Html5 Documentation

The easiest way to learn how to create a Web page for your family or organization Do you want to share photos and family lore with relatives far away? Have you been put in charge of communication for your neighborhood group or nonprofit organization? A Web page is the way to get the word out, and Creating Web Pages Simplified offers an easy, visual way to learn how to build one. Full-color illustrations and concise instructions take you through all phases of Web publishing, from laying out and formatting text to enlivening pages with graphics and animation. This easy-to-follow visual guide shows you the building blocks of a Web page and how to work with images, create links and forms, generate dynamic content using JavaScript, use style sheets, and publish a page on the Web. You'll learn to use HTML, create simple yet attractive Web pages, and enhance them with frames, multimedia effects, links, and more. Features full-color illustrations with step-by-step instructions Covers everything you need to get started, including how to use HTML, how to lay out pages and format text, and how to add graphics and visual effects Shows how to make your pages more interesting with animation and sound, add links to other sites, include e-mail addresses, and more Includes a tear card with HTML tag references and a web-safe color chart to keep handy as you build your pages If you've ever thought about building a web page, Creating Web Pages Simplified is simply the easiest way to make it happen.

Learn to create fully functional web applications with authentication, content management systems, payment processing, RESTful APIs, and more Key Features Implement advanced functionalities, such as full-text search engines, user activity streams, payment gateways, and recommendation engines Integrate JavaScript, PostgreSQL, Redis, Celery, and Memcached into your applications Add real-time features with Django Channels and WebSockets Book Description Django 4 By Example is the 4th edition of the best-selling franchise that helps you build web apps. This book will walk you through the creation of real-world applications, solving common problems, and implementing best practices using a step-by-step approach. You'll cover a wide range of web app development topics as you build four different apps: A blog application: Create data models, views, and URLs and implement an admin site for your blog. Create sitemaps and RSS feeds and implement a full-text search engine with PostgreSQL. A social website: Implement authentication with Facebook, Twitter, and Google. Create user profiles, image thumbnails, a bookmarklet, and an activity stream. Implement a user follower system and add infinite scroll pagination to your website. An e-commerce application: Build a product catalog, a shopping cart, and asynchronous tasks with Celery and RabbitMQ. Process payments with Stripe and manage payment notifications via webhooks. Build a product recommendation engine with Redis. Create PDF invoices and export orders to CSV. An e-learning platform: Create a content management system to manage polymorphic content. Cache content with Memcached and Redis. Build and consume a RESTful API. Implement a real-time chat using WebSockets with ASGI. Create a production environment using NGINX, uWSGI and Daphne with Docker Compose. This is a practical book that will have you creating web apps quickly. What you will learn Learn Django essentials, including models, ORM, views, templates, URLs, forms, authentication, signals and middleware Implement different modules of the Django framework to solve specific problems Integrate third-party Django applications into your project Build asynchronous (ASGI) applications with Django Set up a production environment for your projects Easily create complex web applications to solve real use cases Who this book is for This book is for readers with basic Python knowledge and programmers transitioning from other web frameworks who wish to learn Django by doing. If you already use Django or have in the past, and want to learn best practices and integrate other technologies to scale your applications, then this book is for you too. This book will help you master the most relevant areas of the framework by building practical projects from scratch. Some previous knowledge of HTML and JavaScript is assumed.

Jump in and build working Android apps with the help of more than 230 tested recipes. The second edition of this acclaimed cookbook includes recipes for working with user interfaces, multitouch gestures, location awareness, web services, and specific device features such as the phone, camera, and accelerometer. You also get useful info on packaging your app for the Google Play Market. Ideal for developers familiar with Java, Android basics, and the Java SE API, this book features recipes contributed by more than three dozen Android developers. Each recipe provides a clear solution and sample code you can use in your project right away. Among numerous topics, this cookbook helps you: Get started with the tooling you need for developing and testing Android apps Create layouts with Android's UI controls, graphical services, and pop-up mechanisms Build location-aware services on Google Maps and OpenStreetMap Control aspects of Android's music, video, and other multimedia capabilities Work with accelerometers and other Android sensors Use various gaming and animation frameworks Store and retrieve persistent data in files and embedded databases Access RESTful web services with JSON and other formats Test and troubleshoot individual components and your entire application

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. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

A LITA Guide

Django 4 By Example

Smashing WebKit

Quick, Comprehensive, Indispensable

HTML5 Cookbook

HTML5 Game Development from the Ground Up with Construct 2

HTML5 and JavaScript Projects shows you how to build on your basic knowledge of HTML5 and JavaScript to create substantial HTML5 applications. Through the many interesting projects you can build in this book, you'll build your HTML5 skills for your future projects, and extend the core skills you may have learned with its companion book, The Essential Guide to HTML5. HTML5 and JavaScript Projects covers the most important areas of HTML5 that you'll want to know how to program, including: video, and audio, databases, localStorage, and geolocation. The projects have been carefully selected to help you build your HTML5 and JavaScript programming skills. You'll build games and applications, such as video jigsaws, recipe archives, paper dolls, and many more captivating examples. Each project starts out with an introduction to the basic HTML5 and JavaScript concepts covered and then includes specific, appealing examples explained step-by-step. You'll also discover line-by-line explanations for every single line of code—we'll make sure that you can fully understand what each line of code does, so that you can easily take that understanding and apply it to your own HTML5 projects. HTML5 and JavaScript Projects: Shows how to produce applications combining Canvas drawings, photos, and videos Explains how to incorporate Google Maps and geolocation into your projects Reveals how to build applications requiring persistent data, storing the information locally or on a database on the server

Quickly and Easily Write Dynamic Documents Suitable for both beginners and advanced users, Dynamic Documents with R and knitr, Second Edition makes writing statistical reports easier by integrating computing directly with reporting. Reports range from homework, projects, exams, books, blogs, and web pages to virtually any documents related to statistical graphics, computing, and data analysis. The book covers basic applications for beginners while guiding power users in understanding the extensibility of the knitr package. New to the Second Edition A new chapter that introduces R Markdown v2 Changes that reflect improvements in the knitr package New sections on generating tables, defining custom printing methods for objects in code chunks, the C/Fortran engines, the Stan engine, running engines in a persistent session, and starting a local server to serve dynamic documents Boost Your Productivity in Statistical Report Writing and Make Your Scientific Computing with R Reproducible Like its highly praised predecessor, this edition shows you how to improve your efficiency in writing reports. The book takes you from program output to publication-quality reports, helping you fine-tune every aspect of your report.

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 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.

"As the default browser for both iPhone and Android, WebKit has become a major player in the mobile arena, offering a wider array of HTML5 and CSS3 support than any other major engine. Written by expert author Jon Raasch, this essential book teaches you how to use WebKit to make web sites more engaging, faster, and more visually appealing. You'll explore the variety of unique interface options that WebKit offers as you quickly discover how to create a unique web experience that provides functionality and entertainment." --Publisher description.

The Missing Manual

Beginning Java 9 Fundamentals

Explore professional techniques and best practices to design vivid animations and interactive content

A Hands-on Guide to Animating in CSS3 with Transforms, Transitions, Keyframe Animations, and JavaScript

Build powerful and reliable Python web applications from scratch

Learning CSS3 Animations & Transitions, Video-Enhanced Edition

See your way through a hacker's eyes to find the real sources of vulnerability The Mobile Application Hacker's Handbook is a comprehensive guide to securing all mobile applications by approaching the issue from a hacker's point of view. Heavily practical, this book provides expert guidance toward discovering and exploiting flaws in mobile applications on the iOS, Android, Blackberry, and Windows Phone platforms. You will learn a proven methodology for approaching mobile application assessments, and the techniques used to prevent, disrupt, and remediate the various types of attacks. Coverage includes data storage, cryptography, transport layers, data leakage, injection attacks, runtime manipulation, security controls, and cross-platform apps, with vulnerabilities highlighted and detailed information on the methods hackers use to get around standard security. Mobile applications are widely used in the consumer and enterprise markets to process and/or store sensitive data. There is currently little published on the topic of mobile security, but with over a million apps in the Apple App Store alone, the attack surface is significant. This book helps you secure mobile apps by demonstrating the ways in which hackers exploit weak points and flaws to gain access to data. Understand the ways data can be stored, and how cryptography is defeated Set up an environment for identifying insecurities and the data leakages that arise Develop extensions to bypass security controls and perform injection attacks Learn the different attacks that apply specifically to cross-platform apps IT security breaches have made big headlines, with millions of consumers vulnerable as major corporations come under attack. Learning the tricks of the hacker's trade allows security professionals to lock the app up tight. For better mobile security and less vulnerable data, The Mobile Application Hacker's Handbook is a practical, comprehensive guide.

HTML5 is here, and with it, web applications take on a power, ease, scalability, and responsiveness like never before. In this book, developers will learn how to use the latest cutting-edge HTML5 web technology—available in the most recent versions of modern browsers—to build web applications with unparalleled functionality, speed, and responsiveness. Explains how to create real-time HTML5 applications that tap the full potential of modern browsers Provides practical, real-world examples of HTML5 features in action Shows which HTML5 features are supported in current browsers Covers all the new HTML5 APIs to get you up to speed quickly with HTML5

Use solid and practical exercises to master the fundamentals of Adobe Animate CC. This is one of the first comprehensive books on Adobe Animate CC to thoroughly examine and demonstrate how to create and deploy interactive and motion design content to mobile, tablet, and desktop screens. Using a series of carefully developed tutorials, Beginning Adobe Animate CC will lead you from basic Animate CC document workflows to the point where you can create animations, interactive projects, and anything else using a variety of techniques. Each chapter focuses on a major aspect of Animate CC and then lets you take over with a series of "Your Turn" exercises that let you create amazing projects based on what you have learned. Beginning Adobe Animate CC focuses on the core skill set needed to master Animate CC and while you are at it, you will be guided to the mastery of the fundamentals, such as drawing tools, movie clips, video and audio content, text, graphics, external data, components, and a solid overview of the code you need to know to take your skills to the next level. What You Will Learn: Create and deploy animated and interactive content for the HTML 5 universe. Create images and vector graphics for use in Animate CC. Examine a variety of animation techniques that make full use of the Animate CC timeline. Add video and audio content to an Animate CC project. Use many of the graphic creation tools in Animate CC. Publish your projects to a variety of formats. Who This Book is For: Those who are proficient in creating and publishing animated and interactive web-based content. It will also help those who are proficient in using Adobe Flash Professional CC to understand the improvements and new workflows found in Adobe Animate CC. div

Written for the new generation of hobbyists and aspiring game developers, HTML5 Game Development from the Ground Up with Construct 2 shows you how to use the sophisticated yet user-friendly HTML5-based game engine Construct 2 to develop and release polished, two-dimensional games on a multitude of different platforms. The book also covers the foundational knowledge of game analysis and design based on the author's research and teaching experiences at DigiPen Institute of Technology, James Cook University, and other institutions. The author first helps you understand what really matters in games. He guides you in becoming a better game designer from the ground up, being able to play any game critically, and expressing your ideas in a clear and concise format. The book then presents step-by-step tutorials on designing games. It explains how to build an arcade-style game as well as a platformer integrating some physics elements. It also shows you how to create a more complex puzzle game—the author's own published game, Turky on the Run. Lastly, the book discusses different ways to deploy and monetize games across several platforms, including Facebook, iOS, Android, and web-based marketplaces. Sample Construct 2 project files for the games designed in the book are available on the author's website. Integrating hands-on guidance with theoretical game design concepts, this book gives you a solid foundation in game development. It will help you advance in your journey as an indie game developer.

WebKit For Dummies

Enabling Reuse Through Hypermedia

Teach Yourself VISUALLY HTML5

XML and Web Technologies for Data Sciences with R

Apache Cordova 3 Programming

HTML5 in easy steps, 2nd Edition

With scores of practical recipes you can use in your projects right away, this cookbook helps you gain hands-on experience with HTML5's versatile collection of elements. You get clear solutions for handling issues with everything from markup semantics, web forms, and audio and video elements to related technologies such as geolocation and rich JavaScript APIs. Each informative recipe includes sample code and a detailed discussion on why and how the solution works. Perfect for intermediate to advanced web and mobile web developers, this handy book lets you choose the HTML5 features that work for you—and helps you experiment with the rest. Test browsers for HTML5 support, and use techniques for applying unsupported features Discover how HTML5 makes web form implementation much simpler Overcome challenges for implementing native audio and video elements Learn techniques for using HTML5 with ARIA accessibility guidelines Explore examples that cover using geolocation data in your applications Draw images, use transparencies, add gradients and patterns, and more with Canvas Bring HTML5 features to life with a variety of advanced JavaScript APIs

Learn to build and optimize attractive, functional web sites for smartphones Today, mobile devices outnumber desktop and laptop computers three to one. Skill in developing web sites that work on mobile devices is in demand, and this friendly, step-by-step guide shows how to build and optimize sites using HTML5 and other standard web development tools. Building web sites that work for all types of smartphones and tablets, including iPhones, iPads, Android devices, and BlackBerry devices is a skill much in demand as mobile devices outpace both desktop and laptop computers, and this book gets you started. Guides you through creating and optimizing mobile sites with HTML, CSS, and JavaScript Covers HTML5, WebKit extensions, platform variations, accommodating different browsers, security issues, and making mobile sites richer with Flash, graphics, and video Includes code for differences in mobile app design and navigation, including touch devices HTML, CSS, and JavaScript Mobile Web Development For Dummies makes it easy to start developing great sites for mobile devices.

The Definitive Guide to HTML5 provides the breadth of information you'll need to start creating the next generation of HTML5 websites. It covers all the base knowledge required for standards-compliant, semantic, modern website creation. It also covers the full HTML5 ecosystem and the associated APIs that complement the core HTML5 language. The Definitive Guide to HTML5 begins by tackling the basics of HTML5, ensuring that you know best practices and key uses of all of the important elements, including those new to HTML5. This section also covers extended usage of CSS3, JavaScript, and DOM manipulation, making you proficient in all core aspects of modern website creation. The final part of the book covers the associated W3C APIs that surround the HTML5 specification. You will achieve a thorough working knowledge of the Geolocation API, web storage, creating offline applications, and the new drag and drop functionality. The Definitive Guide to HTML5 also dives into the key media enhancements of HTML5 and its surrounding technologies: Canvas, video and audio.

HTML5 Game Development from the Ground Up with Construct 2CRC Press

HTML5 Pocket Reference

Powerful APIs for Richer Internet Application Development

Mastering Adobe Animate 2021

JavaScript And HTML5 Projects

Beginning Adobe Animate CC

Autodesk VRED 2019 Basic Level Education Book

This book is ideal for anyone who already knows JavaScript and would like to get a broad understanding of Three.js quickly, or for those of you who have a basic grasp of using Three.js but want to really make an impact with your 3D visualizations by learning its advanced features. To apply the recipes in this book you don't need to know anything about WebGL; all you need is some general knowledge about JavaScript and HTML.

Preface Hello everyone, in this book, we have reviewed all of the Autodesk Vred 2019 in detail. In our book, we will start with preparing scenes with Vred and learn about animating thinking, preparing materials, using light and camera, as well as navigating vred scenes with XR,MR,VR and AR devices. Now, let's look at the topics in our book in order; · User Interface · VRED Basics · Animation · Assets · Autodesk VRED App · Cameras · Collaboration · Geometry · Lights · Materials · Media · OpenGL Materials Reference · Optimize · Preferences · Python Documentation · References · Rendering · Scene Graph · Scene Interaction · Sceneplates · Simple UI · Textures · Truelight Materials Reference · UVs · Variants · XR/MR/VR and Setup Serdar Hakan DÜZGÖREN Autodesk Expert Elite | Autodesk Offical Member | Autodesk Int. Moderator | Autodesk Consultant

Presents information on using WebKit to create web apps using HTML5, CSS3, and JavaScript, discusses the difference between web apps and native apps, and offers design tips.

Web technologies are increasingly relevant to scientists working with data, for both accessing data and creating rich dynamic and interactive displays. The XML and JSON data formats are widely used in Web services, regular Web pages and JavaScript code, and visualization formats such as SVG and KML for Google Earth and Google Maps. In addition, scientists use HTTP and other network protocols to scrape data from Web pages, access REST and SOAP Web services, and interact with NoSQL databases and text search applications. This book provides a practical hands-on introduction to these technologies, including high-level functions the authors have developed for data scientists. It describes strategies and approaches for extracting data from HTML, XML, and JSON formats and how to programmatically access data from the Web. Along with these general skills, the authors illustrate several applications that are relevant to data scientists, such as reading and writing spreadsheet documents both locally and via Google Docs, creating interactive and dynamic visualizations, displaying spatial-temporal displays with Google Earth, and generating code from descriptions of data structures to read and write data. These topics demonstrate the rich possibilities and opportunities to do new things with these modern technologies. The book contains many examples and case-studies that readers can use directly and adapt to their own work. The authors have focused on the integration of these technologies with the R statistical computing environment. However, the ideas and skills presented here are more general, and statisticians who use other computing environments will also find them relevant to their work. Deborah Nolan is Professor of Statistics at University of California, Berkeley. Duncan Temple Lang is Associate Professor of Statistics at University of California, Davis and has been a member of both the S and R development teams.

Native Interactivity and Animation for the Web

Build Your Own Website The Right Way Using HTML & CSS

Start Building Websites Like a Pro!

Dynamic Web Programming and HTML5

Your Visual Blueprint for Designing Rich Web Pages and Applications

New Perspectives on HTML and CSS: Introductory

Who Is This BookFor? I do believe my explanations are complete, but I am not claiming, for The Essential Guide to HTML5, that this book is for the total beginner. This book is for the developer who has some knowledge of programming and who wants to build (more)substantial applications by combining basic features and combining JavaScript with other technologies. It also can serve as an idea book for someone working with programmers to get an understanding of what is possible.

Flash is fading fast as Canvas continues to climb. The second edition of this popular book gets you started with HTML5 Canvas by showing you how to build interactive multimedia applications. You'll learn how to draw, render text, manipulate images, and create animation—all in the course of building an interactive web game throughout the book. Updated for the latest implementations of Canvas and related HTML5 technologies, this edition includes clear and reusable code examples to help you quickly pick up the basics—whether you currently use Flash, Silverlight, or just HTML and JavaScript. Discover why HTML5 is the future of innovative web development. Create and modify 2D drawings, text, and bitmap images Use algorithms for math-based movement and physics interactions Incorporate and manipulate video, and add audio Build a basic framework for creating a variety of games Use bitmaps and tile sheets to develop animated game graphics Go mobile: build web apps and then modify them for iOS devices Explore ways to use Canvas for 3D and multiplayer game applications

HTML5 is here, and with it, web applications have acquired power, ease, scalability, and responsiveness like never before. With this book, developers will learn how to use the latest cutting-edge HTML5 web technology—available in the most recent versions of modern browsers—to build web applications with unparalleled functionality, speed, and responsiveness. This new edition offers major revisions for WebSockets functionality, reflecting the new W3C specification. It also features new chapters covering the drag-and-drop API as well as SVG. Explains how to create real-time HTML5 applications that tap the full potential of modern browsers Provides practical, real-world examples of HTML5 features in action Covers all the new HTML5 APIs to get you up-to-speed quickly with HTML5 Fully updated to include the latest revisions of the WebSocket API, and much more.

Building Windows 8 Apps with JavaScript is the definitive guide for every experienced developer who wants to create, ship, and profit from Windows 8 apps built with HTML5 and JavaScript. Written by Chris Sells, former Visual Studio Principal Program Manager who led the team that built Microsoft's official Windows 8 JavaScript app templates, and Brandon Satrom, expert web/mobile developer, this book covers every facet of development with Microsoft's new JavaScript framework and WinRT. The authors guide you through building full-featured Windows Store apps that merge the best aspects of desktop, web, and mobile apps into a single user and developer experience. You'll learn how to leverage the full power of the Windows 8 platform and integrate services ranging from client-side state to offline storage. Leveraging these techniques, you can deliver information to users faster, more clearly, and more concisely, on whatever devices they prefer. Through complete example projects, Building Windows 8 Apps with JavaScript covers Understanding powerful new improvements in Windows 8 developer experience Using Windows 8's more flexible binding to update the UI as underlying data changes Creating layouts and typography that fit Windows 8 style and leverage its advantages Working with audio, video, captured media, animation, and HTML5 graphics Making your app "connectable" with PlayTo Integrating WinJS navigation services to improve UI control Maintaining app states built up over time, and sharing them across devices Writing highly responsive async apps Supporting true-touch metaphors and interactions, location data, and sensors Designing apps for the Windows 8 design language Extending JavaScript code to integrate existing C/C++ code or to access Windows capabilities that WinRT doesn't expose Discovering best practices for monetizing Windows Store apps All of the downloadable examples can be created and run with Microsoft's free Visual Studio 2012 Express for Windows 8, which includes all you need to build, package, and deploy your Windows Store apps. Creating Web Pages Simplified
Arrays, Objects, Modules, JShell, and Regular Expressions

Solutions & Examples for HTML5 Developers
HTML, CSS, and JavaScript Mobile Development For Dummies
Dynamic Documents with R and knitr
A guide to HTML5 covers such topics as markup, Web forms, audio and video, Canvas, CSS3, data storage, offline applications, and JavaScript.
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 underlyin
With over 60,000 copies sold since its first edition, this SitePoint best-seller has just had a fresh update to include recent advances in the web industry. With the first two editions coming highly recommended by established, leading web designers and developers, the third edition with all its extra goodies will continue that trend. Also fully updated to include the latest operating systems, web browsers and providing fixes to issues that have cropped up since the last edition. Readers will learn to: Style text and control your page layout with CSS Create and Optimize graphics for the Web Add interactivity to your sites with forms Include a custom search, contact us page, and a News/Events section on your site Track visitors with Google Analytics Extend your reach and connect your site with Social Media Use HTML5&CSS3 to add some cool, polished features to your site Use diagnosis/debug tools to find any problems And lots more.
Powerful web-based REST and hypermedia-style APIs are becoming more common every day, but instead of applying the same techniques and patterns to hypermedia clients, many developers rely on custom client code. With this practical guide, you'll learn how to move from one-off implementations to general-purpose client apps that are stable, flexible, and reusable. Author Mike Amundsen provides extensive background, easy-to-follow examples, illustrative dialogues, and clear recommendations for building effective hypermedia-based client applications. Along the way, you'll learn how to harness many of the basic principles that underpin the Web. Convert HTML-only web apps into a JSON API service Overcome the challenges of maintaining plain JSON-style client apps Decouple the output format from the internal object model with the representor pattern Explore client apps built with HAL--Hypertext Application Language Tackle reusable clients with the Request, Parse, Wait Loop (RPW) pattern Learn the pros and cons of building client apps with the Siren content type Deal with API versioning by adopting a change-over-time aesthetic Compare how JSON, HAL, Siren, and Collection+JSON clients handle the Objects/Addresses/Actions Challenge Craft a single client application that can consume multiple services
The Librarian's Introduction to Programming Languages
The Mobile Application Hacker's Handbook
HTML5 and JavaScript Projects
Android Cookbook
Adobe Animate 2022 for Creative Professionals
Implement professional techniques and create vivid animated and interactive content with Animate
With HTML you can create your own Web site.This book teaches you everything about HTML. HTML is easy to learn - You will enjoy it.
Annotation Need help finding the right HTML5 element or attribute for your web page or application? HTML5 Pocket Reference is the classic reference that web designers and developers have been keeping close at hand for more than thirteen years. This fifth edition has been updated to reflect the current state of HTML5, including the HTML5 Candidate Recommendation, the emerging HTML5.1 Working Draft, and the living WHATWG standard. Features include:An alphabetical listing of every element and attribute in HTML5, HTML5.1, and the WHATWG living standardDescriptions, markup examples, content categories, content models, and start- and end-tag requirements for every elementAt-a-glance notes indicating the differences between the HTML5 specifications and HTML 4.01Useful charts of special charactersAn overview of HTML5 APIsIf youre an experienced web designer or developer who needs a quick resource for working with established web standards, this handy book is indispensable.
Learn the basics of Java 9, including basic programming concepts and the object-oriented fundamentals necessary at all levels of Java development. Author Kishori Sharan walks you through writing your first Java program step-by-step. Armed with that practical experience, you'll be ready to learn the core of the Java language. Beginning Java 9 Fundamentals provides over 90 diagrams and 240 complete programs to help you learn the topics faster. The book continues with a series of foundation topics, including using data types, working with operators, and writing statements in Java. These basics lead onto the heart of the Java language: object-oriented programming. By learning topics such as classes, objects, interfaces, and inheritance you'll have a good understanding ofJava's object-oriented model. The final collection of topics takes what you've learned and turns you into a real Java programmer. You'll see how to take the power of object-oriented programming and write programs that can handle errors and exceptions, process strings and dates, format data, and work with arrays to manipulate data. This book is a companion to two other books also by Sharan focusing on APIs and advanced Java topics. What You'll Learn Write your first Java programs with an emphasis on learning object-oriented programming in Java Work with data types, operators, statements, classes and objects Handle exceptions, assertions, strings and dates, and object formatting Use regular expressions Work with arrays, interfaces, enums, and inheritance Take advantage of the new JShell REPL tool Who This Book Is For Those who are new to Java programming, who may have some or even no prior programming experience.
Covers PhoneGap 3.X Written for experienced mobile developers, Apache Cordova 3 Programming is a complete introduction to Apache Cordova 3 and Adobe PhoneGap 3. It describes what makes Cordova important and shows how to install and use the tools, the new Cordova CLI, the native SDKs, and more. If you're brand new to Cordova, this book will be just what you need to get started. If you're familiar with an older version of Cordova, this book will show you in detail how to use all of the new stuff that's in Cordova 3 plus stuff that has been around for a while (like the Cordova core APIs). After walking you through the process of downloading and setting up the framework, mobile expert John M. Wargo shows you how to install and use the command line tools to manage the Cordova application lifecycle and how to set up and use development environments for several of the more popular Cordova supported mobile device platforms. Of special interest to new developers are the chapters on the anatomy of a Cordova application, as well as the mechanics of Cordova development. Wargo also covers the development process and the tools you can use to test and debug your Cordova applications, and provides a complete chapter that introduces the Cordova APIs, in addition to a chapter that shows you how to create your own plugins. Filled with lots of examples and code, the book includes includes complete coverage of Android, iOS, BlackBerry 1,0 and Windows Phone development for Cordova. Topics covered include How to install and use the Cordova CLI and associated tools How to configure the Android developer tools (ADT) to run, test, and debug your Cordova applications for Android How to use Xcode—Apple's development tool for iOS development—to run, test, and debug Cordova applications for iOS devices How to use the Safari browser to debug Cordova applications on iOS devices How to use the Microsoft development tools to run, test, and debug Cordova applications for Windows Phone 8 How to set up and use the PhoneGap Build service to package Cordova applications and share those applications with others How to create Cordova plugins for both Android and iOS The author maintains a web site for the book at cordovaprogramming.com where updates, errata, and the source code for the book are available.
New Perspectives on HTML, CSS, and Dynamic HTML
HTML5
HTML5 Canvas
Building Windows 8 Apps with JavaScript
New Perspectives on HTML and CSS: Comprehensive
HTML

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Use the latest version of HTML to create dynamic Web pages HTML5 is the latest iteration of the standard markup languagefor creating Web pages. It boasts extensive updates from itspredecessor and allows you to incorporate rich media content into asite without any dependence on extra software such as Flash. Packedwith hundreds of screen shots, this visual guide introduces you tothe many new features and abilities of HTML5 and shows you the manyexciting new possibilities that exist for designing dynamic Webpages. Offers visual learners a solid reference on HTML5, the latestversion of the standard markup language for designing Webpages Demonstrates how to use HTML5 to create Web pages that featurethe latest in rich media content Provides easy-to-understand examples that cover a variety oftopics to get you up and running with HTML5 Features a companion Web site that contains all the codeneeded to learn HTML5 Your visual blueprint for designing effective Web pagesopens your eyes to the world of possibilities that exist with thenew version of the popular markup language. Adam R. McDaniel is a Web developer, technicalarchitect, and security analyst, who has contributed to the LinuxKernel.
This is the enhanced eBook version of the printed book. It contains 10 minutes of video demos of key examples from the author, Alexis Goldstein. For web developers building rich web and mobile applications, standards-based CSS3 offers powerful advantages over traditional Flash-based approaches – and since Apple's immensely popular iPad and iPhone don't support Flash, moving to CSS3 has become even more urgent. However, most CSS3 guides focus primarily on the basics, frustrating web developers who want to do sophisticated work. Learning CSS3 Animations and Transitions is the first book focused entirely on creating production-quality rich animations and transitions with CSS3. Leading web development trainer Alexis Goldstein covers everything web developers need to know, teaching through solid examples that help web professionals build their skills one step at a time. Readers will learn how to: Create 2D transforms that serve as the foundation for CSS3 animations Use transitions to make changes come alive Master essential keyframing techniques Combine transitions, transforms, and parallax scrolling in immersive web experiences Transform in 3D, and animate 3D transforms Creating increasingly complex and Flash-style animations Build powerfully effective interactive infographics with CSS3 and HTML5 And much more...
Make mark-up language more manageable with this visual guide HTML5 is the next-generation of web standard mark-up language, and among other things, it offers amazing new avenues for incorporating multimedia into your sites. What easier way to master all of HTML5's new bells and whistles than with a guide that shows you, screenshot by screenshot, just what to do? Over a hundred tasks that web designers need to know most are explained using, full-color screenshots and how-to steps. From the easy stuff like revised new header and footer elements to complex updates such as canvas and audio, this guide covers the new, as well as most-commonly used, tags and features. Helps you get up to speed on the completely redesigned new HyperText Markup Language, HTML5 Shows you how to incorporate rich media content into the sites you design, without relying on proprietary software such as Flash Explains revisions, from essential structural elements like header and footer to more complex elements such as canvas and audio—over a hundred tasks in all Uses easy-to-follow, full-color, two-page tutorials, so you can see step by step how to do tasks and quickly obtain the information you need Web designers, keep your HTML skills up to date with this "learn-by-seeing," visual guide.
Step into the world of animation and go beyond the fundamentals of Adobe Animate to bring experiences to life through expert-led content Key FeaturesProduce rich motion graphics and interactive animations for multiple platforms and discover different ways to use AnimateExplore the key features and enhancements in the latest Adobe Animate releaseTake your Adobe Animate projects to the next level by delving into creative workflowsBook Description Adobe Animate is platform-agnostic asset creation, motion design, animation, and interactivity software. Complete with step-by-step explanations of essential concepts, practical examples, and hands-on walkthroughs, this book shows you how to use Adobe Animate to create immersive experiences by breaking through creative limitations across every medium. You will begin by getting up to speed with what you need to know about Adobe Animate quickly. Next, you will learn how to get started with Animate as a creative platform and explore the features introduced in the most recent version of the software. Moving on, you'll consume and produce media assets for multiple platforms through both the publish and export workflows. Following this, you'll delve into advanced rigging techniques and discover how to create more dynamic animation with advanced depth and movement techniques. You'll also find out how to build projects such as games, virtual reality experiences, and apps for various platforms. The book concludes with an examination of different methods used to extend the software for various needs. By the end of this book, you'll be able to produce a variety of media assets, motion design materials and animated artifacts, and interactive content pieces – all while targeting a variety of platforms including HTML5 Canvas, WebGL, and mobile devices. What you will learnGain a solid understanding of Adobe Animate foundations and new featuresUnderstand the nuances associated with publishing and exporting rich media content for various platformsMake use of advanced layering and rigging techniques to create engaging motion contentCreate dynamic motion by using the camera and variable layer depth techniquesDevelop web-based games, virtual reality experiences, and multiplatform mobile applicationsExtend Animate with extensions, application-level scripting, and the creation of custom integrated tutorialsWho this book is for This book is for web, graphic, and motion design professionals with basic experience in animation who want to take their existing skills to the next level. A clear understanding of basic animation concepts will help you to get the most out of this book and produce impressive results.
Pro HTML5 Programming
Restful Web Clients
Learn to Efficiently Create and Deploy Animated and Interactive Content
The Definitive Guide to HTML5
Three.js Cookbook
Problems and Solutions for Android Developers
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The Librarian's Introduction to Programming Languages presents case studies and practical applications for using the top programming languages in library and information settings. While there are books and Web sites devoted to teaching programming, there are few works that address multiple programming languages or address the specific reasons why programming is a critical area of learning for library and information science professionals. There are many books on programming languages but no recent items directly written for librarians that span a variety of programs. Many practicing librarians see programming as something for IT people or beyond their capabilities. This book will help these librarians to feel comfortable discussing programming with others by providing an understanding of when the language might be useful, what is needed to make it work, and relevant tools to extend its application. Additionally, the inclusion of practical examples lets readers try a small "app" for the language. This book will assist readers who want to learn a language but are unsure of which language would be the best fit for them in terms of learning curve and application. The languages covered are JavaScript, PERL, PHP, SQL, Python, Ruby, C, C#, and Java. This book is designed to provide a basic working knowledge of each language presented. Case studies show the programming language used in real ways, and resources for exploring each language in more detail are also included.
Step into the world of animation and go beyond the fundamentals of Adobe Animate to bring experiences to life with the help of expert-led content Key FeaturesProduce rich motion graphics and interactive animations for multiple platformsExplore the key features and enhancements in the latest Adobe Animate releaseTake your Adobe Animate projects to the next level with creative workflowsBook Description Adobe Animate is platform-agnostic asset creation, motion design, animation, and interactivity software. Complete with explanations of essential concepts and step-by-step walkthroughs of practical examples, this book will guide you in using Adobe Animate to create immersive experiences by breaking through creative limitations across every medium. We begin by getting up to speed with all that you need to know about Adobe Animate. You'll learn how to get started with Animate as a creative platform and explore the features introduced in its most recent versions. The book will show you how to consume and produce media assets for multiple platforms through both the publish and export workflows. Following this, you'll explore advanced rigging techniques and discover how to create more dynamic animation with advanced depth and movement techniques. You'll also find out how to build projects such as games, virtual reality experiences, and apps for various platforms as the book demonstrates different ways to use Animate. Finally, it covers the different methods used to extend the software for various needs. By the end of this Adobe Animate book, you'll be able to produce a variety of media assets, motion graphic design materials, animated artifacts, and interactive content pieces for platforms such as HTML5 Canvas, WebGL, and mobile devices. What you will learnGain a solid understanding of Adobe Animate foundations and new featuresUnderstand the nuances associated with publishing and exporting rich media content to various platformsMake use of advanced layering and rigging techniques to create engaging motion contentCreate dynamic motion using the camera and variable layer depth techniquesDevelop web-based games, virtual reality experiences, and multiplatform mobile applicationsExtend Animate with extensions, application-level scripting, and the creation of custom integrated tutorialsWho this book is for This book is for web, graphic, and motion design professionals with basic experience in animation who want to take their existing skills to the next level. A clear understanding of fundamental animation concepts will help you to get the most out of this book and produce impressive results.
New Perspectives on HTML and CSS: Brief