

Become A Ninja With Angular 2 Free Book

Summary Angular Development with TypeScript, Second Edition is an intermediate-level tutorial that introduces Angular and TypeScript to developers comfortable with building web applications using other frameworks and tools. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Whether you're building lightweight web clients or full-featured SPAs, Angular is a clear choice. The Angular framework is fast, efficient, and widely adopted. Add the benefits of developing in the statically typed, fully integrated TypeScript language, and you get a programming experience other JavaScript frameworks just can't match. About the Book Angular Development with TypeScript, Second Edition teaches you how to build web applications with Angular and TypeScript. Written in an accessible, lively style, this illuminating guide covers core concerns like state management, data, forms, and server communication as you build a full-featured online auction app. You'll get the skills you need to write type-aware classes, interfaces, and generics with TypeScript, and discover time-saving best practices to use in your own work. What's inside Code samples for Angular 5, 6, and 7 Dependency injection Reactive programming The Angular Forms API About the Reader Written for intermediate web developers familiar with HTML, CSS, and JavaScript. About the Author Yakov Fain and Anton Moiseev are experienced trainers and web application developers. They have coauthored several books on software development. Table of Contents Introducing Angular The main artifacts of an Angular app Router basics Router advanced Dependency injection in Angular Reactive programming in Angular Laying out pages with Flex Layout Implementing component communications Change detection and component lifecycle Introducing the Forms API Validating forms Interacting with servers using HTTP Interacting with servers using the WebSocket protocol Testing Angular applications Maintaining app state with ngrx ng-book. The in-depth, complete, and up-to-date book on Angular. Become an Angular expert today. Updated for Angular, Angular CLI, and Community Style Guide Ready to master Angular? What if you could master the entire framework - with solid foundations - in less time without beating your head against a wall? Imagine how quickly you could work if you knew the best practices and the best tools? Stop wasting your time searching and have everything you need to be productive in one, well-organized place, with complete examples to get your project up without needing to resort to endless hours of research. You will learn what you need to know to work professionally with ng-book: The Complete Book on Angular. Get up and running quickly The first chapter opens with building your first Angular app. Within the first few minutes, you'll know enough to have an app running Lots of Sample Apps and Code When you buy ng-book, you're not buying just a book, but dozens of code examples. Every chapter in the book comes with a complete project that uses the concepts in the chapter. The code is available for download, free from our website. Table of Contents Writing your first Angular web application How Angular Works Built-in Directives Forms in Angular 2 HTTP and APIs Routing Dependency Injection Data Architecture in Angular 2 Data Architecture with Observables and RxJS Data Architecture with Redux Redux and TypeScript Data Architecture with Redux Advanced Components Testing Converting an Angular 1 app to Angular Comprehensive You'll learn core Angular concepts - from how Angular works under the hood, to rich interactive

components, from in-depth testing to real-world applications Best Practices Learn Angular best practices, such as: testing, code organization, and how to structure your app for performance. We'll walk through practical, common examples of how to implement complete components of your applications Example Apps included in the book The book comes with sample apps that show you how to create: A component-based Reddit clone A real-time chat app using RxJS Observables A YouTube search-as-you-type app A Spotify search for tracks with playable song preview Plus lots more mini-examples that show you how to write Components, how to use Forms, and how to use APIs The code examples currently have over 5,500+ lines of runnable code (TypeScript, non-comment lines) What our Customers Say "Fantastic work guys! I have no idea where I'd be with Angular without ng-book. You guys have made this SOOOO much easier to learn and keep up with. Thanks again..you guys are awesome!" -- Jacob Cheriathundam "Just finished ng-book2. I think it is the best learning material one can find about Angular today." -- Jegor Uglov FAQ What version does the book cover? This revision of the book covers up to angular-4.1.0. An updated version of the code is available for free at our website. Do I have to know Angular 1? Nope! We don't assume that you've used Angular 1. This book teaches Angular from the ground up. Of course, if you've used Angular 1, we'll point out common ideas (because there are many), but ng-book stands on its own Is ng-book an upgrade to ng-book 1? No. This is a completely new book and shares no content or code with ng-book 1. Angular 1 and Angular 2+ are two different frameworks and ng-book 1 and ng-book are two different books.

Build robust modern web applications using .NET 5, Entity Framework Core, and Angular 11 Key FeaturesUpdated with the latest features and additions in ASP.NET Core 5 and Angular 11Design, build, and deploy a Single Page Application or Progressive Web AppAdopt a full stack approach to handle data management, Web APIs, application design, testing, SEO, security, and deploymentBook Description Learning full-stack development calls for knowledge of both front-end and back-end web development. ASP.NET Core 5 and Angular, Fourth Edition will enhance your ability to create, debug, and deploy efficient web applications using ASP.NET Core and Angular. This revised edition includes coverage of the Angular routing module, expanded discussion on the Angular CLI, and detailed instructions for deploying apps on Azure, as well as both Windows and Linux. Taking care to explain and challenge design choices made throughout the text, Valerio teaches you how to build a data model with Entity Framework Core, alongside utilizing the Entity Core Fluent API and EntityTypeConfiguration class. You'll learn how to fetch and display data and handle user input with Angular reactive forms and front-end and back-end validators for maximum effect. Later, you will perform advanced debugging and explore the unit testing features provided by xUnit.net (.NET 5) and Jasmine, as well as Karma for Angular. After adding authentication and authorization to your apps, you will explore progressive web applications (PWAs), learning about their technical requirements, testing, and converting SWAs to PWAs. By the end of this book, you will understand how to tie together the front end and back end to build and deploy secure and robust web applications. What you will learnImplement a web API interface with ASP.NET Core and consume it with Angular using RxJS observablesSet up an SQL database server using a local instance or a cloud data storePerform C# and TypeScript debugging using Visual Studio 2019Create TDD and BDD unit tests using xUnit, Jasmine, and KarmaPerform DBMS structured

logging using third-party providers such as SeriLogDeploy web apps to Windows and Linux web servers, or Azure App Service, using IIS, Kestrel, and nginxWho this book is for This book is for experienced ASP.NET developers who already possess some familiarity with ASP.NET Core and Angular and are looking to learn how to use them effectively together. The fully documented code samples (also available on GitHub) and the step-by-step implementation tutorials make this book easy to follow.

If you are a web application developer interested in using AngularJS for a real-life project, then this book is for you. As a prerequisite, knowledge of JavaScript and HTML is expected, and a working knowledge of AngularJS is preferred.

This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program.

Programming TypeScript

AngularJS Web Application Development Blueprints

TypeScript Quickly

Progressive Web Apps with Angular

Dormia

Understanding single-page web applications

Summary Node.js in Action, Second Edition is a thoroughly revised book based on the best-selling first edition. It starts at square one and guides you through all the features, techniques, and concepts you'll need to build production-quality Node applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You already know JavaScript. The trick to mastering Node.js is learning how to build applications that fully exploit its powerful asynchronous event handling and non-blocking I/O features. The Node server radically simplifies event-driven real-time apps like chat, games, and live data analytics, and with its incredibly rich ecosystem of modules, tools, and libraries, it's hard to beat! About the Book Based on the bestselling first edition, Node.js in Action, Second Edition is a completely new book. Packed with practical examples, it teaches you how to create high-performance web servers using JavaScript and Node. You'll master key design concepts such as asynchronous programming, state management, and event-driven programming. And you'll learn to put together MVC servers using Express and Connect, design web APIs, and set up the perfect production environment to build, lint, and test. What's Inside Mastering non-blocking I/O The Node event loop Testing and deploying Web application templating About the Reader Written for web developers with intermediate JavaScript skills. About the Authors The Second Edition author team includes Node masters Alex Young, Bradley Meck, Mike Cantelon, and Tim Oxley, along with original authors Marc Harter, T.J. Holowaychuk, and Nathan Rajlich. Table of contents PART 1 - WELCOME TO NODE Welcome to Node.js Node programming fundamentals What is a Node web application? PART 2 - WEB DEVELOPMENT WITH NODE Front-end build systems Server-side frameworks Connect and Express in depth Web application templating Storing application data Testing Node applications Deploying Node applications and maintaining uptime PART 3 - BEYOND WEB DEVELOPMENT Writing command-line applications Conquering the desktop with Electron 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

Summary Angular in Action teaches you everything you need to build production-ready Angular applications. Thoroughly practical and packed with tricks and tips, this hands-on tutorial is perfect for web devs ready to build web applications that can handle whatever you throw at them. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Angular makes it easy to deliver amazing web apps. This powerful JavaScript platform provides the tooling to manage your project, libraries to help handle most common tasks, and a rich ecosystem full of third-party capabilities to add as needed. Built with developer productivity in mind, Angular boosts your efficiency with a modern component architecture, well-constructed APIs, and a rich community. About the Book Angular in Action teaches you everything you need to build production-ready Angular applications. You'll start coding immediately, as you move from the basics to advanced techniques like testing, dependency injection, and performance tuning. Along the way, you'll take advantage of TypeScript and ES2015 features to write clear, well-architected code. Thoroughly practical and packed with tricks and tips, this hands-on tutorial is perfect for web devs ready to build web applications that can handle whatever you throw at them. What's Inside Spinning up your first Angular application A complete tour of Angular's features Comprehensive example projects Testing and debugging Managing large applications About the Reader Written for web developers comfortable with JavaScript, HTML, and CSS. About the Author Jeremy Wilken is a Google Developer Expert in Angular, Web Technologies, and Google Assistant. He has many years of experience building web applications and libraries for eBay, Teradata, and VMware. Table of Contents Angular: a modern web platform Building your first Angular app App essentials Component basics Advanced components Services Routing Building custom directives and pipes Forms Testing your application Angular in production

Isomorphic JavaScript, often described as the holy grail of web application development, refers to running JavaScript code on both the browser client and web application server. This application architecture has become increasingly popular for the benefits of SEO, optimized page load and full control of the UI, and isomorphic libraries are being used at companies like Walmart, Airbnb, Facebook, and Netflix. With this practical book, authors Jason Strimpel and Maxime Najim provide the knowledge you need to build and maintain your own isomorphic JavaScript apps. This book includes: Part 1 identifies different classifications of isomorphic JavaScript apps, and shows you how to set up a development environment Part 2 takes you from theory to practice by showing you how to build out your own isomorphic app Part 3 takes you through existing solutions in the market today, providing you with the knowledge you need to bring isomorphic solutions into your development workflow

"Wonderful characters, unbelievable adventure . . . I loved this book." -- Eoin Colfer, author of the Artemis Fowl series Ghost, Cormac, and Kate are not like other kids. Ghost can turn invisible, Cormac can run up walls, and Kate can talk to animals--all abilities that make them perfect for the Black Lotus, a training school for ninjas who are sworn to protect the world from the evil samurai-run Empire. But when the Moon Sword--a source of unimaginable power--is stolen, the three are forced to put their new skills to the test and go back in time to sixteenth-century Japan and retrieve it. Secrets of the JavaScript Ninja

The Circle

The 4 Phase Approach to Kindle Book Marketing Success in 2018

Understanding ECMAScript 6

Modern JavaScript

Love from A to Z

This book has accompanying online files for Angular 9, 10 and 11; all examples in the book work without changes in Angular 10 or 11. Welcome to this one-stop-shop for learning Angular. Pro Angular is the most concise and comprehensive guide available, giving you the knowledge you need to take full advantage of this popular framework for building your own dynamic JavaScript applications. The fourth edition of this full-color guide explains how to get the most from Angular, starting with an in-depth overview of the MVC pattern and presenting the range of benefits it can offer. From there, you will begin learning how to use Angular in your projects, starting with the nuts-and-bolts concepts, and progressing on to more advanced and sophisticated features. Each topic provides you with precisely enough learning and detail to be effective. In true Adam Freeman style, the most important features are given full court press treatment, while also addressing common problems and how to avoid them. What You Will Learn: Get access to accompanying online files for Angular 9, 10 and 11; book examples work without changes in Angular 10 or 11 Gain a solid architectural understanding of the MVC Pattern Create rich and dynamic web app clients using Angular Use the ng tools to create and build an Angular project Extend and customize Angular Acquire skills to unit test your Angular projects Who This Book Is For: This book is for web developers who want to create rich client-side applications. Foundational knowledge of HTML and JavaScript is recommended. "Adam's books provide a finely tuned blend of architectural overview, technical depth, and experience-born wisdom. His clear, concise writing style, coupled with project driven real world examples, make me comfortable recommending his books to a broad audience, ranging from developers working with a technology for the first time to seasoned professionals who need to learn a new skill quickly." Keith Dublin, Solution Principal, Slalom Consulting "Adam's books are the print version of a chat bot. His investment in learning how developers learn pays off in dividends, making this one of the most comprehensive resources available. Novices and experienced professionals alike will gain knowledge from the accessible and insightful material." Mark Donile, Software Engineer, MS CS

Summary Testing Angular Applications is an example-rich, hands-on guide that gives you the real-world techniques you need to thoroughly test all parts of your Angular applications. By the end of this book, you'll be able to confidently write unit and end-to-end tests for Angular applications in TypeScript. Foreword by Brad Green, Google. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Don't leave the success of your mission-critical Angular apps to chance. Proper testing improves code quality, reduces maintenance costs, and rewards you with happy users. New tools and best practices can streamline and automate all aspects of testing web apps, both in development and in production. This book gets you started. About the Book Testing Angular Applications teaches you how to make testing an essential part of your development and production processes. You'll start by setting up a simple unit testing system as you learn the fundamental practices. Then, you'll fine-tune it as you discover the best tests for Angular components, directives, pipes, services, and routing. Finally, you'll explore end-to-end testing, mastering the Protractor framework, and inserting Angular apps into your continuous integration pipeline. What's inside Getting to know TypeScript Writing and debugging unit tests Writing and debugging end-to-end tests with Protractor Building continuous integration for your entire test suite About the Reader This book is for readers with intermediate JavaScript skills. About the Author Jesse Palmer is a senior engineering manager at Handshake. Corinna Cohn is a single-page web application specialist. Mike Giambalvo and Craig Nishina are engineers at Google. Table of Contents Introduction to testing Angular applications PART 1 - Unit testing Creating your first tests Testing components Testing directives Testing pipes Testing services Testing the router PART 2 - End-to-end testing Getting started with Protractor Understanding timeouts Advanced Protractor topics PART 3 - Continuous integration Continuous integration Appendix A - Setting up the sample project Appendix B - Additional resources Do less work when testing your Python code, but be just as expressive, just as elegant, and just as

readable. The pytest testing framework helps you write tests quickly and keep them readable and maintainable - with no boilerplate code. Using a robust yet simple fixture model, it's just as easy to write small tests with pytest as it is to scale up to complex functional testing for applications, packages, and libraries. This book shows you how. For Python-based projects, pytest is the undeniable choice to test your code if you're looking for a full-featured, API-independent, flexible, and extensible testing framework. With a full-bodied fixture model that is unmatched in any other tool, the pytest framework gives you powerful features such as assert rewriting and plug-in capability - with no boilerplate code. With simple step-by-step instructions and sample code, this book gets you up to speed quickly on this easy-to-learn and robust tool. Write short, maintainable tests that elegantly express what you're testing. Add powerful testing features and still speed up test times by distributing tests across multiple processors and running tests in parallel. Use the built-in assert statements to reduce false test failures by separating setup and test failures. Test error conditions and corner cases with expected exception testing, and use one test to run many test cases with parameterized testing. Extend pytest with plugins, connect it to continuous integration systems, and use it in tandem with tox, mock, coverage, unittest, and doctest. Write simple, maintainable tests that elegantly express what you're testing and why. What You Need: The examples in this book are written using Python 3.6 and pytest 3.0. However, pytest 3.0 supports Python 2.6, 2.7, and Python 3.3-3.6.

This book will demystify Angular as a framework, as well as provide clear instructions and examples on how to get started with writing scalable Angular applications. Angular: Up & Running covers most of the major pieces of Angular, but in a structured manner that is generally used in hands-on training. Each chapter takes one concept, and use examples to cover how it works. Problems to work on (with solutions) at the end of each chapter reinforce the learnings of each chapter and allow readers to really get hands-on with Angular.

Master the Japanese art of shuriken throwing with this illustrated martial arts guide. Japanese Throwing Weapons: Mastering Shuriken Throwing Techniques is a detailed instruction manual for learning authentic shuriken throwing techniques as practiced in Japan, known as shuriken-jutsu. Daniel Fletcher studied under Japan's most notable shuriken sensei, Yasuyuki Otsuka, of the Meifu Shinkage Ryu and in this knife throwing book he reveals the secrets learned in his years of study and training. Fletcher explains the origins and purpose of the shuriken as a weapon and provides information on the various types of shuriken used by the historic samurai and ninjas. Fletcher's expert instructions, along with over 200 photographs and the enclosed DVD can help anyone become proficient with Japanese throwing techniques. Weapons instruction includes: Shaken Shuriken—The most familiar of the shuriken family, this sharp-edged, star-shaped weapon is the one typically seen in martial arts film. Bo Shuriken—Shaped like a spike, easy to manufacture, economical, and convenient to carry, this simple weapon is a staple in the arsenal of the Japanese warrior. Teppan Shuriken—A multi-purpose weapon made from iron plates, it can take a variety of shapes and is used both for throwing or hand-to-hand combat.

Pro Angular

Hybrid Mobile Apps with Ionic and AngularJS

*Angular Development with TypeScript
Simple, Rapid, Effective, and Scalable
Angular: Up and Running*

The world's only illustrated guide to the real ninja teachings of historic Japan with original techniques presented in a highly accessible 'how-to' format The shadowy figure of the ninja—expert commando, secret agent, maverick who operates outside social norms—continues to exert fascination in the West, yet much of what is presented as ninja fact today is distorted or wrong. Drawing

on the scrolls created by historical Japanese ninjas (or shinobi, as they were then known), this book offers the real ninja teachings in 150 easy-to-follow, illustrated lessons designed to draw contemporary students of ninja straight into the world of these skilled spy-commandos. The truth about the ninja is so much more complex and intriguing than the Hollywood clichés we know today. We may think, for example, of a ninja as being always garbed in black and fighting with 'throwing stars' but in fact, a ninja had clothes in different colours to serve as disguises for different times of day, and their arsenal of weaponry could include anything from poison, poison gas, pepper spray and fire-creating tools to swords, spears and knives (but no throwing stars). The 150 lessons in this book cover all the basics of ninja warfare, including clever ideas for infiltrating an enemy compound (from wearing 'silent sandals' to faking passes and passwords), tactics for hiding and retreat (in the racoon dog retreat, a ninja will crouch low and halt, allowing the pursuer to collide with him at speed, whereupon the agent kills his enemy), and ways of crossing marshes and water (for example, with special shoes made of boards, or using a foldaway floating seat). The description is made all the more vivid by step-by-step photographs of the fighting techniques, diagrams outlining military tactics and beautiful samples of Japanese calligraphy.

Summary AngularJS in Action covers everything you need to know to get started with the AngularJS framework. As you read, you'll explore all the individual components of the framework and learn how to customize and extend them. You'll discover the emerging patterns for web application architecture and tackle required tasks like communicating with a web server back-end. Along the way, you'll see AngularJS in action by building real world applications with thoroughly commented code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology AngularJS is a JavaScript-based framework that extends HTML, so you can create dynamic, interactive web applications in the same way you create standard static pages. Out of the box, Angular provides most of the functionality you'll need for basic apps, but you won't want to stop there. Intuitive, easy to customize, and test-friendly, Angular practically begs you to build more interesting apps. About the Book AngularJS in Action teaches you everything you need to get started with AngularJS. As you read, you'll learn to build interactive single-page web interfaces, apply emerging patterns like MVVM, and tackle key tasks like communicating with back-end servers. All examples are supported by clear explanations and illustrations along with fully annotated code listings. This book assumes you know at least some JavaScript. No prior exposure to AngularJS is required. What's Inside Get started with AngularJS Write your own

components Best practices for application architecture
Progressively build a full-featured application Covers Angular JS 1.3
Sample application updated to the latest version of Angular About
the Author Lukas Ruebbelke is a full-time web developer and an
active contributor to the AngularJS community. Table of Contents
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WITH ANGULARJS Views and controllers Models and services
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server Setting up a Firebase server Running the app
Summary Ionic in Action teaches web developers how to build cross-
platform mobile apps for phones and tablets on iOS and Android.
You'll learn how to extend your web development skills to build
apps that are indistinguishable from native iOS or Android projects.
Purchase of the print book includes a free eBook in PDF, Kindle, and
ePub formats from Manning Publications. About the Book Wouldn't
it be great if you could build mobile apps using just your web
development skills? With Ionic, you can do just that: create hybrid
mobile apps using web technologies that you already know, like
HTML, CSS, and JavaScript, that will run on both iOS and Android.
Ionic in Action teaches web developers how to build mobile apps
using Ionic and AngularJS. Through carefully explained examples,
the book shows you how to create apps that use UI components
designed for mobile, leverage current location, integrate with
native device features like the camera, use touch gestures, and
integrate with external data sources. Learn to test your apps to
improve stability and catch errors as you develop. Finally, you'll
discover the command-line utility, and how to build and deploy to
app stores. What's Inside Create mobile apps with HTML, JavaScript,
and CSS Design complex interfaces with Ionic's UI controls Build
once and deploy for both iOS and Android Use native device
hardware and device-specific features Covers the entire mobile
development process About the Reader Readers should know HTML,
CSS, and JavaScript. Familiarity with AngularJS is helpful but not
required. About the Author Jeremy Wilken is a senior UX software
developer who works with Ionic, AngularJS, and Node.js. He lives in
Austin, Texas. Table of Contents Introducing Ionic and hybrid apps
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Summary Get Programming with JavaScript is a hands-on
introduction to programming for readers who have never

programmed. You'll be writing your own web apps, games, and programs in no time! Foreword by Remy Sharp. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Are you ready to start writing your own web apps, games, and programs? You're in the right place! Get Programming with JavaScript is a hands-on introduction to programming for readers who have never written a line of code. Since you're just getting started, this friendly book offers you lots of examples backed by careful explanations. As you go along, you'll find exercises to check your understanding and plenty of opportunities to practice your new skills. You don't need anything special to follow the examples—just the text editor and web browser already installed on your computer. We even give you links to working online code so you can see how everything should look live on your screen. What's Inside All the basics—objects, functions, responding to users, and more Think like a coder and design your own programs Create a text-based adventure game Enhance web pages with JavaScript Run your programs in a web browser Four bonus chapters available online About the Reader No experience required! All you need is a web browser and an internet connection. About the Author John Larsen is a mathematics and computing teacher with an interest in educational research. He has an MA in mathematics and an MSc in information technology. He started programming in 1982, writing simple programs for teaching mathematics in 1993, building websites in 2001, and developing data-driven web-based applications for education in 2006. Table of Contents PART 1 CORE CONCEPTS ON THE CONSOLE Programming, JavaScript, and JS Bin Variables: storing data in your program Objects: grouping your data Functions: code on demand Arguments: passing data to functions Return values: getting data from functions Object arguments: functions working with objects Arrays: putting data into lists Constructors: building objects with functions Bracket notation: flexible property names PART 2 ORGANIZING YOUR PROGRAMS Scope: hiding information Conditions: choosing code to run Modules: breaking a program into pieces Models: working with data Views: displaying data Controllers: linking models and views PART 3 JAVASCRIPT IN THE BROWSER HTML: building web pages Controls: getting user input Templates: filling placeholders with data XHR: loading data Conclusion: get programming with JavaScript BONUS ONLINE CHAPTERS Node: running JavaScript outside the browser Express: building an API Polling: repeating requests with XHR Socket.IO: real-time messaging Introducing Alfonso Perplexon, hero of the epic fantasy tale Dormia! Alfonso Perplexon is an unusual sleeper. He climbs trees, raises falcons, even shoots deadly accurate arrows, all in his sleep. No one

can figure out why. Then one evening a man arrives at Alfonso's door, claiming to be Alfonso's long-lost uncle Hill. This uncle tells a fantastical tale: Alfonso's ancestors hail from Dormia—an ancient kingdom of gifted sleepers—which is hidden in the snowy peaks of the Ural Mountains. According to Hill, Dormia exists thanks to a tree known as the Founding Tree, with roots that pump life into the frozen valley. But the Founding Tree is now dying, and in a matter of days, Dormia faces an icy apocalypse. Dormia's salvation lies with the Great Sleeper, who possesses the special powers to enter a sleep trance and grow a new Founding Tree. Hill suspects that Alfonso is just such a person. In fact, Alfonso's sleeping-self has already hatched this tree. Now the question is: Can Alfonso and his uncle deliver it in time? They must hurry, but they also must be careful not to be followed by Dormia's age-old enemy, the Dragoonya, who are always hunting for one of the secret entryways into Dormia. Alfonso agrees to take the tree to Dormia, and thus begins one of the greatest adventures a twelve-year-old boy could ever wish for. As he woke up from a late afternoon nap, Alfonso blinked open his eyes and discovered that he was perched at the top of a gigantic pine tree - some two-hundred feet above the ground. The view was spectacular. Alfonso could see for miles in every direction and he could even make out his house in the distant hamlet of World's End, Minnesota. Unfortunately, there was no time to enjoy the view. The small branch that Alfonso stood upon was covered with gleaming snow and creaked dangerously under the pressure of his weight. Icy gusts of wind shook the entire treetop. Alfonso looked down grimly at the ground far below. If he fell, he would most certainly die. "Oh brother," muttered Alfonso to himself. "Not again."

The Definitive Guide for JavaScript Developers

Japanese Throwing Weapons

Cryptography, Engineering and Economics

Modo: Ember's End

Covers Angular 2

SPA Design and Architecture

Summary SPA Design and Architecture teaches you the design and development skills you need to create SPAs. Includes an overview of MV* frameworks, unit testing, routing, layout management, data access, pub/sub, and client-side task automation. This book is full of easy-to-follow examples you can apply to the library or framework of your choice. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The next step in the development of web-based software, single-page web applications deliver the sleekness and fluidity of a native desktop application in a browser. If you're ready to make the leap from traditional web applications to SPAs, but don't know where to begin, this book will get you going. About the Book SPA Design and

Architecture teaches you the design and development skills you need to create SPAs. You'll start with an introduction to the SPA model and see how it builds on the standard approach using linked pages. The author guides you through the practical issues of building an SPA, including an overview of MV* frameworks, unit testing, routing, layout management, data access, pub/sub, and client-side task automation. This book is full of easy-to-follow examples you can apply to the library or framework of your choice. What's Inside Working with modular JavaScript Understanding MV* frameworks Layout management Client-side task automation Testing SPAs About the Reader This book assumes you are a web developer and know JavaScript basics. About the Author Emmitt Scott is a senior software engineer and architect with experience building large-scale, web-based applications. Table of Contents PART 1 THE BASICS What is a single-page application? The role of MV* frameworks Modular JavaScript PART 2 CORE CONCEPTS Navigating the single page View composition and layout Inter-module interaction Communicating with the server Unit testing Client-side task automation APPENDIXES Employee directory example walk-through Review of the XMLHttpRequest API Chapter 7 server-side setup and summary Installing Node.js and Gulp.js Ready to master AngularJS? What if you could master the entire framework - with solid foundations - in less time without beating your head against a wall? Imagine how quickly you could work if you knew the best practices and the best tools? Stop wasting your time searching and have everything you need to be productive in one, well-organized place, with complete examples to get your project up without needing to resort to endless hours of research.

The first complete translation of the ultimate Ninja manual—a comprehensive guide to the arts of the ninja, including espionage, warfare, assassination, and more In 1676, a ninja named Fujibayashi collected and combined information from the ninja clans of Iga—regarded to be the homeland of the ninja—and compiled it into an authoritative book. Known as The Bansenhukai, Fujibayashi's book has now been translated into English by the Historical Ninjutsu Research Team and is widely considered to be the 'bible' of ninjutsu, the arts of the ninja. The Book of Ninja begins with an in-depth introduction to the history of Fujibayashi's scripture. The teachings themselves, appealingly rendered in this translation, then take us into the secrets of guerrilla warfare and espionage. We learn how to become the ultimate spy, whether through a network of spies or by hiding in plain sight. Through the stealth and concealment tactics of night-time infiltration, through weapon and tool building skills, and through mission planning, we can learn much both about warfare and about adopting the right mindset for tackling our own inner and outer enemies. Adding to the mix for the spycraft lover, there are sections on capturing criminals, performing night raids, making secret codes and signs, and even techniques for predicting the weather, and using an esoteric Buddhist system of divination. An exciting and engaging tome of lost knowledge, The Book of Ninja is the final say in the world of the ninja and the ultimate classic for samurai and ninja

enthusiasts alike.

Essential Angular is a concise, complete overview of the key aspects of Angular, written by two Angular core contributors. The book covers the framework's mental model, its API, and the design principles behind it. It is fully up to date with the latest release of Angular. About This Book Written by two Angular core contributors A complete overview of the key aspects of Angular Up to date with the latest Angular release Who This Book Is For To get the most from this book, you should already have a good understanding of Angular and general web development. The book dives quickly into the core Angular systems without stepping through the basics. What You Will Learn Understand why and how to use JIT and AOT compilation in Angular Bootstrap and inject NgModules Learn about the component lifecycle Understand the two phases of Change Detection Visualize and parse the Injector tree Understand advanced Lazy Loading Integrate and run different testing strategies on your code In Detail Essential Angular is a concise, complete overview of the key aspects of Angular, written by two Angular core contributors. The book covers the framework's mental model, its API, and the design principles behind it. This book is fully up to date with the latest release of Angular. Essential Angular gives you a strong foundation in the core Angular technology. It will help you put all the concepts into the right places so you will have a good understanding of why the framework is the way it is. Read this book after you have toyed around with the framework, but before you embark on writing your first serious Angular application. This book covers concepts such as the differences between Just-In-Time (JIT) and Ahead-Of-Time (AOT) compilation in Angular, alongside NgModules, components and directives. It also goes into detail on Dependency Injection and Change Detection: essential skills for Angular developers to master. The book finishes with a look at testing, and how to integrate different testing methodologies in your Angular code. Style and approach Essential Angular is a complete overview of the key aspects of the latest release of Angular, written by two core Angular contributors. It goes far beyond a how-to-get-started guide and dives into the most important topics in modern Angular development at depth.

Learn to use, and not be used by, data to make more insightful decisions The availability of data and various forms of AI unlock countless possibilities for business decision makers. But what do you do when you feel pressured to cede your position in the decision-making process altogether? Decision Intelligence For Dummies pumps the brakes on the growing trend to take human beings out of the decision loop and walks you through the best way to make data-informed but human-driven decisions. The book shows you how to achieve maximum flexibility by using every available resource, and not just raw data, to make the most insightful decisions possible. In this timely book, you'll learn to: Make data a means to an end, rather than an end in itself, by expanding your decision-making inquiries Find a new path to solid decisions that includes, but isn't dominated, by quantitative data Measure the results of your new

framework to prove its effectiveness and efficiency and expand it to a whole team or company Perfect for business leaders in technology and finance, Decision Intelligence For Dummies is ideal for anyone who recognizes that data is not the only powerful tool in your decision-making toolbox. This book shows you how to be guided, and not ruled, by the data.

From Concept to Implementation to Real-World Solutions

JavaScript for Impatient Programmers

Build Powerful and Dynamic Web Apps

Angular in Action

Head First C

Get Programming with Node.js

Summary HTML5 in Action provides a complete introduction to web development using HTML5. You'll explore every aspect of the HTML5 specification through real-world examples and code samples. It's much more than just a specification reference, though. It lives up to the name HTML5 in Action by giving you the practical, hands-on guidance you'll need to use key features. About the Technology HTML5 is not a few new tags and features added to an old standard—it's the foundation of the modern web, enabling its interactive services, single-page UI, interactive games, and complex business applications. With support for standards-driven mobile app development, powerful features like local storage and WebSockets, superb audio and video APIs, and new layout options using CSS3, SVG, and Canvas, HTML5 has entered its prime time. About the Book HTML5 in Action provides a complete introduction to web development using HTML5. It explores the HTML5 specification through real-world examples and code samples. It earns the name "in Action" by giving you the practical, hands-on guidance you'll need to confidently build the sites and applications you—and your clients—have been wanting for years. This book concentrates on new HTML5 features and assumes you are familiar with standard HTML. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside New semantic elements and form input types Single-page application design Creating interactive graphics Mobile web apps About the Authors Rob Crowther is a web developer and blogger and the author of Manning's Hello! HTML5 & CSS3. Joe Lennon is an enterprise mobile application developer. Ash Blue builds award-winning interactive projects. Greg Wanish is an independent web and eCommerce developer. Table of Contents PART 1 INTRODUCTION HTML5: from documents to applications PART 2 BROWSER-BASED APPS Form creation: input widgets, data binding, and data validation File editing and management: rich formatting, file storage, drag and drop Messaging: communicating to and from scripts in HTML5 Mobile applications: client storage and offline execution PART 3 INTERACTIVE GRAPHICS, MEDIA, AND GAMING 2D Canvas: low-level, 2D graphics rendering SVG: responsive in-browser graphics Video and audio: playing media in the browser WebGL: 3D application development Plus 10 Appendixes 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.

The weapon to end all wars is about to fall into the wrong hands.

Angular 5 updates for this book are now available. Follow the Download source code link for this book on the Apress website. Get the most from Angular 2, the leading framework for building dynamic JavaScript applications. Best-selling author Adam Freeman begins by describing the MVC pattern and the benefits it can offer and then shows you how to use Angular in your projects, starting from the nuts-and-bolts and building up to the most advanced and sophisticated features, going in-depth to give you the knowledge you need. Each topic is covered clearly and concisely and is packed with the details you need to learn to be truly effective. The most important features are given a no-nonsense in-depth treatment and chapters include common problems and details of how to avoid them. What you'll learn Gain a solid architectural understanding of the MVC Pattern Learn how to create rich and dynamic web app clients using Angular 2 Learn how to extend and customize Angular 2 Learn how to test your Angular 2 projects Who this book is for Web developers with a foundation knowledge of HTML and JavaScript who want to create rich client-side applications.

An electrifying story of the sensational murder trial that divided a city and ignited the civil rights struggle In 1925, Detroit was a smoky swirl of jazz and speakeasies, assembly lines and fistfights. The advent of automobiles had brought workers from around the globe to compete for manufacturing jobs, and tensions often flared with the KKK in ascendance and violence rising. Ossian Sweet, a proud Negro doctor-grandson of a slave-had made the long climb from the ghetto to a home of his own in a previously all-white neighborhood. Yet just after his arrival, a mob gathered outside his house; suddenly, shots rang out: Sweet, or one of his defenders, had accidentally killed one of the whites threatening their lives and homes. And so it began-a chain of events that brought America's greatest attorney, Clarence Darrow, into the fray and transformed Sweet into a controversial symbol of equality. Historian Kevin Boyle weaves the police investigation and courtroom drama of Sweet's murder trial into an unforgettable tapestry of narrative history that documents the volatile America of the 1920s and movingly re-creates the Sweet family's journey from slavery through the Great Migration to the middle class. Ossian Sweet's story, so richly and poignantly captured here, is an epic tale of one man trapped by the battles of his era's changing times. Arc of Justice is the winner of the 2004 National Book Award for Nonfiction.

Full-stack web development with .NET 5 and Angular 11, 4th Edition

Decision Intelligence For Dummies

Ng-Book - the Complete Book on Angularjs

A Saga of Race, Civil Rights, and Murder in the Jazz Age

Book Launch Gladiator

Ng-Book

"This book is perfect for anyone who loves actionable content without a lot of fluff." ~ Steve Scott, Wall Street Journal bestselling author. Are you Struggling to Create a Launch Plan for Your Book? Do you have a finished manuscript but are scared to hit publish? Do you have no idea how to market your book? Are you completely overwhelmed by all of the publishing and marketing decisions you have to make? Fear not contender! Welcome to the only guide written by someone on the front lines that will show you how to succeed in the Kindle world.

Where To Download Become A Ninja With Angular 2 Free Book

By learning how to become a Book Launch Gladiator you will reign victorious in the Kindle Colosseum, where many others have failed. In this book you will learn: How to make decisions on KDP Select, pricing, and most importantly, launch timing How to set up your book for marketing success through crafting the perfect book description, book title, and making sure you have a great book cover How to get the bare minimum of reviews for your book (and more if you want them) complete with tools and recommendations What to do during launch week instead of just incessantly checking sales numbers A guide to continued marketing success in your writing career Jordan wants you to succeed as a new author, and the process packed within these pages will lead you towards your goal. It isn't an easy journey, and this book doesn't pull its punches, but by the end you will have a much better grasp on the process as a whole. Learn how to do book marketing the right way, without loads of money or time. Becoming a book launch gladiator requires careful planning, and this book will be your guide to meet that end. If you want to launch a book that receives the coveted Amazon best seller tag, gets more than 3 reviews on launch day, and doesn't immediately fade into the abyss of similar Kindle titles, this is the book for you. Grab this book right now and become one step closer to becoming the author of your dreams.

Summary Get Programming with Node.js teaches you to build web servers using JavaScript and Node. In this engaging tutorial, you'll work through eight complete projects, from writing the code for your first web server to adding live chat to a web app. Your hands will stay on the keyboard as you explore the most important aspects of the Node development process, including security, database management, authenticating user accounts, and deploying to production. You'll especially appreciate the easy-to-follow discussions, illuminating diagrams, and carefully explained code! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Node.js delivers the speed and reliability you need for ecommerce, social media, and gaming applications. It comes with thousands of prebuilt packages to help you get started immediately. If you want to use JavaScript on the server, Node.js is your choice. What's inside New features from ES2015 and later Writing asynchronous code Creating data models Debugging JavaScript modules About the Reader Written for front-end web developers with intermediate JavaScript skills. Table of Contents GETTING SET UP Lesson 0 - Setting up Node.js and the JavaScript engine Lesson 1 - Configuring your environment Lesson 2 - Running a Node.js application UNIT 1 - GETTING STARTED WITH NODE.JS Lesson 3 - Creating a Node.js module Lesson 4 - Building a simple web server in Node.js Lesson 5 - Handling incoming data Lesson 6 - Writing better routes and serving external files Lesson 7 - Capstone: Creating your first web application UNIT 2 - EASIER WEB DEVELOPMENT WITH EXPRESS.JS Lesson 8 - Setting up an app with Express.js Lesson 9 - Routing in Express.js Lesson 10 - Connecting views with templates Lesson 11 - Configurations and error handling Lesson 12 - Capstone: Enhancing the Confetti Cuisine site with Express.js UNIT 3 - CONNECTING TO A DATABASE Lesson

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13 - Setting up a MongoDB database Lesson 14 - Building models with Mongoose Lesson 15 - Connecting controllers and models Using promises with Mongoose Lesson 16 - Capstone: Saving user subscriptions UNIT 4 - BUILDING A USER MODEL Lesson 17 - Improving your data models Lesson 18 - Building the user model Lesson 19 - Creating and reading your models Lesson 20 - Updating and deleting your models Lesson 21 - Capstone: Adding CRUD models to Confetti Cuisine Creating controllers UNIT 5 - AUTHENTICATING USER ACCOUNTS Lesson 22 - Adding sessions and flash messages Lesson 23 - Building a user login and hashing passwords Lesson 24 - Adding user authentication Lesson 25 - Capstone: Adding user authentication to Confetti Cuisine UNIT 6 - BUILDING AN API Lesson 26 - Adding an API to your application Lesson 27 - Accessing your API from your application Lesson 28 - Adding API security Lesson 29 - Capstone: Implementing an API UNIT 7 - ADDING CHAT FUNCTIONALITY Lesson 30 - Working with Socket.io Lesson 31 - Saving chat messages Lesson 32 - Adding a chat notification indicator UNIT 8 - DEPLOYING AND MANAGING CODE IN PRODUCTION Lesson 33 - Capstone: Adding a chat feature to Confetti Cuisine Lesson 34 - Deploying your application Lesson 35 - Managing in production Lesson 36 - Testing your application Lesson 37 - Capstone: Deploying Confetti Cuisine

It's not uncommon these days to see people complaining about just how complex JavaScript development seems to have become. We can have some sympathy with that view when it's coming from someone new to the language. If you're learning JS, it won't take long for you to be exposed to the enormity of the ecosystem and the sheer number of moving pieces you need to understand (at least conceptually) to build a modern web application. Package management, linting, transpilation, module bundling, minification, source maps, frameworks, unit testing, hot reloading... it can't be denied that this is a lot more complex than just including a couple of script tags in your page and FTPing it up to the server. Included topics: The Anatomy of a Modern JavaScript Application by James Kolce An Introduction to Gulp.js by Craig Buckler The Basics of DOM Manipulation in Vanilla JavaScript (No jQuery) by Sebastian Seitz A Beginner's Guide to Webpack 2 and Module Bundling by Mark Brown React vs Angular: An In-depth Comparison by Pavels Jelisejevs Retrofit Your Website as a Progressive Web App by Craig Buckler 10 Tips to Become a Better Node Developer by Azat Mardan An Introduction to Functional JavaScript by M. David Green An Introduction to Chart.js 2.0 : Six Simple Examples by Jack Rometty Learning JavaScript Test-Driven Development by Example by James Wright This book is for intermediate level JavaScript developers. Some experience of JavaScript development is assumed.

Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

Discover Bitcoin, the cryptocurrency that has the finance world buzzing. Bitcoin is arguably one of the biggest developments in finance since the advent of fiat currency. With *Understanding Bitcoin*, expert author Pedro Franco provides finance professionals with a complete technical

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guide and resource to the cryptography, engineering and economic development of Bitcoin and other cryptocurrencies. This comprehensive, yet accessible work fully explores the supporting economic realities and technological advances of Bitcoin, and presents positive and negative arguments from various economic schools regarding its continued viability. This authoritative text provides a step-by-step description of how Bitcoin works, starting with public key cryptography and moving on to explain transaction processing, the blockchain and mining technologies. This vital resource reviews Bitcoin from the broader perspective of digital currencies and explores historical attempts at cryptographic currencies. Bitcoin is, after all, not just a digital currency; it's a modern approach to the secure transfer of value using cryptography. This book is a detailed guide to what it is, how it works, and how it just may jumpstart a change in the way digital value changes hands. Understand how Bitcoin works, and the technology behind it. Delve into the economics of Bitcoin, and its impact on the financial industry. Discover alt-coins and other available cryptocurrencies. Explore the ideas behind Bitcoin 2.0 technologies. Learn transaction protocols, micropayment channels, atomic cross-chain trading, and more. Bitcoin challenges the basic assumption under which the current financial system rests: that currencies are issued by central governments, and their supply is managed by central banks. To fully understand this revolutionary technology, *Understanding Bitcoin* is a uniquely complete, reader-friendly guide.

Get Programming with JavaScript

Building Isomorphic JavaScript Apps

HTML5 in Action

Python Testing with pytest

Ninja Skills

The Bansenshukai - Japan's Premier Ninja Manual

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.

From William C. Morris Award Finalist S.K. Ali comes an unforgettable romance that is part *The Sun Is Also a Star* mixed with *Anna and the French Kiss*, following two Muslim teens who meet during a spring break trip. A marvel: something you find amazing. Even ordinary-amazing. Like potatoes—because they make French fries happen. Like the perfect fries Adam and his mom used to make together. An oddity: whatever gives you pause. Like the fact that there are hateful people in the world. Like Zayneb 's teacher,

who won't stop reminding the class how "bad" Muslims are. But Zayneb, the only Muslim in class, isn't bad. She's angry. When she gets suspended for confronting her teacher, and he begins investigating her activist friends, Zayneb heads to her aunt's house in Doha, Qatar, for an early start to spring break. Fueled by the guilt of getting her friends in trouble, she resolves to try out a newer, "nicer" version of herself in a place where no one knows her. Then her path crosses with Adam's. Since he got diagnosed with multiple sclerosis in November, Adam's stopped going to classes, intent, instead, on perfecting the making of things. Intent on keeping the memory of his mom alive for his little sister. Adam's also intent on keeping his diagnosis a secret from his grieving father. Alone, Adam and Zayneb are playing roles for others, keeping their real thoughts locked away in their journals. Until a marvel and an oddity occurs... Marvel: Adam and Zayneb meeting. Oddity: Adam and Zayneb meeting.

Harness the power of Angular to build fast, high performance progressive web apps that work offline. Learn exactly how to create an Angular Progressive Web App (PWA) from scratch, how you can use different tools to audit and improve it, and leverage Angular CLI or Workbox to turn your app into a PWA. Using browser APIs – including the Credential Management, Payment Request, Geolocation, Web Bluetooth, WebUSB and Generic Sensors APIs – you can unleash the potential of PWAs and build applications that enhance user experience. Angular's game-changing built-in features, including the Angular service worker module, can be leveraged to construct responsive and reliable PWAs that can look and feel just like native mobile apps. You'll learn how to boost your app speed, how to increase user engagement using push notifications, and how to implement offline storage and different caching APIs in Angular. You'll even see how to convert an existing Angular app into a PWA. Whether you're new to building PWAs, or want to learn how to use Angular to improve your app development, Progressive Web Apps with Angular provides the know-how to build and deploy an Angular PWA. What Readers Will Learn Build an Angular app that looks and feels just like a native mobile app Audit and improve an Angular PWA with different tools Increase user engagement by using push notifications Offline storage and different caching APIs in Angular Implement modern technologies into an Angular PWA Who This Book Is For Developers with basic knowledge of HTML, JavaScript and Angular

A bestselling dystopian novel that tackles surveillance, privacy and the frightening intrusions of technology in our lives—a "compulsively readable parable for the 21st century" (Vanity Fair). When Mae Holland is hired to work for the Circle, the world's most powerful internet company, she feels she's been given the opportunity of a lifetime. The Circle, run out of a sprawling California campus, links users' personal emails, social media, banking, and purchasing with their universal operating system, resulting in one online identity and a new age of civility and transparency. As Mae tours the open-plan office spaces, the towering glass dining facilities, the cozy dorms for those who spend nights at work, she is thrilled with the company's modernity and activity. There are parties that last through the night, there are famous musicians playing on the lawn, there are athletic activities and clubs and brunches, and even an aquarium of rare fish retrieved from the Marianas Trench by the CEO. Mae can't believe her luck, her great fortune

to work for the most influential company in the world—even as life beyond the campus grows distant, even as a strange encounter with a colleague leaves her shaken, even as her role at the Circle becomes increasingly public. What begins as the captivating story of one woman ' s ambition and idealism soon becomes a heart-racing novel of suspense, raising questions about memory, history, privacy, democracy, and the limits of human knowledge.

Summary TypeScript is JavaScript with an important upgrade! By adding a strong type system to JavaScript, TypeScript can help you eliminate entire categories of runtime errors. In TypeScript Quickly, you ' ll learn to build rock-solid apps through practical examples and hands-on projects under the expert instruction of experienced web developers Yakov Fain and Anton Moiseev. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Strong typing can eliminate nearly all errors caused by unanticipated data values. With TypeScript, an enhanced version of JavaScript, you can specify types and type annotations so your code is easier to read and far less likely to fail at runtime. And because the core of TypeScript is standard JavaScript, it runs on all major browsers and can be used with frameworks like Angular, Vue, and React. About the book TypeScript Quickly teaches you to exploit the benefits of types in browser-based and standalone applications. In this practical guide, you ' ll build a fascinating blockchain service app that takes you through a range of type-sensitive programming techniques. As you go, you ' ll also pick up valuable techniques for object-oriented programming with classes, interfaces, and advanced features such as decorators and conditional types. What's inside Mastering TypeScript syntax Using TypeScript with JavaScript libraries Tooling with Babel and Webpack Developing TypeScript apps using Angular, React, and Vue About the reader For web developers comfortable with JavaScript and HTML. About the author Yakov Fain and Anton Moiseev are experienced web developers. They have authored two editions of Manning ' s Angular Development with TypeScript. Table of Contents: PART 1 MASTERING THE TYPESCRIPT SYNTAX 1 | Getting familiar with TypeScript 2 | Basic and custom types 3 | Object-oriented programming with classes and interfaces 4 | Using enums and generics 5 | Decorators and advanced types 6 | Tooling 7 | Using TypeScript and JavaScript in the same project PART 2 APPLYING TYPESCRIPT IN A BLOCKCHAIN APP 8 | Developing your own blockchain app 9 | Developing a browser-based blockchain node 10 | Client-server communications using Node.js, TypeScript, and WebSockets 11 | Developing Angular apps with TypeScript 12 | Developing the blockchain client in Angular 13 | Developing React.js apps with TypeScript 14 | Developing a blockchain client in React.js 15 | Developing Vue.js apps with TypeScript 16 | Developing the blockchain client in Vue.js

Create Responsive, Fast and Reliable PWAs Using Angular
AngularJS in Action
Ionic in Action
Testing Angular Applications
Understanding Bitcoin

The Complete Guide to Angular

Angular Development with TypeScript Simon and Schuster

Essential Angular

Arc of Justice

The Book of Ninja

The Authentic Ninja Training Manual

The Black Lotus: Shadow of the Ninja

Learning Angular, Step by Step