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Help for grown-ups new to coding Getting a jump on learning how coding makes technology work is essential to prepare kids for the future. Unfortunately, many parents, teachers, and mentors didn't learn the unique logic and language of coding in school. Helping Kids with Coding For Dummies comes to the rescue. It breaks beginning coding into easy-to-understand language so you can help a child with coding homework,

supplement an existing coding curriculum, or have fun learning with your favorite kid. The demand to have younger students learn coding has increased in recent years as the demand for trained coders has far exceeded the supply of coders. Luckily, this fun and accessible book makes it a snap to learn the skills necessary to help youngsters develop into proud, capable coders! Help with coding homework or enhance a coding curriculum Get familiar with coding logic and how to de-bug programs Complete small projects as you learn

coding language Apply math skills to coding If you're a parent, teacher, or mentor eager to help 8 to 14 year olds learn to speak a coding language like a mini pro, this book makes it possible! Es geht auch ohne Objective-C und Cocoa! Wenn Sie HTML, CSS und JavaScript können, haben Sie alles, was Sie brauchen, um eine schicke, funktionstuchtige iPhone-Applikation zu entwickeln. Im iPhone-Look&Feel, nur mit Standard-Technologien und unschlagbar einfach. Wer will schon gern bei Null anfangen? Sich in eine neue

Programmiersprache und ungewohnte Entwicklungswerkzeuge einzuarbeiten, ist ganz schon muhsam - und vollig uberflussig. Nutzen Sie Ihr Webwissen und legen Sie los: Mit HTML5 können Sie Daten auf dem Client speichern und Anwendungen entwickeln, die offline funktionieren. Mit CSS bekommen Sie den echten iPhone-Look hin, und mit den richtigen JavaScript-Helfern klappt's auch mit den Animationen. Das Beste aus zwei Welten Wollen Sie den App Store als Verbreitungskanal für Ihre

Anwendung nutzen? Oder mochten Sie, dass Ihre App auf verschiedenen mobilen Geraten lauft? Dann nutzen Sie das Open Source-Framework PhoneGap, das aus Ihrer Web-App ein installierbares Programm macht. Die Vorzuge der Webversion konnen Sie trotzdem nutzen: Testen und verbessern Sie Ihre App kontinuierlich und zeitnah, bevor Sie sie Apples Review-Prozedere uberantworten. Kompakt, schnell, praxisbezogen Jonathan Stark ist kein Freund des Seitenschindens: Er kommt

sofort zur Sache und bringt alle in der Praxis wichtigen Schritte klar und strukturiert auf den Punkt. Vermutlich brauchen Sie für diesen kompakten, praxisnahen Leitfaden nur wenige Stunden, und Ihre Anwendung steht. Structure and Interpretation of Computer Programs by Harold Abelson and Gerald Jay Sussman is licensed under a Creative Commons Attribution-NonCommercial 3.0 License. Functional-Light JavaScript is a balanced, pragmatic exploration of Functional Programming in JavaScript.Functional

Programming (FP) is an incredibly powerful paradigm for structuring code that yields more robust, verifiable, and readable programs. If you've ever tried to learn FP but struggled with terms like "monad", mathematical concepts like category theory, or symbols like (lambda), you're not alone. Functional-Light programming distills the most vital aspects of FP- function purity, value immutability, composition, and more!-down to approachable JavaScript patterns. Rather than the all-or-nothing dogmatism often encountered

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***in FP, this book teaches you
how to improve your programs
line by line.***

***Pro Smartphone Cross-
Platform Development***

***New Perspectives on HTML
and CSS: Brief***

***Learning Responsive Data
Visualization***

***Learn HTML/CSS/Javascript
Step by Step with this Coding
Guide, Programming Guide for
Beginners, Website
Development***

***Better Solutions to Everyday
Web Design Problems
Mismatch***

***Mobile App Development with
Ionic, Revised Edition***

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The Web Development Glossary is probably the largest of its kind. With more than 2,000 terms and explanations it acquaints and reunites you with the major standards and concepts of the Web, with HTML, CSS, JavaScript, accessibility, security, performance, code quality, internationalization, localization, editors and tooling and more. The glossary then goes beyond web development, touching on computer science, design, typography, usability and user experience, information as well as project management, other disciplines of interest and relevance to the modern developer. It goes beyond, inspiring the curiosity to learn more about the Web and the people creating and using it. And still it is a glossary, of a couple of thousand terms for developers, leaning on (and giving

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back to) Wikipedia and the MDN Web Docs. This is the book if you choose to extend and validate your web and software development knowledge. This book constitutes the refereed proceedings of the 7th Conference of the Workgroup Human-Computer Interaction and Usability Engineering of the Austrian Computer Society, USAB 2011, in Graz, Austria, in November 2011. The 18 revised full papers together with 29 revised short papers and 2 posters presented were carefully reviewed and selected from 103 submissions. The papers are organized in topical sections on cognitive approaches to clinical data management for decision support, human-computer interaction and knowledge discovery in databases (hci-kdd), information usability and clinical workflows, education and patient

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empowerment, patient empowerment and health services, information visualization, knowledge & analytics, information usability and accessibility, governmental health services & clinical routine, information retrieval and knowledge discovery, decision making support & technology acceptance, information retrieval, privacy & clinical routine, usability and accessibility methodologies, information usability and knowledge discovery, human-centred computing, and biomedical informatics in health professional education.

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game.

Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex

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language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to:

- Understand the essential elements of programming: syntax, control, and data
- Use object-oriented and functional programming techniques to organize and clarify your programs
- Script the browser and make basic Web applications
- Work with tools like regular expressions and XMLHttpRequest objects

And since

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programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web. With organizations and individuals increasingly dependent on the Web, the need for competent, well-trained Web developers and maintainers is growing. Helping readers master Web development, Dynamic Web Programming and HTML5 covers specific Web programming languages, APIs, and coding techniques and provides an in-depth understanding of the underlying concepts, theory, and principles. The author leads readers

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through page structuring, page layout/styling, user input processing, dynamic user interfaces, database-driven websites, and mobile website development. After an overview of the Web and Internet, the book focuses on the new HTML5 and its associated open Web platform standards. It covers the HTML5 markup language and DOM, new elements for structuring Web documents and forms, CSS3, and important JavaScript APIs associated with HTML5. Moving on to dynamic page generation and server-side programming with PHP, the text discusses page templates, form processing, session control, user login, database access, and server-side HTTP requests. It also explores more advanced topics such as XML and PHP/MySQL. Suitable for a one- or two-semester course at the advanced

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undergraduate or beginning graduate level, this comprehensive and up-to-date guide helps readers learn modern Web technologies and their practical applications. Numerous examples illustrate how the programming techniques and other elements work together to achieve practical goals. Online Resource Encouraging hands-on practice, the book's companion website at <http://dwp.sofpower.com> helps readers gain experience with the technologies and techniques involved in building good sites. Maintained by the author, the site offers: Live examples organized by chapter and cross-referenced in the text Programs from the text bundled in a downloadable code package Searchable index and appendices Ample resource listings and information updates

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Helping Kids with Coding For
Dummies

Making Interactive Graphics in
JavaScript and Processing

7th Conference of the Workgroup
Human-Computer Interaction and
Usability Engineering of the Austrian
Computer Society, USAB 2011, Graz,
Austria, November 25-26, 2011,
Proceedings

Scrape, Clean, Explore & Transform
Your Data

Mobile App Development with Ionic 2
Rust Web Programming

CSS Secrets

Learn how to build app store-
ready hybrid apps with the
Ionic 2, the framework built
on top of Apache Cordova
(formerly PhoneGap) and
Angular. This practical
guide shows you how to use

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Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Phone. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic

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leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps Concise lessons explain how to use jQuery mobile to

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create mobile sites that display on different devices, covering how to style user interfaces, use scannable QRs and tag codes, and work with device emulators.

Learn how to build app store-ready hybrid apps with the Ionic 2, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This revised guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Phone. Author Chris Griffith takes you step-by-step through

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Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with

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Google Map integration
Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps With p5.js, you can think of your entire Web browser as your canvas for sketching with code! Learn programming the fun way--by sketching with interactive computer graphics! Getting Started with p5.js contains techniques that can be applied to creating games, animations, and interfaces.

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p5.js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects, including text, input, video, webcam, and sound. Like its older sibling Processing, p5.js makes coding accessible for artists, designers, educators, and beginners. Written by the lead p5.js developer and the founders of Processing, this book provides an introduction to the creative possibilities of today's Web, using JavaScript and HTML. With *Getting Started with p5.js*, you'll: Quickly learn programming basics, from

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variables to objects

Understand the fundamentals
of computer graphics Create

interactive graphics with
easy-to-follow projects

Learn to apply data

visualization techniques

Capture and manipulate

webcam audio and video feeds
in the browser

HTML5 and JavaScript Web

Apps

Learning Web Design

Android Cookbook

JAVASCRIPT.

Information Quality in e-
Health

Balanced, Pragmatic FP in
JavaScript

Getting Started with P5.js

Learn the theory behind cross-

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platform development, and put the theory into practice with code using the invaluable information presented in this book. With in-depth coverage of development and distribution techniques for iPhone, BlackBerry, Windows Mobile, and Android, you'll learn the native approach to working with each of these platforms. With detailed coverage of emerging frameworks like PhoneGap and Rhomobile, you'll learn the art of creating applications that will run across all devices. You'll also be introduced to the code-signing process and the distribution of applications through the major

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application stores, including Research In Motion (BlackBerry), Apple, and Microsoft.

This hands-on book looks past the hype and buzzwords surrounding HTML5 and gives you a conservative and practical approach to using HTML5, JavaScript MVC frameworks, and the latest W3C specifications. You'll quickly master how to build mobile and desktop web apps that are widely supported across all major web browsers and devices. Even though Web Storage, Web Workers, Geolocation, Device Orientation, and WebSockets have been

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covered many times in the past, it is often from a very high or basic level. This book goes into the trenches to review actual use cases for each of these APIs and gives real-world examples on how to use each one. If you're familiar with JavaScript, CSS and HTML basics and are ready to start piecing together the architecture of HTML5, then this book is for you. Assemble a coherent architectural whole from HTML5's complex collection of parts Gain a clear understanding of client-side architecture and the "mobile first" approach Design, create, and tune eye-catching and robust

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mobile web apps Explore how the top five JavaScript MVC frameworks interact with the server Learn best practices for setting up a raw WebSocket server Examine how sites such as Google, Twitter, and Amazon store data on the client Use real-world methods for applying geolocation, and learn the pitfalls of various implementations Process images and other data in the background with Web Workers Learn how to turn raw data into rich, interactive web visualizations with the powerful combination of Python and JavaScript. With this hands-on

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guide, author Kyran Dale teaches you how build a basic dataviz toolchain with best-of-breed Python and JavaScript libraries—including Scrapy, Matplotlib, Pandas, Flask, and D3—for crafting engaging, browser-based visualizations. As a working example, throughout the book Dale walks you through transforming Wikipedia's table-based list of Nobel Prize winners into an interactive visualization. You'll examine steps along the entire toolchain, from scraping, cleaning, exploring, and delivering data to building the visualization with JavaScript's D3 library. If you're ready to

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create your own web-based data visualizations—and know either Python or JavaScript— this is the book for you. Learn how to manipulate data with Python Understand the commonalities between Python and JavaScript Extract information from websites by using Python's web-scraping tools, BeautifulSoup and Scrapy Clean and explore data with Python's Pandas, Matplotlib, and Numpy libraries Serve data and create RESTful web APIs with Python's Flask framework Create engaging, interactive web visualizations with JavaScript's D3 library

- Syntax und Konzeption von

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JavaScript - JavaScript im Umfeld des modernen Webs - Programmierung von leistungsfähige Rich Internet Applications (RIAs) - Fortgeschrittene Techniken rund um HTML5 - Extra: Mit kostenlosem E-Book (PDF) Mit JavaScript steht die derzeit einzige Möglichkeit bereit, mit der Sie plattformübergreifend im WWW auf Seiten des Clients (also im Browser) programmieren können. Sie können damit beispielsweise eine Webseite an unterschiedliche Browser und Plattformeinstellungen des Besuchers anpassen,

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Benutzereingaben in einer Webseite plausibilisieren, Teile einer Webseite durch dynamisch nachgeladene Daten austauschen (AJAX), die Webseite nach dem Laden dynamisch verändern (DHTML) oder auch gezielt auf Aktionen eines Besuchers in der Webseite reagieren. Aber auch auf Serverseite oder bei mobilen Anwendungen gewinnt JavaScript an Bedeutung. Das vorliegende Buch vermittelt Ihnen zunächst das Basiswissen, um die Skriptsprache JavaScript in Verbindung mit internen JavaScript-Objekten und vor allem DOM-Objekten optimal zu

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nutzen. Berücksichtigt werden dabei auch die neuen Spracheigenschaften und Aspekte von HTML5/DOM5 sowie erweiterte JavaScript-Möglichkeiten wie Ausnahmebehandlung, Prototyping und die Umsetzung der objektorientierten Programmierung (OOP) in JavaScript sowie insbesondere AJAX. AUS DEM INHALT // Grundlagen und Umfeld von JavaScript / Vorbereitendes Basiswissen (HTML und XHTML mit den Neuerungen von HTML5, CSS mit den Neuerungen von CSS3, XML) / JavaScript in Webseiten

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einbinden / Elementare
Grundstrukturen in JavaScript /
Fehlersuche und -behandlung /
Alles zu JavaScript und Objekten
/ Ereignisbehandlung /
Ausnahmebehandlung / DHTML
/ AJAX / Fortgeschrittene
JavaScript-Techniken
(Objekterweiterung und
Prototyping, Zeichnen mit
Canvas- und SVG-Objekten,
Local Storage, Push-Services,
serverseitiges JavaScript mit
Node.JS, Geodating etc.)
Systemvoraussetzungen für E-
Book inside: Internet-Verbindung
und Adobe-Reader
New Perspectives on HTML and
CSS: Comprehensive

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Web Development with Node
and Express

A Beginner's Guide to HTML,
CSS, JavaScript, and Web
Graphics

iPhone-Apps mit HTML, CSS
und JavaScript

The Essential Guide to HTML5
Building Your Product, Business,
and Brand

More Than 2,000 Key Terms for
Developers

**The book you were waiting for to
learn how to develop a website !
□ 100% Beginners centered How
to create your web pages with
HTML ? How to format your pages
with CSS ? How to customize your
website with Javascript ? So don't
wait any longer and get this**

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comprehensive guide to start developing your website now ! If you know HTML, CSS, and JavaScript, you already have the tools you need to develop Android applications. This hands-on book shows you how to use these open source web standards to design and build apps that can be adapted for any Android device -- without having to use Java. You'll learn how to create an Android-friendly web app on the platform of your choice, and then convert it to a native Android app with the free PhoneGap framework. Discover why device-agnostic mobile apps are the wave of the future, and start building apps that offer greater flexibility and a broader reach. Learn the basics for

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making a web page look great on the Android web browser Convert a website into a web application, complete with progress indicators and more Add animation with jQTouch to make your web app look and feel like a native Android app Take advantage of client-side data storage with apps that run even when the Android device is offline Use PhoneGap to hook into advanced Android features -- including the accelerometer, geolocation, and alerts Test and debug your app on the Web under load with real users, and then submit the finished product to the Android Market This book received valuable community input through O'Reilly's Open Feedback Publishing System

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(OFPS). Learn more at <http://labs.oreilly.com/ofps.html>. HTML, JavaScript and jQuery 24-Hour Trainer shows programmers how to build real-world HTML and HTML5 apps---both web-based and mobile--in combination with JavaScript, jQuery, and CSS/CSS3. This book consists of a series of hands-on lessons that teach progressively more advanced skills; each lesson is supported by a video-based lesson that demonstrates how to execute each lesson. You will learn: Fundamentals of both HTML and HTML5 Multimedia capabilities of HTML5 and lessons on CSS3 How to store data offline, use background processes and files, and other important APIs. How to

build web-applications for desktops and laptops and adapting them to mobile phones and tablets This comprehensive guide consists of exercises and screencasts that walk you step-by-step through the process of building web-applications, and provide you with the opportunity to experiment and extend the examples to create working web-applications that perform useful function giving you the tools to independently develop interesting HTML5 based web and mobile applications and gain a solid understanding of fundamental technologies.

Android rockt: immer mehr Android-Geräte der unterschiedlichsten Formen und Grössen kommen auf den Markt.

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Das bedeutet für Entwickler natürlich einerseits einen wachsenden Markt. Andererseits bedeuten mehr Gerätetypen auch mehr zu berücksichtigende Unterschiede im Code. Dieser Fragmentierung können Sie begegnen, indem Sie Ihre Apps mit Standard-Webtechnologien erstellen.

Data Visualization with Python and JavaScript

Functional-Light JavaScript

Sams Teach Yourself JQuery

Mobile in 24 Hours

Using Games to learn HTML5 and JavaScript

Building Your Zillion Dollar App Empire

A hands-on guide to developing fast and secure web apps with the Rust programming language

How Inclusion Shapes Design

Thanks to the decreasing cost of prototyping, it's more feasible for professional makers and first-time entrepreneurs to launch a hardware startup. But exactly how do you go about it? This book provides the roadmap and best practices you need for turning a product idea into a full-fledged business. Written by three experts from the field, *The Hardware Startup* takes you from idea validation to launch, complete with practical strategies for funding, market research, branding, prototyping, manufacturing, and distribution. Two dozen case studies of real-world startups illustrate possible successes and failures at every stage of the process. Validate your idea by learning the needs of potential

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users Develop branding, marketing, and sales strategies early on Form relationships with the right investment partners Prototype early and often to ensure you're on the right path Understand processes and pitfalls of manufacturing at scale Jumpstart your business with the help of an accelerator Learn strategies for pricing, marketing, and distribution Be aware of the legal issues your new company may face

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages

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that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as

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quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics Get started with Vue.js quickly and easily with this book This book provides a compact and practical introduction to the popular Vue.js. Use the MVVC concept for applications on the web on the basis of MVC design patterns and create single-page web applications easily. You will use one of the powerful frameworks based only on elementary WWW standard

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technologies. With Vue.js you will understand and apply data binding, components, directives and modularity. With this book, you will not only learn the most important basics of Vue.js. You will also learn how to create and maintain web applications with this JavaScript web framework. The focus of this comprehensive work is on the following aspects: -

- HTML/CSS/JavaScript and the Web:
- The Vue.js environment - Basis of JavaScript (above all JSON) -
- Working with the Vue instance - templates - Double Curly Syntax and Data Binding

With its strong application focus, this book on Vue.js is an ideal companion for self-study or relevant courses. In terms of content, it is aimed at: (a) creators of websites (b)

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programmers c) Web designer Dive even deeper into the matter Ralph Steyer shows which prerequisites you should have to work with this book. Then you will learn more about the framework and the special features of Vue.js. In the further course, the author covers these partial aspects, among others:

- First examples - just test Vue.js once
- How and why does Vue.js work?
- Conditional Rendering: The v-if directive - making decisions
- Dynamic layouts with data binding - making stylesheets dynamic
- Forms and form data binding - interaction with the user
- Transitions and animations - Moving things

If you want to learn even more about the application, this book gives you an outlook on further possible uses

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and functions of Vue.js in the final chapter. To make it easier for you to get started, you will find program codes and illustrations in each chapter that illustrate complex processes.

Master the art of building responsive visualizations on the Web About This Book Learn the techniques for building data visualizations that work well for all screen sizes Implement responsive techniques with popular libraries to get to grips with building responsive visualizations that work in the real world Incorporate responsive workflow in your data visualization process to build visualizations that take a mobile-first approach. Who This Book Is For Web developers and data science professionals who want to

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make their visualizations work for smaller screen sizes. Some basic knowledge of JavaScript and Data visualization is expected. What You Will Learn Get familiar with responsive design for data visualizations Understand the main concepts of D3.js to create interactive visualizations Unleash the power of Bootstrap to create stunning and responsive visualizations for all screen resolutions Implement Touch and Mouse interactions for mobile-first applications Design Transitions and Animations that impress in portrait and landscape Build a Responsive World Map using GeoJSON and D3.js In Detail Using D3.js and Responsive Design principles, you will not just be able to implement visualizations that look and feel

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awesome across all devices and screen resolutions, but you will also boost your productivity and reduce development time by making use of Bootstrap—the most popular framework for developing responsive web applications. This book teaches the basics of scalable vector graphics (SVG), D3.js, and Bootstrap while focusing on Responsive Design as well as mobile-first visualizations; the reader will start by discovering Bootstrap and how it can be used for creating responsive applications, and then implement a basic bar chart in D3.js. You will learn about loading, parsing, and filtering data in JavaScript and then dive into creating a responsive visualization by using Media Queries, responsive interactions for

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Mobile and Desktop devices, and transitions to bring the visualization to life. In the following chapters, we build a fully responsive interactive map to display geographic data using GeoJSON and set up integration testing with Protractor to test the application across real devices using a mobile API gateway such as AWS Device Farm. You will finish the journey by discovering the caveats of mobile-first applications and learn how to master cross-browser complications. Style and approach

As the world shifts to mobile devices for consuming data on the Web, developers are faced with the unique challenge of making data visualizations work for their smaller screens. The growth of responsive web design enabled developers to

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adopt page layouts and media for smaller screens, but there is still little information available on how to adapt data visualizations for the smaller screens. This book fills this important gap and shows how responsive web design principles can be extended to create visualizations that work well regardless of the screen size, thereby allowing developers to build user-friendly visualizations that work well on all devices. In addition to covering some of the popular techniques and design patterns for building responsive visualizations, the book also shows readers how to implement these techniques with the help of some popular tools and libraries.

Structure and Interpretation of
Computer Programs - 2nd Edition

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Web Development for Beginners

Building Android Apps with HTML,
CSS, and JavaScript

The Hardware Startup

Routledge Handbook of Digital
Media and Communication

Secrets of Becoming a Successful
Appreneur

Structure and Interpretation of
Computer Programs - 2nd
Edition Justin Kelly

Web Programming with HTML5,
CSS, and JavaScript is written
for the undergraduate, client-side
web programming course. It
covers the three client-side
technologies (HTML5, CSS, and
JavaScript) in depth, with no
dependence on server-side

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technologies.

Learn how to build dynamic web applications with Express, a key component of the Node/JavaScript development stack. In this hands-on guide, author Ethan Brown teaches you the fundamentals through the development of a fictional application that exposes a public website and a RESTful API.

You'll also learn web architecture best practices to help you build single-page, multi-page, and hybrid web apps with Express. Express strikes a balance between a robust framework and no framework at all, allowing you a free hand in your architecture

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choices. With this book, frontend and backend engineers familiar with JavaScript will discover new ways of looking at web development. Create webpage templating system for rendering dynamic data Dive into request and response objects, middleware, and URL routing Simulate a production environment for testing and development Focus on persistence with document databases, particularly MongoDB Make your resources available to other programs with RESTful APIs Build secure apps with authentication, authorization, and HTTPS Integrate with social

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media, geolocation, and other third-party services Implement a plan for launching and maintaining your app Learn critical debugging skills This book covers Express 4.0. In this practical guide, CSS expert Lea Verou provides 47 undocumented techniques and tips to help intermediate-to advanced CSS developers devise elegant solutions to a wide range of everyday web design problems. Rather than focus on design, CSS Secrets shows you how to solve problems with code. You'll learn how to apply Lea's analytical approach to practically every

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CSS problem you face to attain DRY, maintainable, flexible, lightweight, and standards-compliant results. Inspired by her popular talks at over 60 international web development conferences, Lea Verou provides a wealth of information for topics including: Backgrounds and Borders Shapes Visual Effects Typography User Experience Structure and Layout Transitions and Animations iPhone, Blackberry, Windows Mobile and Android Development and Distribution HTML5, JavaScript and jQuery 24-Hour Trainer The Web Development Glossary

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Web Information Systems and Technologies

New Perspectives on HTML, CSS, and Dynamic HTML

A Modern Introduction to Programming

Dynamic Web Programming and HTML5

Usability Professionals

Workshop deals with the practical applications of human-machine interaction research. It is organized by the German ACM specialty section of the UPA (Usability Professionals Association).

The volume presents the latest research findings through case studies and

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practice reports along with in-depth discussions.

Jump in and build working Android apps with the help of more than 200 tested recipes. With this cookbook, you'll find solutions for working with the user interfaces, multitouch gestures, location awareness, web services, and device features such as the phone, camera, and accelerometer. You also get useful steps on packaging your app for the Android Market. Ideal for developers familiar with Java, Android basics, and the Java SE API,

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this book features recipes contributed by more than three dozen developers from the Android community. Each recipe provides a clear solution and sample code you can use in your project right away. Among numerous topics, this cookbook helps you: Use guidelines for designing a successful Android app Work with UI controls, effective layouts, and graphical elements Learn how to take advantage of Android's rich features in your app Save and retrieve application data in files, SD cards, and

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embedded databases Access
RESTful web services,
RSS/Atom feeds, and
information from websites
Create location-aware
services to find locations and
landmarks, and situate them
on Google Maps and
OpenStreetMap Test and
troubleshoot individual
components and your entire
application

What are we to make of our
digital social lives and the
forces that shape it? Should
we feel fortunate to
experience such networked
connectivity? Are we
privileged to have access to

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unimaginable amounts of information? Is it easier to work in a digital global economy? Or is our privacy and freedom under threat from digital surveillance? Our security and welfare being put at risk? Our politics undermined by hidden algorithms and misinformation? Written by a distinguished group of leading scholars from around the world, the Routledge Handbook of Digital Media and Communication provides a comprehensive, unique, and multidisciplinary exploration of this rapidly

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growing and vibrant field of study. The Handbook adopts a three-part structural framework for understanding the sociocultural impact of digital media: the artifacts or physical devices and systems that people use to communicate; the communicative practices in which they engage to use those devices, express themselves, and share meaning; and the organizational and institutional arrangements, structures, or formations that develop around those practices and artifacts.

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Comprising a series of essay-chapters on a wide range of topics, this volume crystallizes current knowledge, provides historical context, and critically articulates the challenges and implications of the emerging dominance of the network and normalization of digitally mediated relations. Issues explored include the power of algorithms, digital currency, gaming culture, surveillance, social networking, and connective mobilization. More than a reference work, this

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Handbook delivers a comprehensive, authoritative overview of the state of new media scholarship and its most important future directions that will shape and animate current debates.

HTML5 opens up a plethora of new avenues for application and game development on the web.

Games can now be created and interacted with directly within HTML, with no need for users to download extra plugins, or for developers to learn new languages.

Important new features such

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as the Canvas tag enable drawing directly onto the web page. The Audio tag allows sounds to be triggered and played from within your HTML code, the WebSockets API facilitates real-time communication, and the local storage API enables data such as high scores or game preferences to be kept on a user's computer for retrieval next time they play. All of these features and many more are covered within The Essential Guide to HTML5. The book begins at an introductory level, teaching the essentials

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of HTML5 and JavaScript through game development. Each chapter features a familiar game type as its core example, such as hangman, rock-paper-scissors, or dice games, and uses these simple constructs to build a solid skillset of the key HTML5 concepts and features. By working through these hands on examples, you will gain a deep, practical knowledge of HTML5 that will enable you to build your own, more advanced games and applications. Concepts are introduced and motivated

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with easy-to-grasp,
appealing examples Code is
explained in detail after
general explanations Reader
is guided into how to make
the examples 'their own'
Workshop

Become an App Inventor:
The Official Guide from MIT
App Inventor

Problems and Solutions for
Android Developers

MVVM patterns for
conventional and single-
page websites

Android-Apps mit HTML, CSS
und JavaScript

Building web applications
with Vue.js

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Leveraging the JavaScript Stack

NEW PERSPECTIVES ON HTML AND CSS provides thorough instruction on building interactive Web sites from scratch. In addition to providing comprehensive coverage of HTML and CSS, this book does not require any prior knowledge on the subject and starts with the basics. Detailed explanations of key concepts and skills make even complex topics accessible to all students. **New Perspectives'** signature case scenarios and case problems contextualize complex concepts. Students develop their problem solving skills by working through realistic exercises, which help them retain the material and apply what

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they've learned in a professional environment. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

How inclusive methods can build elegant design solutions that work for all. Sometimes designed objects reject their users: a computer mouse that doesn't work for left-handed people, for example, or a touchscreen payment system that only works for people who read English phrases, have 20/20 vision, and use a credit card. Something as simple as color choices can render a product unusable for millions. These mismatches are the building blocks of exclusion. In Mismatch, Kat Holmes describes how design can lead to exclusion, and how

design can also remedy exclusion. Inclusive design methods—designing objects with rather than for excluded users—can create elegant solutions that work well and benefit all. Holmes tells stories of pioneers of inclusive design, many of whom were drawn to work on inclusion because of their own experiences of exclusion. A gamer and designer who depends on voice recognition shows Holmes his “Wall of Exclusion,” which displays dozens of game controllers that require two hands to operate; an architect shares her firsthand knowledge of how design can fail communities, gleaned from growing up in Detroit's housing projects; an astronomer who began to lose her eyesight adapts a technique called “sonification” so

she can “listen” to the stars.
Designing for inclusion is not a feel-good sideline. Holmes shows how inclusion can be a source of innovation and growth, especially for digital technologies. It can be a catalyst for creativity and a boost for the bottom line as a customer base expands. And each time we remedy a mismatched interaction, we create an opportunity for more people to contribute to society in meaningful ways.

This book contains the thoroughly refereed and revised best papers from the 9th International Conference on Web Information Systems and Technologies, WEBIST 2013, held in Aachen, Germany, in May 2013, organized by the Institute for Systems and Technologies of Information,

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Control and Communication (INSTICC), and co-organized by the RWTH Aachen University. The 15 papers presented in this book were carefully reviewed and selected from 143 submissions. The papers were selected from those with the best reviews also taking into account the quality of their presentation at the conference. The papers are grouped into parts on Internet technology, Web interfaces and applications, society, e-business and e-government, Web intelligence, and mobile information systems.

This phenomenal book makes the process of creating your own Apps a breeze. Christine and Avinash start off with a unique transformational hands-on learning experience with the reader by

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guiding them step by step using a gamified environment unique to the examples used in this book. All you need is an Android Device (A Phone or Tablet or even a Computer) and the rest is left up to your imagination. This extraordinary book introduces you to App Inventor, a powerful Cloud-Based Visual Block Coding Environment that lets anyone build Mobile Apps instantaneously. Learn App Inventor basics using a Micro Learning approach with this step-by-step guide to building hours of fun filled projects for kids and adults alike. Build a Puppy App and see a Sheltie Puppy ‘Barking’ every time you touch the screen or shake your phone; Build a game of TIC-TAC-TOE and other 3D titles including 3D Pong; Create a Calculator App to

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show off to your friends; and Build an amazing Selfie App and sell it Online to Monetize on Google Play to start Building Your Zillion \$\$\$ App Empire! The second half of this book features a primer on: HTML 5; CSS 3; jQuery; and JavaScript for the Mobile Apps platform. It helps the reader to understand the fundamentals of the App building process along with digesting small but unique computing concepts. Building your Zillion \$\$\$ App Empire makes an excellent text for beginners and experienced Appreneurs of the App Ecosystem:

- Make a Selfie App to take your pictures to the next level;**
- Create a TODO App and store your routine information on your phone;**
- Design Gaming Apps with 2D/3D Graphics and Animation using the Canvas**

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Component; · Build a Tic-Tac-Toe App using Bluetooth and other Network Components; · Create Apps that help people during the Covid-19 Pandemic; · Create Event Driven Apps using Custom Animations and Multiple Screens; and · Build Location-Aware and Internet of Things (IoT) enabled Apps with your phone sensors; and store information on Google Drive to develop IoT and Internet Rich Apps. “This is an amazing text for sophomore, high school and university students alike for building Mobile Apps for all age groups. My students loved the examples especially building the Hello Alex App (featuring a Puppy Barking when the phone is shaken) which was extended into building their own creative apps like a

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Talking Parrot and using a Mirror for Selfie Apps. Overall, this is a great introductory text on Mobile Apps development for Professionals and Novices!” - Dr Marystella Amaldas, Senior Educator, Singapore International.

“It is incredible to see how my students were able to build apps from scratch using this book. Personally, I have worked with the authors and they are truly remarkable at bringing such content to the Japanese and Taiwanese students. A void honestly filled by one’s research in one’s academic endeavors. Congratulations (Omedetou gozaimasu - ??????????) on a job well done!” - Miki Yuasa, Consultant, Aries Group, India.

9th International Conference,

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**WEBIST 2013, Aachen, Germany,
May 8-10, 2013, Revised Selected
Papers**

**New Perspectives on HTML and
CSS: Introductory**

Eloquent JavaScript

**Your Guide to Designing, Building,
and Sharing Apps**

**Cross-Platform Apps with Ionic,
Angular, and Cordova**

**Bridging the Gap Between the Web
and the Mobile Web**

**Web Programming with HTML5,
CSS, and JavaScript**

**With a foreword by Gitanjali
Rao, Time Magazine's
inaugural Kid of the Year,
this engaging guide from
MITeen Press teaches
anyone to design and
publish their own apps—no**

experience necessary!—and introduces young app creators from around the world. Have you ever wanted to build your own mobile apps? App Inventor, a free and revolutionary online program from MIT, lets you do just that. With the help of this companion guide chock-full of colorful graphics and easy-to-follow instructions, readers can learn how to create six different apps, including a working piano, a maze game, and even their own chat app to communicate with friends—then use what they've learned to build

apps of their own imagination. User-friendly code blocks that snap together allow even beginners to quickly create working apps. Readers will also learn about young inventors already using their own apps to make a difference in their communities, such as the girls from Moldova whose app helps alert residents when local well water is contaminated. Or the boys from Malden, Massachusetts, whose app lets users geotag potholes to alert city hall when repairs are needed. With

this inspiring guide, curious young dreamers can become real inventors with real-world impact.

Part of the New Perspectives Series, this thorough, engaging includes everything readers need to learn to create simple to complex Web sites using HTML5, CSS3, and Dynamic HTML.

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Adopt the Rust programming language by

learning how to build fully functional web applications and services and address challenges relating to safety and performance

Key FeaturesBuild scalable web applications in Rust using popular frameworks such as Actix, Rocket, and WarpCreate front-end components that can be injected into multiple viewsDevelop data models in Rust to interact with the database

Book Description

Are safety and high performance a big concern for you while developing web applications? While most programming

languages have a safety or speed trade-off, Rust provides memory safety without using a garbage collector. This means that with its low memory footprint, you can build high-performance and secure web apps with relative ease. This book will take you through each stage of the web development process, showing you how to combine Rust and modern web development principles to build supercharged web apps. You'll start with an introduction to Rust and

understand how to avoid common pitfalls when migrating from traditional dynamic programming languages. The book will show you how to structure Rust code for a project that spans multiple pages and modules. Next, you'll explore the Actix Web framework and get a basic web server up and running. As you advance, you'll learn how to process JSON requests and display data from the web app via HTML, CSS, and JavaScript. You'll also be able to persist data and create RESTful services in Rust. Later, you'll build

an automated deployment process for the app on an AWS EC2 instance and Docker Hub. Finally, you'll play around with some popular web frameworks in Rust and compare them. By the end of this Rust book, you'll be able to confidently create scalable and fast web applications with Rust. What you will learnStructure scalable web apps in Rust in Rocket, Actix Web, and WarpApply data persistence for your web apps using PostgreSQLBuild login, JWT, and config modules for your web appsServe HTML, CSS,

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**and JavaScript from the
Actix Web serverBuild unit
tests and functional API
tests in Postman and
NewmanDeploy the Rust
app with NGINX and Docker
onto an AWS EC2
instanceWho this book is
for This book on web
programming with Rust is
for web developers who
have programmed in
traditional languages such
as Python, Ruby,
JavaScript, and Java and are
looking to develop high-
performance web
applications with Rust.
Although no prior
experience with Rust is**

necessary, a solid understanding of web development principles and basic knowledge of HTML, CSS, and JavaScript are required if you want to get the most out of this book. Mensch und Computer 2015 - Usability Professionals