. Newton,2015-08-06 Thought provoking and accessible in approach this updated and expanded second edition of the JavaScript The Good Parts The Good Parts 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 advanced graduate level students We hope you find this book useful in shaping your future career Feel free to send us your enquiries related to our publications to info@risepresspw.com Rise Press **HTML & CSS: The Good Parts** Ben Henick,2010-02-18 HTML and CSS are the workhorses of web design and using them together to build consistent reliable web pages requires both skill and knowledge The task is more difficult if you re relying on outdated confusing and unnecessary HTML hacks and workarounds Author Ben Henick shows you how to avoid those traps by going beyond the standard tips tricks and techniques to connect the underlying theory and design of HTML and CSS to your everyday work habits With this practical book you ll learn how to work with these tools far more effectively than is standard practice for most web developers Whether you handcraft individual pages or build templates HTML CSS The Good Parts will help you get the most out of these tools in all aspects of web page design from layout to typography and to color Structure HTML markup to maximize the power of CSS Implement complex multi column layouts from scratch Improve site production values with advanced CSS techniques Support formal usability and accessibility requirements with tools built into HTML and CSS Avoid the most annoying browser and platform limitations [How JavaScript Works](#) Douglas Crockford,2018-10-18 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 *Mastering Javascript* Cybellium,2023-09-06 Cybellium Ltd is dedicated to empowering individuals and organizations with the knowledge and skills they need to navigate the ever evolving computer science landscape securely and learn only the latest information available on any subject in the category of computer science including Information Technology IT Cyber Security Information Security Big Data Artificial Intelligence AI Engineering Robotics Standards and

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Functional JavaScript Michael Fogus,2013-06-03 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

You Don't Know JS: Types & Grammar Kyle Simpson,2015-01-29 No matter how much experience you have with JavaScript odds are you don t fully understand the language As part of the You Don t Know JS series this compact guide explores JavaScript types in greater depth than previous treatments by looking at type coercion problems demonstrating why types work and showing you how to take advantage of these features Like other books in this series You Don t Know JS Types Grammar dives into trickier parts of the language that many JavaScript programmers simply avoid or assume don t exist like types Armed with this knowledge you can achieve true JavaScript mastery With this book you will Get acquainted with JavaScript s seven types null undefined boolean number string object and symbol Understand why JavaScript s unique array string and number characteristics may delight or confound you Learn how natives provide object wrappers around primitive values Dive into the coercion controversy and learn why this feature is useful in many cases Explore various nuances in JavaScript syntax involving statements expressions and other features

[Learn TypeScript 3 by Building Web Applications](#) Sebastien Dubois,Alexis Georges,2019-11-22 Learn TypeScript and many of its features by building state of art web applications from scratch with the help of modern tooling frameworks and libraries Key Features>Create modern Web applications to help businesses around the world benefit from better quality applications*Learn the latest features of TypeScript 3 and use them wisely*Explore TDD practices OOP techniques and industry best practices to create high quality and modular apps*Book Description TypeScript is a superset of the JavaScript programming language giving developers a tool to help them write faster cleaner JavaScript With the help of its powerful static type system and other powerful tools and techniques it allows developers to write modern

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Core HTML5 Canvas David Geary, 2012-05-14 One of HTML5 s most exciting features Canvas provides a powerful 2D graphics API that lets you implement everything from word processors to video games In Core HTML5 Canvas best selling author David Geary presents a code fueled no nonsense deep dive into that API covering everything you need to know to implement rich and consistent web applications that run on a wide variety of operating systems and devices Succinctly and clearly written this book examines dozens of real world uses of the Canvas API such as interactively drawing and manipulating shapes saving and restoring the drawing surface to temporarily draw shapes and text and implementing text controls You ll see how to keep your applications responsive with web workers when you filter images how to implement smooth animations and how to create layered 3D scrolling backgrounds with parallax In addition you ll see how to implement video games with extensive coverage of sprites physics collision detection and the implementation of a game engine and an industrial strength pinball game The book concludes by showing you how to implement Canvas based controls that you can use in any HTML5 application and how to use Canvas on mobile devices including iOS5 This authoritative Canvas reference covers The canvas element using it with other HTML elements handling events printing a canvas and using offscreen canvases Shapes drawing dragging erasing and editing lines arcs circles curves and polygons using shadows gradients and patterns Text drawing positioning setting font properties building text controls Images drawing scaling clipping processing and animating Animations creating smooth efficient and portable animations

Sprites implementing animated objects that have painters and behaviors Physics modeling physical systems falling bodies pendulums and projectiles and implementing tweening for nonlinear motion and animation Collision detection advanced techniques clearly explained Game development all aspects of game development such as time based motion and high score support implemented in a game engine Custom controls infrastructure for implementing custom controls implementing progress bars sliders and an image panner Mobile applications fitting Canvas apps on a mobile screen using media queries handling touch events and specifying iOS5 artifacts such as app icons Throughout the book Geary discusses high quality reusable code to help professional developers learn everything they really need to know with no unnecessary verbiage All of the book's code and live demonstrations of key techniques are available at corehtml5canvas.com

[Pro Single Page Application Development](#) Gil Fink, Ido Flatow, SELA Group, 2014-05-10 One of the most important and exciting trends in web development in recent years is the move towards single page applications or SPAs Instead of clicking through hyperlinks and waiting for each page to load the user loads a site once and all the interactivity is handled fluidly by a rich JavaScript front end If you come from a background in ASP.NET development you'll be used to handling most interactions on the server side Pro Single Page Application Development will guide you through your transition to this powerful new application type The book starts in Part I by laying the groundwork for SPA development You'll master some JavaScript techniques that will come in useful later on and get to know the building blocks of a single page application including modules routing and MV frameworks In Part II you'll build the client for your application This is where the magic happens as the authors take you through the process step by step Backbone.js is the ideal library for demonstrating SPA development in practice but you can apply the same principles with other frameworks in your future applications Part III takes you through the process of building the server side of your application using ASP.NET Web API and hooking up the two parts of your application to create a working whole SPA development also comes with its own particular challenges including tracking history user interface performance and how to handle search engine optimization In the final chapters the authors guide you through some of these issues and advanced techniques and finish by showing you how to deploy your application As SPAs become the de facto standard of web application development the in depth Pro Single Page Application Development will be your one stop shop for creating fluid modern applications on the web

[Beginning Facebook Game Apps Development](#) Wayne Graham, 2012-06-10 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 *The Little Book on CoffeeScript* Alex MacCaw,2012 This concise book shows JavaScript developers how to build superb web applications with CoffeeScript the remarkable language that s gaining considerable interest Through example code this guide demonstrates how CoffeeScript abstracts JavaScript providing syntactical sugar and preventing many common errors You ll learn CoffeeScript s syntax and idioms step by step from basic variables and functions to complex comprehensions and classes Written by Alex MacCaw author of JavaScript Web Applications O Reilly with contributions from CoffeeScript creator Jeremy Ashkenas this book quickly teaches you best practices for using this language not just on the client side but for server side applications as well It s time to take a ride with the little language that could Discover how CoffeeScript s syntax differs from JavaScript Learn about features such as array comprehensions destructuring assignments and classes Explore CoffeeScript idioms and compare them to their JavaScript counterparts Compile CoffeeScript files in static sites with the Cake build system Use CommonJS modules to structure and deploy CoffeeScript client side applications Examine JavaScript s bad parts including features CoffeeScript was able to fix **MobX Quick Start Guide** Pavan Podila,Michel Weststrate,2018-07-26 Apply functional Reactive programming for simple and scalable state management with MobX Key Features The easiest way to learn MobX to enhance your client side state management Understand how the concepts and components fit together Work through different state management scenarios with MobX Book Description MobX is a simple and highly scalable state management library in JavaScript Its abstractions can help you manage state in small to extremely large applications However if you are just starting out it is essential to have a guide that can help you take the first steps This book aims to be that guide that will equip you with the skills needed to use MobX and effectively handle the state management aspects of your application You will first learn about observables actions and reactions the core concepts of MobX To see how MobX really shines and simplifies state management you ll work through some real world use cases Building on these core concepts and use cases you will learn about advanced MobX its APIs and libraries that extend MobX By the end of this book you will not only have a solid conceptual understanding of MobX but also practical experience You will gain the confidence to tackle many of the common state management problems in your own projects What you will learn Explore the fundamental concepts of MobX such as observables actions and reactions Use observables to track state and react to its changes with validations and visual feedback via React Components Create a MobX observable from different data types Define form data as an observable state and tackle sync and async form validations Use the special APIs to directly manipulate observables tracking its changes and discovering the reasons behind a change Tackle any state management issue you may have in your app by combining mobx utils and mobx state tree Explore the internals of the MobX reactive system by diving into its inner workings Who this book is for This book is for web developers who want to implement easy and scalable state management for their apps Knowledge of HTML CSS and JavaScript is assumed *Automated Data Collection with R* Simon Munzert,Christian

Rubba, Peter Meißner, Dominic Nyhuis, 2015-01-20 A hands on guide to web scraping and text mining for both beginners and experienced users of R Introduces fundamental concepts of the main architecture of the web and databases and covers HTTP HTML XML JSON SQL Provides basic techniques to query web documents and data sets XPath and regular expressions An extensive set of exercises are presented to guide the reader through each technique Explores both supervised and unsupervised techniques as well as advanced techniques such as data scraping and text management Case studies are featured throughout along with examples for each technique presented R code and solutions to exercises featured in the book are provided on a supporting website

Developing Large Web Applications Kyle Loudon, 2010-02-24 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

Express in Action Evan Hahn, 2016-04-01 Summary Express in Action is a carefully designed tutorial that teaches you how to build web applications using Node and Express Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Express js is a web application framework for Node js Express organizes your server side JavaScript into testable maintainable modules It provides a powerful set of features to efficiently manage routes requests and views along with beautiful boilerplate for your web applications Express helps you concentrate on what your application does instead of managing time consuming technical details About the Book Express in Action teaches you how to build web applications using Node and Express It starts by introducing Node s powerful traits and shows you how they map to the features of Express You ll explore key development techniques meet the rich ecosystem of companion tools and libraries and get a glimpse into its inner workings By the end of the book you ll be able to use Express to build a Node app and know how to test it hook it up to a database and automate the dev process What s Inside Simplify Node app setup with Express Testing Express applications Use Express for easy access to Node features Data storage with MongoDB Covers Express 4 and Express 5 alpha About the Reader To get the most out of this book you ll need to know the basics of web application design and be proficient with JavaScript About the Author Evan Hahn is an active member of the Node and Express community and contributes to many open source JavaScript projects Table of Contents PART 1 INTRO

What is Express The basics of Node js Foundations of Express PART 2 CORE Middleware Routing Building APIs Views and templates Pug and EJS PART 3 EXPRESS IN CONTEXT Persisting your data with MongoDB Testing Express applications Security Deployment assets and Heroku Best practices

Decoding **Javascript The Good Parts The Good Parts**: Revealing the Captivating Potential of Verbal Expression

In an era characterized by interconnectedness and an insatiable thirst for knowledge, the captivating potential of verbal expression has emerged as a formidable force. Its ability to evoke sentiments, stimulate introspection, and incite profound transformations is genuinely awe-inspiring. Within the pages of "**Javascript The Good Parts The Good Parts**," a mesmerizing literary creation penned by way of a celebrated wordsmith, readers attempt an enlightening odyssey, unraveling the intricate significance of language and its enduring effect on our lives. In this appraisal, we shall explore the book's central themes, evaluate its distinctive writing style, and gauge its pervasive influence on the hearts and minds of its readership.

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