Json Javascript Object Notation

Provides information on building interactive Web applications using Ajax.

This book contains the steps, strategies, and techniques you need to learn, explore, and use JSON, the preferred and standard data format of the web. It was conceptualized and developed to provide beginners and web developers a comprehensive training that will help them master JSON in as short as one day. What is JSON and why should you learn it? JSON stands for JavaScript Object Notation. A subset of JavaScript, it is a way of storing information in an organized manner. It provides human readable data that can be accessed easily and logically. JSON facilitates data transfer between a server and a web application. The JSON format is used to serialize and transmit structured data over the internet. Its simplicity and flexibility allows it to be used across applications, programming languages, and framework. JSON is a lightweight text-only format that can be easily transferred to and from a server. While it is strongly associated with JavaScript, JSON is a language-independent format that is popularly used in modern programming languages such as Python, PERL, Java, Ruby, and PHP. You'll typically find built-in functions, methods, or workaround that allow these programming languages to utilize JSON.

Beginning JSON is the definitive guide to JSON - JavaScript Object Notation - today's standard in data formatting for the web. The book starts with the basics, and walks you through all aspects of using the JSON format. Beginning JSON covers all areas of JSON from the basics of data formats to creating your own server to store and retrieve persistent data. Beginning JSON provides you with the skill set required for

reading and writing properly validated JSON data.
A revised and updated edition offers comprehensive coverage
of ECMAScript 5 (the new JavaScript language standard) and
also the new APIs introduced in HTML5, with chapters on
functions and classes completely rewritten and updated to
match current best practices and a new chapter on language
extensions and subsets. Original.
Real World OCaml
JavaScript and JSON Essentials
The Essentials of XMLHttpRequest and XML Programming
with Java
MySQL & JSON A Practical Programming Guide
JavaScript
Programming JavaScript Applications

**Extend FileMaker's built-in functionality and
totally customize your data management
environment with specialized functions and
menus to super-charge the results and create
a truly unique and focused experience. This
book includes everything a beginner needs to
get started building databases with FileMaker
and contains advanced tips and techniques
that the most seasoned professionals will
appreciate. Written by a long time FileMaker
developer, this book contains material for
developers of every skill level. FileMaker
Pro 16 is a powerful database development
application used by millions of people in
diverse industries to simplify data
management tasks, leverage their business
information in new ways and automate many
mundane tasks. A custom solution built with
FileMaker can quickly tap into a powerful set
of capabilities and technologies to offer**

**users an intuitive and pleasing environment
in which to achieve new levels of efficiency
and professionalism. What You'll learn Create
SQL queries to build fast and efficient
formulas Discover new features of version 16
such as JSON functions, Cards, Layout Object
window, SortValues, UniqueValues, using
variables in Data Sources Write calculations
using built-in and creating your own custom
functions Discover the importance of a good
approach to interface and technical design
Apply best practices for naming conventions
and usage standards Explore advanced topics
about designing professional, open-ended
solutions and using advanced techniques Who
This Book Is For Casual programmers, full
time consultants and IT professionals.
JSON - JavaScript Object Notation - has
become the data interchange format for most
developers. MySQL added a JSON data type plus
NoSQL JSON Document Store so developers can
work with both relational tables and schema-
less JSON document collections in version
5.7. MySQL 8.0 has introduced many new JSON
centric features. This book is a practical
guide on how to take advantage of JSON data
with a MySQL database with numerous easy-to-
follow examples, clear explanations, and
coding examples. This book will become your
reference guide on using JSON data with a
MySQL database, the numerous functions used
with JSON data, the functions that can
convert non-JSON relational data into JSON,
the MySQL Document Store, and converting JSON**

**data temporarily into structured (SQL) data
for processing with SQL commands.
Use JSON for building web applications with
technologies like HTML, JavaScript, Angular,
Node.js, Hapi.js, Kafka, socket.io, MongoDB,
Gulp.js, and handlebar.js, and others formats
like GEOJSON, JSON-LD, MessagePack, and BSON.
Key Features Use JSON with trending
technologies like Angular, Hapi.js, MongoDB,
Kafka, and Socket.io Debug, validate, and
format JSON using developer toolkits,
JSONLint, and JSON Editor Online Explore
other JSON formats like GeoJSON, JSON-LD,
BSON, and MessagePack Book Description JSON
is an established and standard format used to
exchange data. This book shows how JSON plays
different roles in full web development
through examples. By the end of this book,
you'll have a new perspective on providing
solutions for your applications and handling
their complexities. After establishing a
strong basic foundation with JSON, you'll
learn to build frontend apps by creating a
carousel. Next, you'll learn to implement
JSON with Angular 5, Node.js, template
embedding, and composer.json in PHP. This
book will also help you implement Hapi.js
(known for its JSON-configurable
architecture) for server-side scripting.
You'll learn to implement JSON for real-time
apps using Kafka, as well as how to implement
JSON for a task runner, and for MongoDB BSON
storage. The book ends with some case studies
on JSON formats to help you sharpen your**

creativity by exploring futuristic JSON implementations. By the end of the book, you'll be up and running with all the essential features of JSON and JavaScript and able to build fast, scalable, and efficient web applications. What you will learn Use JSON to store metadata for dependency managers, package managers, configuration managers, and metadata stores Handle asynchronous behavior in applications using callbacks, promises, generators, and async-await functions Use JSON for Angular 5, Node.js, Gulp.js, and Hapi.js Implement JSON as BSON in MongoDB Make use of JSON in developing automation scripts Implement JSON for realtime using socket.io and distributed systems using Kafka Who this book is for If you're a web developer with a basic understanding of JavaScript and want to write JSON data, integrate it with RESTful APIs to create faster and scalable applications, this book is for you.
JSON is becoming the backbone for meaningful data interchange over the internet. This format is now supported by an entire ecosystem of standards, tools, and technologies for building truly elegant, useful, and efficient applications. With this hands-on guide, author and architect Tom Marrs shows you how to build enterprise-class applications and services by leveraging JSON tooling and message/document design. JSON at Work provides application architects and developers with guidelines, best practices,

and use cases, along with lots of real-world examples and code samples. You'll start with a comprehensive JSON overview, explore the JSON ecosystem, and then dive into JSON's use in the enterprise. Get acquainted with JSON basics and learn how to model JSON data Learn how to use JSON with Node.js, Ruby on Rails, and Java Structure JSON documents with JSON Schema to design and test APIs Search the contents of JSON documents with JSON Search tools Convert JSON documents to other data formats with JSON Transform tools Compare JSON-based hypermedia formats, including HAL and jsonapi Leverage MongoDB to store and access JSON documents Use Apache Kafka to exchange JSON-based messages between services JSON he xin zhu ti dao yin JavaScript and Open Data Robust Web Architecture with Node, HTML5, and Modern JS Libraries Web Services, Service-Oriented Architectures, and Cloud Computing Ajax Learn JSON with JavaScript Objects and APIs in 1 Hour

JSON (JavaScript Object Notation) is a lightweight text-based data interchange format used to create objects to transfer data over the Internet. It's widely used today by common web applications, as well as mobile applications. This book gives you clear ways that you can exchange objects using JSON, regardless of whether

you're developing a web or traditional
networked application. You'll start with a
brief refresher on JSON and JavaScript
syntax and read and write on the client
and server. Then, you'll learn how to use
JSON in simple AJAX applications using
AngularJS and jQuery. Next, you will learn
how to exchange objects with databases
using MongoDB and CouchDB. You'll also
explore how to use JSON in a type-safe
manner, writing programs that have fewer
bugs.

This guide will give you a low level
understanding of JSON syntax, data types,
and formatting, followed by a high level
introduction into the many applications of
JSON out in the world today. It will also
address security concerns with JSON, so
you can use JSON in your own applications
with confidence. It additionally includes
hands on exercises that are available for
download on GitHub so that you can see
JSON in action.

Build sophisticated web applications by
mastering the art of Object-Oriented
Javascript About This Book Learn popular
Object-Oriented programming (OOP)
principles and design patterns to build
robust apps Implement Object-Oriented
concepts in a wide range of frontend
architectures Capture objects from real-

world elements and create object-oriented code that represents them Learn the latest ES6 features and how to test and debug issues with JavaScript code using various modern mechanisms Who This Book Is For JavaScript developers looking to enhance their web developments skills by learning object-oriented programming. What You Will Learn Get acquainted with the basics of JavaScript language constructs along with object-oriented programming and its application. Learn to build scalable server application in JavaScript using Node.js Generate instances in three programming languages: Python, JavaScript, and C# Work with a combination of access modifiers, prefixes, properties, fields, attributes, and local variables to encapsulate and hide data Master DOM manipulation, cross-browser strategies, and ES6 Identify and apply the most common design patterns such as Singleton, Factory, Observer, Model-View-Controller, and Mediator Patterns Design applications using a modular architecture based on SOLID principles In Detail JavaScript is the behavior, the third pillar in today's paradigm that looks at web pages as something that consists of : content (HTML), presentation (CSS), and behavior (JavaScript). Using JavaScript, you can

create interactive web pages along with desktop widgets, browser, and application extensions, and other pieces of software. Object-oriented programming, which is popularly known as OOP, is basically based on the concept of objects rather than actions. The first module will help you master JavaScript and build futuristic web applications. You will start by getting acquainted with the language constructs and how to organize code easily. You develop concrete understanding of variable scoping, loops, and best practices on using types and data structures, as well as the coding style and recommended code organization patterns in JavaScript. The book will also teach you how to use arrays and objects as data structures. By the end of the book, you will understand how reactive JavaScript is going to be the new paradigm. The second module is an easy-to-follow course, which includes hands-on examples of solutions to common problems with object-oriented code. It will help to identify objects from real-life scenarios, to protect and hide data with the data encapsulation features of Python, JavaScript, and C#. You will discover the advantage of duck typing in both Python and JavaScript, while you work with interfaces and generics in C#. With a fair

understanding of interfaces, multiple
inheritance, and composition, you will
move on to refactor existing code and to
organize your source for easy maintenance
and extension. The third module takes you
through all the in-depth and exciting
futures hidden behind the facade. You
should read through this course if you
want to be able to take your JavaScript
skills to a new level of sophistication.
Style and approach This course is a
comprehensive guide where each chapter
consists of best practices, constructive
advice, and few easy-to-follow examples
that will build up your skills as you
advance through the book. Get object
oriented with this course, which takes you
on a journey to get acquainted with few
useful hands-on tools, features, and ways
to enhance your productivity using OOP
techniques. It will also act as a
reference guide with useful examples on
resolving problems with object-oriented
code in Python, JavaScript, and C#.
Provides information on the basics of Ajax
to create Web applications that function
like desktop programs.
Learn FileMaker Pro 16
Practical Data Integration for the Web
Head First Ajax
Ajax on Java

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JSON
Selenium Framework Design in Data-Driven
Testing
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Beginning JSON is the definitive guide to JSON - JavaScript Object Notation - today's standard in data formatting for the web. The book starts with the basics, and walks you through all aspects of using the JSON format. Beginning JSON covers all areas of JSON from the basics of data formats to creating your own server to store and retrieve persistent data. Beginning JSON provides you with the skill set required for reading and writing properly validated JSON data. The first two brief chapters of the book contain the foundations of JavaScript as it relates to JSON, and provide the necessary understandings for later chapters. Chapters 3 through 12 reveal what data is, how to convert that data into a transmittable/storable format, how to use AJAX to send and receive JSON, and, lastly, how to reassemble that data back into a proper JavaScript object to be used by your program. The final chapters put everything you learned into practice. Why reinvent the wheel every time you run into a problem with JavaScript? This cookbook is chock-full of code recipes that address common programming tasks, as well as techniques for building web apps that work in

any browser. Just copy and paste the code samples into your project—you'll get the job done faster and learn more about JavaScript in the process. You'll also learn how to take advantage of the latest features in ECMAScript 5 and HTML5, including the new cross-domain widget communication technique, HTML5's video and audio elements, and the drawing canvas. You'll find recipes for using these features with JavaScript to build high-quality application interfaces. Create interactive web and desktop applications Work with JavaScript objects, such as String, Array, Number, and Math Use JavaScript with Scalable Vector Graphics (SVG) and the canvas element Store data in various ways, from the simple to the complex Program the new HTML5 audio and video elements Implement concurrent programming with Web Workers Use and create jQuery plug-ins Use ARIA and JavaScript to create fully accessible rich internet applications

Recorded live at Data Modeling Zone! Follow along with MongoDB expert Austin Zellner and learn about the structure of JSON (JavaScript Object Notation), the most popular format for data exchange between applications (move aside XML!). JSON is also the preferred storage method for many NoSQL databases

including MongoDB. In this session, not only will you learn about the structure of JSON, you will also learn the various ways of modeling JSON. Learn how JSON is treated in MongoDB, Couchbase, AWS Document DB, Cosmos, Oracle, MySQL, and Postgress. Forward engineer a set of requirements into JSON and reverse engineer a JSON document into a data model. Be prepared to practice as well! This compact syntax reference covers syntax and parameters central to JSON object definitions. You'll learn the syntax used in the JSON object definition language, logically organized by topical chapters, and getting more advanced as chapters progress, covering structures and file formats which are best for use with HTML5. Furthermore, the JSON Quick Syntax Reference includes the key factors regarding the data footprint optimization work process, the in-lining of CSS and JS files, and why a data footprint optimization work process is important. What You'll Learn • Use the object definition syntax supported in JSON• Define a JSON content production workflow• Gain an understanding of the concepts and principles behind JSON object definitions• Use JSON code snippets and apply them in your web applications• Utilize the NetBeans, Android Studio, and Eclipse IDEs for your

JSON coding Who This Book Is For Web
developers, Android application developers, and
user interface designers.
Second Edition
A To-The-Point Guide to Json
Javascript: Object Oriented Programming
The Definitive Guide
JavaScript and JSON: Integration Techniques
Beginning Json

**"This course will walk you through how to use
JavaScript objects and create and use JSON as a
JavaScript object. Explore how JSON works and how to
access data contained within JSON output. This course
shows you how to work with JSON-formatted data,
output content, loop JSON data, parse JSON, and a
whole lot more. JSON (JavaScript Object Notation) is a
data syntax. JSON is easier to use than XML and human-
readable. Most modern web APIs output data in the
JSON format. This course covers working within
JavaScript code to produce dynamic functionality. You
will learn what JavaScript objects are and how to create
them, how JavaScript objects can use arrays to hold
multiple items, and more."--Resource description page.
This fast-moving tutorial introduces you to OCaml, an
industrial-strength programming language designed for
expressiveness, safety, and speed. Through the book's
many examples, you'll quickly learn how OCaml stands
out as a tool for writing fast, succinct, and readable
systems code. Real World OCaml takes you through the
concepts of the language at a brisk pace, and then helps
you explore the tools and techniques that make OCaml
an effective and practical tool. In the book's third**

section, you'll delve deep into the details of the compiler toolchain and OCaml's simple and efficient runtime system. Learn the foundations of the language, such as higher-order functions, algebraic data types, and modules Explore advanced features such as functors, first-class modules, and objects Leverage Core, a comprehensive general-purpose standard library for OCaml Design effective and reusable libraries, making the most of OCaml's approach to abstraction and modularity Tackle practical programming problems from command-line parsing to asynchronous network programming Examine profiling and interactive debugging techniques with tools such as GNU gdb "Guide to learning how to use JavaScript Objects and JSON data. JSON is the most popular format for data exchange between applications. If you are interested in connected to a web API chances are its JSON formatted. Learn to use AJAX to connect and bring JSON data into your JavaScript! JSON (JavaScript Object Notation) is a syntax for data. JSON is easier to use than XML and human readable. Most modern web APIs output data in JSON formats. It's a lightweight data interchange format that is quickly becoming the default format for data exchange on the internet today! JSON is lightweight, language independent and easy to read and write. JSON is better than XML and more popular! Understanding the basics of JavaScript and how to create websites is a prerequisite to this course. It covers working within JavaScript code to produce dynamic functionality. Learning how to work with JSON is a key skill within modern web development. JSON and APIs are everywhere, once you start working with them you will be amazed at what can be done with a few lines of code. Join now and bring some JSON data into your web

**applications today. Everything you need to get started
using JSON is included in this course."--Resource
description page.**

**Beginning JSON is the definitive guide to JSON -
JavaScript Object Notation today's standard in data
formatting for the web. The book starts with the basics,
and walks you through all aspects of using the JSON
format. Beginning JSON covers all areas of JSON from
the basics of data formats to creating your own server to
store and retrieve persistent data. Beginning JSON
provides you with the skill set required for reading and
writing properly validated JSON data.**

**Automate the Boring Stuff with Python, 2nd Edition
Introduction to JavaScript Object Notation
Build data-driven test frameworks using Selenium
WebDriver, AppiumDriver, Java, and TestNG
A Beginners Guide to Learning JSON with JavaScript
JSON at Work**

Get Programming with Haskell

In this chapter, we'll develop a small, but complete, Haskell
library. Our library will manipulate and serialize data in a
popular form known as JSON (JavaScript Object Notation).
The JSON language is a small, simple representation for storing
and transmitting structured data-for example-over a network
connection. It is most commonly used to transfer data from a
web service to a browser-based JavaScript application. The
JSON format is described at http: //www.json.org/, and in
greater detail by RFC 4627 (http: //
www.ietf.org/rfc/rfc4627.txt

As a Java programmer, how can you tackle the disruptive client-
server approach to web development? With this comprehensive
guide, you'll learn how today's client-side technologies and web

APIs work with various Java tools. Author Casimir Saternos provides the big picture of client-server development, and then takes you through many practical client-server architectures. You'll work with hands-on projects in several chapters to get a feel for the topics discussed. User habits, technologies, and development methods have drastically altered web app design in recent years. But the Web itself hasn't changed. This book shows you how to build apps that conform to the web's underlying architecture. Learn the advantages of using separate client and server tiers, including code organization and speedy prototyping Explore the major tools, frameworks, and starter projects used in JavaScript development Dive into web API design and REST style of software architecture Understand Java's alternatives to traditional packaging methods and application server deployment Build projects with lightweight servers, using jQuery with Jython, and Sinatra with Angular Create client-server web apps with traditional Java web application servers and libraries

Step through each of the core concepts of the jQuery library, building an overall picture of its capabilities. Once you have thoroughly covered the basics, the book returns to each concept to cover more advanced examples and techniques.This book is for web designers who want to create interactive elements for their designs, and for developers who want to create the best user interface for their web applications. Basic JavaScript programming and knowledge of HTML and CSS is required. No knowledge of jQuery is assumed, nor is experience with any other JavaScript libraries.

Practical instruction on using JavaScript Object Notation (JSON) with MySQL This hands-on guide teaches, step by step, how to use JavaScript Object Notation (JSON) with

MySQL. Written by a MySQL Community Manager for Oracle, MySQL and JSON: A Practical Programming Guide shows how to quickly get started using JSON with MySQL and clearly explains the latest tools and functions. All content is based on the author's years of interaction with MySQL professionals. Throughout, real-world examples and sample code guide you through the syntax and application of each method. You will get in-depth coverage of programming with the MySQL Document Store. •See how JavaScript Object Notation (JSON) works with MySQL•Use JSON as string data and JSON as a data type•Find the path, load data, and handle searches with REGEX•Work with JSON and non-JSON output•Build virtual generated columns and stored generated columns•Generate complex geometries using GeoJSON•Convert and manage data with JSON functions•Access JSON data, collections, and tables through MySQL Document Store
Functional programming for the masses
Your Guide to Easily Learn Json In 7 Days
Json Book
The Comprehensive Guide to Building Custom Databases
JavaScript Cookbook
Learning jQuery - Fourth Edition
The ability of future industry to create interactive, flexible and always-on connections between design, manufacturing and supply is an ongoing challenge, affecting competitiveness, efficiency and resourcing. The goal of enterprise interoperability (EI) research is therefore to address the effectiveness of solutions that will successfully prepare organizations for the advent

and uptake of new technologies. This volume outlines results and practical concepts from recent and ongoing European research studies in EI, and examines the results of research and discussions cultivated at the I-ESA 2018 conference, "Smart services and business impact of enterprise interoperability". The conference, designed to encourage collaboration between academic inquiry and real-world industry applications, addressed a number of advanced multidisciplinary topics including Industry 4.0, Big Data, the Internet of Things, Cloud computing, ontology, artificial intelligence, virtual reality and enterprise modelling for future "smart" manufacturing. Readers will find this book to be a source of invaluable knowledge for enterprise architects in a range of industries and organizations.

Summary Get Programming with Haskell leads you through short lessons, examples, and exercises designed to make Haskell your own. It has crystal-clear illustrations and guided practice. You will write and test dozens of interesting programs and dive into custom Haskell modules. You will gain a new perspective on programming plus the practical ability to use Haskell in the everyday world. (The 80 IQ points: not guaranteed.) Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Programming languages often differ

only around the edges—a few keywords, libraries, or platform choices. Haskell gives you an entirely new point of view. To the software pioneer Alan Kay, a change in perspective can be worth 80 IQ points and Haskellers agree on the dramatic benefits of thinking the Haskell way—thinking functionally, with type safety, mathematical certainty, and more. In this hands-on book, that's exactly what you'll learn to do. What's Inside Thinking in Haskell Functional programming basics Programming in types Real-world applications for Haskell About the Reader Written for readers who know one or more programming languages. Table of Contents Lesson 1 Getting started with Haskell Unit 1 - FOUNDATIONS OF FUNCTIONAL PROGRAMMING Lesson 2 Functions and functional programming Lesson 3 Lambda functions and lexical scope Lesson 4 First-class functions Lesson 5 Closures and partial application Lesson 6 Lists Lesson 7 Rules for recursion and pattern matching Lesson 8 Writing recursive functions Lesson 9 Higher-order functions Lesson 10 Capstone: Functional object-oriented programming with robots! Unit 2 - INTRODUCING TYPES Lesson 11 Type basics Lesson 12 Creating your own types Lesson 13 Type classes Lesson 14 Using type classes Lesson 15 Capstone: Secret messages! Unit 3 - PROGRAMMING IN TYPES Lesson 16 Creating types with "and" and "or" Lesson 17 Design by

composition—Semigroups and Monoids Lesson 18 Parameterized types Lesson 19 The Maybe type: dealing with missing values Lesson 20 Capstone: Time series Unit 4 - IO IN HASKELL Lesson 21 Hello World!—introducing IO types Lesson 22 Interacting with the command line and lazy I/O Lesson 23 Working with text and Unicode Lesson 24 Working with files Lesson 25 Working with binary data Lesson 26 Capstone: Processing binary files and book data Unit 5 - WORKING WITH TYPE IN A CONTEXT Lesson 27 The Functor type class Lesson 28 A peek at the Applicative type class: using functions in a context Lesson 29 Lists as context: a deeper look at the Applicative type class Lesson 30 Introducing the Monad type class Lesson 31 Making Monads easier with donotation Lesson 32 The list monad and list comprehensions Lesson 33 Capstone: SQL-like queries in Haskell Unit 6 - ORGANIZING CODE AND BUILDING PROJECTS Lesson 34 Organizing Haskell code with modules Lesson 35 Building projects with stack Lesson 36 Property testing with QuickCheck Lesson 37 Capstone: Building a prime-number library Unit 7 - PRACTICAL HASKELL Lesson 38 Errors in Haskell and the Either type Lesson 39 Making HTTP requests in Haskell Lesson 40 Working with JSON data by using Aeson Lesson 41 Using databases in Haskell Lesson 42 Efficient, stateful arrays in Haskell Afterword - What's next? Appendix -

Sample answers to exercise
Take advantage of JavaScript's power to build
robust web-scale or enterprise applications that
are easy to extend and maintain. By applying the
design patterns outlined in this practical book,
experienced JavaScript developers will learn how
to write flexible and resilient code that's
easier—yes, easier—to work with as your code
base grows. JavaScript may be the most essential
web programming language, but in the real
world, JavaScript applications often break when
you make changes. With this book, author Eric
Elliott shows you how to add client- and server-
side features to a large JavaScript application
without negatively affecting the rest of your
code. Examine the anatomy of a large-scale
JavaScript application Build modern web apps
with the capabilities of desktop applications
Learn best practices for code organization,
modularity, and reuse Separate your application
into different layers of responsibility Build
efficient, self-describing hypermedia APIs with
Node.js Test, integrate, and deploy software
updates in rapid cycles Control resource access
with user authentication and authorization
Expand your application's reach through
internationalization
Explore how the JavaScript Object Notation
(JSON) format works and how you can use it to
read and share data in your web projects.
JSON (JavaScript Object Notation) Structure and

*Design (Using MongoDB as an Example and
Recorded Live at Data Modeling Zone US)*
*Enterprise Interoperability: Smart Services and
Business Impact of Enterprise Interoperability*
Client-Server Web Apps with JavaScript and Java
JSON Quick Syntax Reference
*Working With Json Data and Using Type Classes
of Real World Haskell*
Beginning JSON
The book follows a tutorial-based approach
and will teach you how to work with JSON
tools, design JSON objects, and how to use
different techniques to handle JSON
data.This book is a great resource for
developers who would like to learn more
about JSON and who wish to apply it in
their own projects. It will be useful to
have some prior knowledge of HTML and
JavaScript to help you understand the
concepts covered in this book. Some
familiarity with a server-side language
such as PHP, C#, or Python would also be
beneficial, but this is not compulsory.
"This concise guide helps busy IT
professionals get up and running quickly
with this popular data interchange format,
and provides a deep understanding of how
JSON works ... begins with an overview of
JSON syntax, data types, formatting, and
security concerns before exploring the
many ways you can apply JSON today. From

Web APIs and server-side language libraries to NoSQL databases and client-side frameworks, JSON has emerged as a viable alternative to XML for exchanging data between different platforms. If you have some programming experience and understand HTML and JavaScript, this is your book"--Publisher's description. Web services are leading to the use of more packaged software either as an internal service or an external service available over the Internet. These services, which will be connected together to create the information technology systems of the future, will require less custom software in our organizations and more creativity in the connections between the services. This book begins with a high-level example of how an average person in an organization might interact with a service-oriented architecture. As the book progresses, more technical detail is added in a "peeling of the onion" approach. The leadership opportunities within these developing service-oriented architectures are also explained. At the end of the book there is a compendium or "pocket library" for software technology related to service-oriented architectures. · Only web services book to cover both data management and software engineering

perspectives, excellent resource for ALL members of IT teams · Jargon free, highly illustrated, with introduction that anyone can read that then leads into increasing technical detail · Provides a set of leadership principles and suggested application for using this technology. Most programming languages contain good and bad parts, but JavaScript has more than its share of the bad, having been developed and released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented programming language-ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making its popularity

almost completely independent of its
qualities as a programming language. In
JavaScript: The Good Parts, Crockford
finally digs through the steaming pile of
good intentions and blunders to give you a
detailed look at all the genuinely elegant
parts of JavaScript, including: Syntax
Objects Functions Inheritance Arrays
Regular expressions Methods Style
Beautiful features The real beauty? As you
move ahead with the subset of JavaScript
that this book presents, you'll also
sidestep the need to unlearn all the bad
parts. Of course, if you want to find out
more about the bad parts and how to use
them badly, simply consult any other
JavaScript book. With JavaScript: The Good
Parts, you'll discover a beautiful,
elegant, lightweight and highly expressive
language that lets you create effective
code, whether you're managing object
libraries or just trying to get Ajax to
run fast. If you develop sites or
applications for the Web, this book is an
absolute must.
JavaScript JSON Cookbook
The Good Parts
JavaScript Quick Syntax Reference
Json for Beginners
Build light weight, scalable, and faster
web applications with the power of JSON,

2nd Edition
MySQL and JSON: A Practical Programming
Guide

*This book will teach you how to take advantage of the
JavaScript language to process data provided on the
Internet. Much attention is given to the main JavaScript
backbone: prototype based objects, and functional
capabilities, while common features (loops, etc.) are
summarized in a few cheat-sheets. Only operational
features are detailed through the coding of several
applications -the second and largest part of the book-, on
free-access datasets (e.g. World Bank). It includes:
cartography (SVG or API's based), data-sheets access
(via Ajax or Jsonp), video data and post-synchronization,
and animation examples.*

*JavaScript Quick Syntax Reference is a condensed
syntax reference to the JavaScript language. It presents
the essentials of JavaScript in a well-organized format
that can be used as a handy reference. This includes the
latest ECMAScript 5, JSON (JavaScript Object Notation)
and DOM (Document Object Model) specifications and
implementations. You won't find any technical jargon,
bloated samples, drawn out history lessons or witty
stories in this book. What you will find is a JavaScript
reference that is concise, to the point and highly
accessible. The book is packed with useful information
and is a must-have for any JavaScript programmer or
Web developer. In JavaScript Quick Syntax Reference,
you will find a concise reference to JavaScript
programming language syntax; has short, simple and
focused code examples; and includes a well laid out
table of contents and a comprehensive index allowing
easy review.*

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to: • Search for text in a file or across multiple files • Create, update, move, and rename files and folders • Search the Web and download online content • Update and format data in Excel spreadsheets of any size • Split, merge, watermark, and encrypt PDFs • Send email responses and text notifications • Fill out online forms Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-

*trained monkey could do. Even if you've never written a
line of code, you can make your computer do the grunt
work. Learn how in Automate the Boring Stuff with
Python, 2nd Edition.*
*This book is an exploration of JavaScript Standard
Object Notation (JSON). Most of you might have heard
about it, and it is used for displaying data on web
browsers. JSON supports conversions. This means that
we are able to convert data from one format to another
format. For instance, we can convert JSON objects into
some JavaScript strings, and the vice versa is true. This
book guides you on how to do this. You can also do
conversions between Java and JSON, that is, convert
Java code to JSON and JSON code to Java code. This
can be accomplished by use of the GSON tool. This book
guides you on how to use this tool for that purpose.
When programming in Python, you will often need to
retrieve data. In such a case, you can make use of JSON
so as to accomplish this purpose. This book also
explores this in detail. The Model-View-Controller model
is also supported in JSON. This book guides you on how
to implement such architecture with JSON in your
applications. We can also work with views, using both
XML and JSON. You will learn how to do this. You will
also learn how to combine JSON with Android and Go.
The following topics are discussed in this book: -
Conversions in JSON - Storage and Retrieval of Data in
Python with JSON - The Model-View-Controller (MVC) -
JSON Web Service - XML and JSON Views - Android and
JSON - JSON and Go*
JavaScript: The Good Parts
JavaScript object notation jing yao
A To-the-Point Guide to JSON
Easy Learning of Javascript Standard Object Notation

Practical Programming for Total Beginners
*Take a deep dive into building data-driven
test frameworks using Selenium WebDriver Key
Features A comprehensive guide to designing
data-driven test frameworks using the
Selenium 3 WebDriver API, AppiumDriver API,
Java-Bindings, and TestNG Learn how to use
Selenium Page Object Design Patterns and
D.R.Y. (Don't Repeat Yourself) Approaches to
software development in automated testing
Discover the Selenium Grid Architecture and
build your own grid for browser and mobile
devices Use third party tools and services
like ExtentReports for results processing,
reporting, and SauceLabs for cloud-based test
services Book Description The Selenium
WebDriver 3.x Technology is an open source
API available to test both Browser and Mobile
applications. It is completely platform
independent in that tests built for one
browser or mobile device, will also work on
all other browsers and mobile devices.
Selenium supports all major development
languages which allow it to be tied directly
into the technology used to develop the
applications. This guide will provide a step-
by-step approach to designing and building a
data-driven test framework using Selenium
WebDriver, Java, and TestNG. The book starts
off by introducing users to the Selenium Page
Object Design Patterns and D.R.Y Approaches
to Software Development. In doing so, it
covers designing and building a Selenium
WebDriver framework that supports both*

Browser and Mobile Devices. It will lead the user through a journey of architecting their own framework with a scalable driver class, Java utility classes, JSON Data Provider, Data-Driven Test Classes, and support for third party tools and plugins. Users will learn how to design and build a Selenium Grid from scratch to allow the framework to scale and support different browsers, mobile devices, versions, and platforms, and how they can leverage third party grids in the Cloud like SauceLabs. Other topics covered include designing abstract base and sub-classes, inheritance, dual-driver support, parallel testing, testing multi-branded applications, best practices for using locators, and data encapsulation. Finally, you will be presented with a sample fully-functional framework to get them up and running with the Selenium WebDriver for browser testing. By the end of the book, you will be able to design your own automation testing framework and perform data-driven testing with Selenium WebDriver. What you will learn Design the Selenium Driver Class for local, remote, and third party grid support Build Page Object Classes using the Selenium Page Object Model Develop Data-Driven Test Classes using the TestNG framework Encapsulate Data using the JSON Protocol Build a Selenium Grid for RemoteWebDriver Testing Construct Utility Classes for use in Synchronization, File I/O, Reporting and Test Listener Classes Run the

*sample framework and see the benefits of a
live data-driven framework in real-time Who
this book is for This book is intended for
software quality assurance/testing
professionals, software project managers, or
software developers with prior experience in
using Selenium and Java to test web-based
applications.This book is geared towards the
quality assurance and development
professionals responsible for designing and
building enterprise-based testing
frameworks.The user should have a working
knowledge of the Java, TestNG, and Selenium
technologies*

*This practical guide shows you how to make
your Java web applications more responsive
and dynamic by incorporating new Ajaxian
features, including suggestion lists, drag-
and-drop, and more. Java developers can
choose between many different ways of
incorporating Ajax, from building JavaScript
into your applications "by hand" to using the
new Google Web Toolkit (GWT). Ajax on Java
starts with an introduction to Ajax, showing
you how to write some basic applications that
use client-side JavaScript to request
information from a Java servlet and display
it without doing a full page reload. It also
presents several strategies for communicating
between the client and the server, including
sending raw data, and using XML or JSON
(JavaScript Object Notation) for sending more
complex collections of data. The book then
branches out into different approaches for*

incorporating Ajax, which include: The Prototype and script.aculo.us Javascript libraries, the Dojo and Rico libraries, and DWR Integrating Ajax into Java ServerPages (JSP) applications Using Ajax with Struts Integrating Ajax into Java ServerFaces (JSF) applications Using Google's GWT, which offers a pure Java approach to developing web applications: your client-side components are written in Java, and compiled into HTML and JavaScript Ajax gives web developers the ability to build applications that are more interactive, more dynamic, more exciting and enjoyable for your users. If you're a Java developer and haven't tried Ajax, but would like to get started, this book is essential. Your users will be grateful.
What is JavaScript Object Notation (JSON) and how can you put it to work? This concise guide helps busy IT professionals get up and running quickly with this popular data interchange format, and provides a deep understanding of how JSON works. Author Lindsay Bassett begins with an overview of JSON syntax, data types, formatting, and security concerns before exploring the many ways you can apply JSON today. From Web APIs and server-side language libraries to NoSQL databases and client-side frameworks, JSON has emerged as a viable alternative to XML for exchanging data between different platforms. If you have some programming experience and understand HTML and JavaScript, this is your book. Learn why JSON

*syntax represents data in name-value pairs
Explore JSON data types, including object,
string, number, and array Find out how you
can combat common security concerns Learn how
the JSON schema verifies that data is
formatted correctly Examine the relationship
between browsers, web APIs, and JSON
Understand how web servers can both request
and create data Discover how jQuery and other
client-side frameworks use JSON Learn why the
CouchDB NoSQL database uses JSON to store
data.*