

Speaking Javascript Axel Rauschmayer

This is an exciting time to learn JavaScript. Now that the latest JavaScript specification ECMAScript 6.0 (ES6) has been finalized, learning how to develop high-quality applications with this language is easier and more satisfying than ever. This practical book takes programmers (amateurs and pros alike) on a no-nonsense tour of ES6, along with some related tools and techniques. Author Ethan Brown ("Web Development with Node and Express") not only guides you through simple and straightforward topics (variables, control flow, arrays), but also covers complex concepts such as functional and asynchronous programming. You'll learn how to create powerful and responsive web applications on the client, or with Node.js on the server. Use ES6 today and transcompile code to portable ES5. Translate data into a format that JavaScript can use. Understand the basic usage and mechanics of JavaScript functions. Explore objects and object-oriented programming. Tackle new concepts such as iterators, generators, and proxies. Grasp the complexities of asynchronous programming. Work with the Document Object Model for browser-based apps. Learn Node.js fundamentals for developing server-side applications."

JavaScript--the powerful, object-based scripting language that can be embedded directly into HTML pages--has earned its place in the web developer's toolkit, to the extent that it's now considered required knowledge for web developers. You can use JavaScript to create dynamic, interactive applications that run completely within a web browser. JavaScript is also the language of choice for developing Dynamic HTML content. Because its syntax is based on the popular programming languages C, C++, and Java, JavaScript is familiar and easy to learn for experienced programmers. At the same time, it's an interpreted scripting language, providing a flexible, forgiving programming environment for new programmers. The JavaScript Pocket Reference, 2nd Edition, provides a complete overview of the core JavaScript language and client-side scripting environment, as well as quick-reference material on core and client-side objects, methods, and properties. The new edition has been revised to cover JavaScript 1.5, and is particularly useful for developers working with the standards-compliant web browsers, such as Internet Explorer 6, Netscape 7, and Mozilla. Ideal as an introduction for beginners and a quick reference for advanced developers, this pocket-sized book is easy to take anywhere and serves as the perfect companion volume to the bestselling JavaScript: The Definitive Guide, 4th Edition. O'Reilly's Pocket References have become a favorite among developers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point and need to get to the answer quickly, the new JavaScript Pocket Reference is the book you'll want close at hand.

*JavaScript Allongé solves two important problems for the ambitious JavaScript programmer. First, JavaScript Allongé gives you the tools to deal with JavaScript bugs, hitches, edge cases, and other potential pitfalls. There are plenty of good directions for how to write JavaScript programs. If you follow them without alteration or deviation, you will be satisfied. Unfortunately, software is a complex thing, full of interactions and side-effects. Two perfectly reasonable pieces of advice when taken separately may conflict with each other when taken together. An approach may seem sound at the outset of a project, but need to be revised when new requirements are discovered. When you "leave the path" of the directions, you discover their limitations. In order to solve the problems that occur at the edges, in order to adapt and deal with changes, in order to refactor and rewrite as needed, you need to understand the underlying principles of the JavaScript programming language in detail. You need to understand why the directions work so that you can understand how to modify them to work properly at or beyond their original limitations. That's where JavaScript Allongé comes in. JavaScript Allongé is a book about programming with functions, because JavaScript is a programming language built on flexible and powerful functions. JavaScript Allongé begins at the beginning, with values and expressions, and builds from there to discuss types, identity, functions, closures, scopes, and many more subjects up to working with classes and instances. In each case, JavaScript Allongé takes care to explain exactly how things work so that when you encounter a problem, you'll know exactly what is happening and how to fix it. Second, JavaScript Allongé provides recipes for using functions to write software that is simpler, cleaner, and less complicated than alternative approaches that are object-centric or code-centric. JavaScript idioms like function combinators and decorators leverage JavaScript's power to make code easier to read, modify, debug and refactor, thus avoiding problems before they happen. JavaScript Allongé teaches you how to handle complex code, and it also teaches you how to simplify code without dumbing it down. As a result, JavaScript Allongé is a rich read releasing many of JavaScript's subtleties, much like the Café Allongé beloved by coffee enthusiasts everywhere. License: CC BY-SA 3.0 Source is available from Github * <https://github.com/justinkelly/javascript-allonge>*

How can you overcome JavaScript language oddities and unsafe features? With this book, you'll learn how to create code that's beautiful, safe, and simple to understand and test by using JavaScript's functional programming support. Author Michael Fogus shows you how to apply functional-style concepts with Underscore.js, a JavaScript library that facilitates functional programming techniques. Sample code is available on GitHub at <https://github.com/funjs/book-source>. Fogus helps you think in a functional way to help you minimize complexity in the programs you build. If you're a JavaScript programmer hoping to learn functional programming techniques, or a functional programmer looking to learn JavaScript, this book is the ideal introduction. Use applicative programming techniques with first-class functions. Understand how and why you might leverage variable scoping and closures. Delve into higher-order functions—and learn how they take other functions as arguments for maximum advantage. Explore ways to compose new functions from existing functions. Get around JavaScript's limitations for using recursive functions. Reduce, hide, or eliminate the footprint of state change in your programs. Practice flow-based programming with chains and functional pipelines. Discover how to code without using classes.

Fullstack React Native

The Past, Present, and Future of JavaScript

A JavaScript and jQuery Developer's Guide

You Don't Know JS: Async & Performance

JavaScript: The Good Parts

A Modern Introduction to Programming

What's next for JavaScript? Its phenomenal rise from a simple client-side scripting tool to a versatile and flexible programming language exceeded everyone's expectations. Now, hopes and expectations for JavaScript's future are considerable. In this insightful report, Dr. Axel Rauschmayer explains how the combination of several technologies and opportunities in the past 15 years turned JavaScript's fortunes. With that as a backdrop, he provides a detailed look at proposed new features and fixes in the next version, ECMAScript.next, and then presents his own JavaScript wish list—such

as an integrated IDE. Understand the key role that XMLHttpRequest, JSON, jQuery, V8, Node.js, and other advances played
Examine proposed fixes for ECMAScript.next through code examples Discover how JavaScript is becoming a better target
for compilers Explore the technologies that will help JavaScript provide support for concurrency Learn how HTML5 is a
compelling platform for JavaScript in web, mobile, and desktop applications Dr. Rauschmayer is a consultant and trainer for
JavaScript, web technologies, and information management.

JavaScript was written to give readers an accurate, concise examination of JavaScript objects and their supporting nuances,
such as complex values, primitive values, scope, inheritance, the head object, and more. If you're an intermediate JavaScript
developer and want to solidify your understanding of the language, or if you've only used JavaScript beneath the mantle of
libraries such as jQuery or Prototype, this is the book for you. This updated and expanded second edition of Book provides a
user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core
elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader
understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those
interested in the subject . We hope you find this book useful in shaping your future career & Business.

Like it or not, JavaScript is everywhere these days—from browser to server to mobile—and now you, too, need to learn the
language or dive deeper than you have. This concise book guides you into and through JavaScript, written by a veteran
programmer who once found himself in the same position. Speaking JavaScript helps you approach the language with four
standalone sections. First, a quick-start guide teaches you just enough of the language to help you be productive right away.
More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature
in depth. Complete contents include: JavaScript quick start: Familiar with object-oriented programming? This part helps
you learn JavaScript quickly and properly. JavaScript in depth: Learn details of ECMAScript 5, from syntax, variables,
functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in.
Background: Understand JavaScript's history and its relationship with other programming languages. Tips, tools, and
libraries: Survey existing style guides, best practices, advanced techniques, module systems, package managers, build tools,
and learning resources.

With DOM Enlightenment, you'll learn how to manipulate HTML more efficiently by scripting the Document Object Model
(DOM) without a DOM library. Using code examples in cookbook style, author Cody Lindley (jQuery Cookbook) walks you
through modern DOM concepts to demonstrate how various node objects work. Over the past decade, developers have buried
the DOM under frameworks that simplify its use. This book brings these tools back into focus, using concepts and code native
to modern browsers. If you have JavaScript experience, you'll understand the role jQuery plays in DOM scripting, and learn
how to use the DOM directly in applications for mobile devices and specific browsers that require low overhead. Understand
JavaScript node objects and their relationship to the DOM Learn the properties and methods of document, element, text, and
DocumentFragment objects Delve into element node selecting, geometry, and inline styles Add CSS style sheets to an HTML
document and use CSSStyleRule objects Set up DOM events by using different code patterns Learn the author's vision for
dom.js, a jQuery-inspired DOM Library for modern browsers

Lightweight Django

Introducing the Language, .NET Programming & Object Oriented Software Development

JavaScript Bible

JavaScript Allongé

Dive into ES6 and the Future of JavaScript

You Don't Know JS: Up & Going

*Learn how to build a wide range of scalable real-world web applications using a professional development toolkit. If you already know the
basics of Node.js, now is the time to discover how to bring it to production level by leveraging its vast ecosystem of packages. With this book,
you'll work with a varied collection of standards and frameworks and see how all those pieces fit together. Practical Node.js takes you from
installing all the necessary modules to writing full-stack web applications. You'll harness the power of the Express.js and Hapi frameworks, the
MongoDB database with Mongoskin and Mongoose. You'll also work with Pug and Handlebars template engines, Stylus and LESS CSS
lanaguages, OAuth and Everyauth libraries, and the Socket.IO and Derby libraries, and everything in between. This exciting second edition is
fully updated for ES6/ES2015 and also covers how to deploy to Heroku and AWS, daemonize apps, and write REST APIs. You'll build full-
stack real-world Node.js apps from scratch, and also discover how to write your own Node.js modules and publish them on NPM. You already
know what Node.js is; now learn what you can do with it and how far you can take it! What You'll Learn Manipulate data from the mongo
console Use the Mongoskin and Mongoose MongoDB libraries Build REST API servers with Express and Hapi Deploy apps to Heroku and
AWS Test services with Mocha, Expect and TravisCI Utilize sessions for authentication Implement a third-party OAuth strategy with Everyauth
Apply Redis, domains, WebSockets, and clusters Write your own Node.js module, and publish it on NPM Who This Book Is For Web
developers who have some familiarity with the basics of Node.js and want to learn how to use it to build apps in a professional environment.
TypeScript is a typed superset of JavaScript with the potential to solve many of the headaches for which JavaScript is famous. But TypeScript
has a learning curve of its own, and understanding how to use it effectively can take time. This book guides you through 62 specific ways to
improve your use of TypeScript. Author Dan Vanderkam, a principal software engineer at Sidewalk Labs, shows you how to apply these ideas,
following the format popularized by Effective C++ and Effective Java (both from Addison-Wesley). You'll advance from a beginning or
intermediate user familiar with the basics to an advanced user who knows how to use the language well. Effective TypeScript is divided into
eight chapters: Getting to Know TypeScript TypeScript's Type System Type Inference Type Design Working with any Types Declarations and
@types Writing and Running Your Code Migrating to TypeScript*

*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

With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

Building Real-World Scalable Web Apps

A Guide for Developers and Administrators

A Smarter Way to Learn JavaScript

Practical Node.js

Functional JavaScript

Effective TypeScript

"From library user to JavaScript developer"--Cover.

No matter how much experience you have with JavaScript, odds are you don't fully understand the language. As part of the "You Don't Know JS" series, this compact guide focuses on new features available in ECMAScript 6 (ES6), the latest version of the standard upon which JavaScript is built. Like other books in this series, You Don't Know JS: ES6 & Beyond dives into trickier parts of the language that many JavaScript programmers either avoid or know nothing about. Armed with this knowledge, you can achieve true JavaScript mastery. With this book, you will: Learn new ES6 syntax that eases the pain points of common programming idioms Organize code with iterators, generators, modules, and classes Express async flow control with Promises combined with generators Use collections to work more efficiently with data in structured ways Leverage new API helpers, including Array, Object, Math, Number, and String Extend your program's capabilities through meta programming Preview features likely coming to JS beyond ES6 ECMAScript 6 represents the biggest update to the core of JavaScript in the history of the language. In Understanding ECMAScript 6, expert developer Nicholas C. Zakas provides a complete guide to the object types, syntax, and other exciting changes that ECMAScript 6 brings to JavaScript. Every chapter is packed with example code that works in any JavaScript environment so you'll be able to see new features in action. You'll learn: -How ECMAScript 6 class syntax relates to more familiar JavaScript concepts -What makes iterators and generators useful -How arrow functions differ from regular functions -Ways to store data with sets, maps, and more -The power of inheritance -How to improve asynchronous programming with promises -How modules change the way you organize code Whether you're a web developer or a Node.js developer, you'll find Understanding ECMAScript 6 indispensable on your journey from ECMAScript 5 to ECMAScript 6. 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.

Using the Latest Today

DOM Enlightenment

Hadoop Operations

A strong cup of functions, objects, combinators, and decorators

JavaScript Pocket Reference

Practical Modern JavaScript

If you want to build your site 's frontend with the single-page application (SPA) model, this hands-on book shows you how to get the job done with

Backbone.js. You'll learn how to create structured JavaScript applications, using Backbone's own flavor of model-view-controller (MVC) architecture. Start with the basics of MVC, SPA, and Backbone, then get your hands dirty building sample applications—a simple Todo list app, a RESTful book library app, and a modular app with Backbone and RequireJS. Author Addy Osmani, an engineer for Google's Chrome team, also demonstrates advanced uses of the framework. Learn how Backbone.js brings MVC benefits to the client-side Write code that can be easily read, structured, and extended Work with the Backbone.Marionette and Thorax extension frameworks Solve common problems you'll encounter when using Backbone.js Organize your code into modules with AMD and RequireJS Paginate data for your Collections with the Backbone.Paginator plugin Bootstrap a new Backbone.js application with boilerplate code Use Backbone with jQuery Mobile and resolve routing problems between the two Unit-test your Backbone apps with Jasmine, QUnit, and SinonJS

Provides information on the elements on HTML, offers code examples, and describes how to build accessible markup.

Dispels the myth that JavaScript is a "baby" language and demonstrates why it is the scripting language of choice used in the design of millions of Web pages and server-side applications Quickly covers JavaScript basics and then moves on to more advanced topics such as object-oriented programming, XML, Web services, and remote scripting Addresses the many issues that Web application developers face, including internationalization, security, privacy, optimization, intellectual property issues, and obfuscation Builds on the reader's basic understanding of HTML, CSS, and the Web in general This book is also available as part of the 4-book JavaScript and Ajax Wrox Box (ISBN: 0470227818). This 4-book set includes: Professional JavaScript for Web Developers (ISBN: 0764579088) Professional Ajax 2nd edition (ISBN: 0470109491) Professional Web 2.0 Programming (ISBN: 0470087889) Professional Rich Internet Applications: Ajax and Beyond (ISBN: 0470082801)

An introduction to writing code with JavaScript covers such topics as style guidelines, programming practices, and automation.

Speaking JavaScript

Professional JavaScript for Web Developers

Learning JavaScript Design Patterns

JavaScript for Impatient Programmers

Understanding the DOM — Document Object Model

Turning Bad Code Into Good Code

Speaking JavaScript: An In-Depth Guide for Programmers "O'Reilly Media, Inc."

How can you take advantage of the Django framework to integrate complex client-side interactions and real-time features into your web applications? Through a series of rapid application development projects, this hands-on book shows experienced Django developers how to include REST APIs, WebSockets, and client-side MVC frameworks such as Backbone.js into new or existing projects. Learn how to make the most of Django's decoupled design by choosing the components you need to build the lightweight applications you want. Once you finish this book, you'll know how to build single-page applications that respond to interactions in real time. If you're familiar with Python and JavaScript, you're good to go. Learn a lightweight approach for starting a new Django project Break reusable applications into smaller services that communicate with one another Create a static, rapid prototyping site as a scaffold for websites and applications Build a REST API with django-rest-framework Learn how to use Django with the Backbone.js MVC framework Create a single-page web application on top of your REST API Integrate real-time features with WebSockets and the Tornado networking library Use the book's code-driven examples in your own projects

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

The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most comprehensive book on the market, the JavaScript Bible is a classic bestseller that keeps you up to date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. Part tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes: JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tools JavaScript Essentials Your First JavaScript Script Browser and Document Objects Scripts and HTML Documents Programming Fundamentals Window and Document Objects Forms and Form Elements Strings, Math, and Dates Scripting Frames and Multiple Windows Images and Dynamic HTML The String Object The Math, Number, and Boolean Objects The Date Object The Array Object JSON - Native JavaScript Object Notation E4X - Native XML Processing Control Structures and Exception Handling JavaScript Operators Function Objects and Custom Objects Global Functions and Statements Document Object Model Essentials Generic HTML Element Objects Window and Frame Objects Location and History Objects Document and Body Objects Link and Anchor Objects Image, Area, Map, and Canvas Objects Event Objects Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly.

Robust Web Architecture with Node, HTML5, and Modern JS Libraries

You Don't Know JS: this & Object Prototypes

Add Sparkle and Life to Your Web Pages

Programming JavaScript Applications

JavaScript Cookbook

Eloquent JavaScript

How often do you hear people say things like this? "Our JavaScript is a mess, but we're thinking about using [framework of the month]." Like it or not, JavaScript is not going away. No matter what framework or "compiles-to-js" language or library you use, bugs and performance concerns will always be an issue if the underlying quality of your JavaScript is poor. Rewrites, including porting to the framework of the month, are terribly expensive and unpredictable. The bugs won't magically go away, and can happily reproduce themselves in a new context. To complicate things further, features will get dropped, at least temporarily. The other popular method of fixing your JS is playing "JavaScript Jenga," where each developer slowly and carefully takes their best guess at how the out-of-control system can be altered to allow for new features, hoping that this doesn't bring the whole stack of blocks down. This book provides clear guidance on how best to avoid these pathological approaches to writing JavaScript: Recognize you have a problem with your JavaScript quality. Forgive the code you have now, and the

developers who made it. Learn repeatable, memorable, and time-saving refactoring techniques. Apply these techniques as you work, fixing things along the way. Internalize these techniques, and avoid writing as much problematic code to begin with. Bad code doesn't have to stay that way. And making it better doesn't have to be intimidating or unreasonably expensive.

It's easy to learn parts of JavaScript, but much harder to learn it completely—or even sufficiently—whether you're new to the language or have used it for years. With the "You Don't Know JS" book series, you'll get a more complete understanding of JavaScript, including trickier parts of the language that many experienced JavaScript programmers simply avoid. The series' first book, *Up & Going*, provides the necessary background for those of you with limited programming experience. By learning the basic building blocks of programming, as well as JavaScript's core mechanisms, you'll be prepared to dive into the other, more in-depth books in the series—and be well on your way toward true JavaScript. With this book you will: Learn the essential programming building blocks, including operators, types, variables, conditionals, loops, and functions Become familiar with JavaScript's core mechanisms such as values, function closures, this, and prototypes Get an overview of other books in the series—and learn why it's important to understand all parts of JavaScript

No matter how much experience you have with JavaScript, odds are you don't fully understand the language. As part of the "You Don't Know JS" series, this concise yet in-depth guide focuses on new asynchronous features and performance techniques—including Promises, generators, and Web Workers—that let you create sophisticated single-page web applications and escape callback hell in the process. Like other books in this series, *You Don't Know JS: Async & Performance* dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can become a true JavaScript master. With this book you will: Explore old and new JavaScript methods for handling asynchronous programming Understand how callbacks let third parties control your program's execution Address the "inversion of control" issue with JavaScript Promises Use generators to express async flow in a sequential, synchronous-looking fashion Tackle program-level performance with Web Workers, SIMD, and asm.js Learn valuable resources and techniques for benchmarking and tuning your expressions and statements

If you've been asked to maintain large and complex Hadoop clusters, this book is a must. Demand for operations-specific material has skyrocketed now that Hadoop is becoming the de facto standard for truly large-scale data processing in the data center. Eric Sammer, Principal Solution Architect at Cloudera, shows you the particulars of running Hadoop in production, from planning, installing, and configuring the system to providing ongoing maintenance. Rather than run through all possible scenarios, this pragmatic operations guide calls out what works, as demonstrated in critical deployments. Get a high-level overview of HDFS and MapReduce: why they exist and how they work Plan a Hadoop deployment, from hardware and OS selection to network requirements Learn setup and configuration details with a list of critical properties Manage resources by sharing a cluster across multiple groups Get a runbook of the most common cluster maintenance tasks Monitor Hadoop clusters—and learn troubleshooting with the help of real-world war stories Use basic tools and techniques to handle backup and catastrophic failure

Introducing Functional Programming with Underscore.js

You Don't Know JS: ES6 & Beyond

Learning Visual Basic .NET

Create Beautiful Mobile Apps with JavaScript and React Native

The Good Parts

Refactoring JavaScript

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

Readers will quickly become familiar with HTML5's many new APIs and understand how they work in the mobile environment with this book. Learn how to use audio, video and graphics within the bandwidth and screen constraints of mobile devices, and discover how HTML5 interacts with JavaScript and CSS3.

To get the most out of modern JavaScript, you need learn the latest features of its parent specification, ECMAScript 6 (ES6). This book provides a highly practical look at ES6, without getting lost in the specification or its implementation details. Armed with practical examples, author Nicolas Bevacqua shows you new ways to deal with asynchronous flow control, declare objects or functions, and create proxies or unique sets, among many other features. The first title in Bevacqua's Modular JavaScript series, *Practical Modern JavaScript* prepares JavaScript and Node.js developers for applied lessons in modular

design, testing, and deployment in subsequent books. This book explains: How JavaScript and its standards development process have evolved Essential ES6 changes, including arrow functions, destructuring, let and const Class syntax for declaring object prototypes, and the new Symbol primitive How to handle flow control with Promises, iterators, generators, and async functions ES6 collection built-in types for creating object maps and unique sets How and when to use the new Proxy and Reflect built-ins Changes to Array, Math, numbers, strings, Unicode, and regular expressions, and other improvements since ES5 No matter how much experience you have with JavaScript, odds are you don't fully understand the language. As part of the "You Don't Know JS" series, this compact guide explores JavaScript types in greater depth than previous treatments by looking at type coercion problems, demonstrating why types work, and showing you how to take advantage of these features. Like other books in this series, You Don't Know JS: Types & Grammar dives into trickier parts of the language that many JavaScript programmers simply avoid or assume don't exist (like types). Armed with this knowledge, you can achieve true JavaScript mastery. With this book you will: Get acquainted with JavaScript's seven types: null, undefined, boolean, number, string, object, and symbol Understand why JavaScript's unique array, string, and number characteristics may delight or confound you Learn how natives provide object wrappers around primitive values Dive into the coercion controversy—and learn why this feature is useful in many cases Explore various nuances in JavaScript syntax, involving statements, expressions, and other features

You Don't Know JS: Types & Grammar

62 Specific Ways to Improve Your TypeScript

An In-Depth Guide for Programmers

Developing Backbone.js Applications

Introducing HTML5

JavaScript Enlightenment

Like it or not, JavaScript is everywhere these days--from browser to server to mobile--and now you, too, need to learn the language or dive deeper than you have. This concise book starts with a quick-start guide that teaches you just enough of the language to help you be productive right away. More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth.

Most Visual Basic .NET books are written for experienced object-oriented programmers, but many programmers jumping on the .NET bandwagon are coming from non-object-oriented languages, such as Visual Basic 6.0 or from script programming, such as JavaScript. These programmers, and those who are adopting VB.NET as their first programming language, have been out of luck when it comes to finding a high-quality introduction to the language that helps them get started. That's why Jesse Liberty, author of the best-selling books Programming C# and Programming ASP.NET, has written an entry-level guide to Visual Basic .NET. Written in a warm and friendly manner, this book assumes no prior programming experience, and provides an easy introduction to Microsoft's most popular .NET language. Learning Visual Basic .NET is a complete introduction to VB.NET and object-oriented programming. This book will help you build a solid foundation in .NET, and show how to apply your skills by using hundreds of examples to help you become productive quickly. Learning Visual Basic .NET introduces fundamentals like Visual Studio .NET, a tool set for building Windows and Web applications. You'll learn about the syntax and structure of the Visual Basic .NET language, including operators, classes and interfaces, structs, arrays, and strings. Liberty then demonstrates how to develop various kinds of applications--including those that work with databases--and web services. By the time you've finished Learning Visual Basic .NET, you'll be ready to move on to a more advanced programming guide that will help you create large-scale web and Windows applications. Whether you have a little object-oriented programming experience or you are new to programming altogether, Visual Basic .NET will set you firmly on your way to mastering the essentials of the VB.NET language.

Summary React in Action introduces front-end developers to the React framework and related tools. This clearly written, example-rich book begins by introducing you to React, diving into some of the fundamental ideas in React, and working with components. In the second section, you'll explore the different ways that data works in React as well as learning more about components. You'll also find several useful appendixes covering related topics like React tooling and the React ecosystem. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Facebook created React to help deliver amazing user experiences on a website with thousands of components and an incomprehensible amount of traffic. The same powerful tools are available to you too! The key is a clever design for managing state, data flow, and rendering, so your application is easy to think about and runs smoothly. Add an incredibly rich ecosystem of components and libraries, and you've got a recipe for building web apps that will delight both developers and users. About the Book React in Action teaches you to think like a pro about user interfaces and building them with React. This practical book gets you up and running quickly with hands-on examples in every chapter. You'll master core topics like rendering, lifecycle methods, JSX, data flow, forms, routing, integrating with third-party libraries, and testing. And the included application design ideas will help make your apps pop. As you learn to integrate React into full-stack applications, you'll explore state management with Redux and server-side rendering, and even dabble in React Native for mobile UIs. What's Inside React from the ground up Implementing a routing system with components Server-side rendering

in Node.js Working with third-party libraries Testing React components About the Reader Written for developers familiar with HTML, CSS, and JavaScript. About the Author Mark Thomas is an experienced software engineer who works daily with React, JavaScript, and Node.js. He loves clean code, beautiful systems, and good coffee. Table of Contents PART 1 - MEET REACT Meet React Our first component PART 2 - COMPONENTS AND DATA IN REACT Data and data flow in React Rendering and lifecycle methods in React Working with forms in React Integrating third-party libraries with React Routing in React More routing and integrating Firebase Testing React components PART 3 - REACT APPLICATION ARCHITECTURE Redux application architecture More Redux and integrating Redux with React React on the server and integrating React Router An introduction to React Native

How prepared are you to build fast and efficient web applications? This eloquent book provides what every web developer should know about the network, from fundamental limitations that affect performance to major innovations for building even more powerful browser applications—including HTTP 2.0 and XHR improvements, Server-Sent Events (SSE), WebSocket, and WebRTC. Author Ilya Grigorik, a web performance engineer at Google, demonstrates performance optimization best practices for TCP, UDP, and TLS protocols, and explains unique wireless and mobile network optimization requirements. You'll then dive into performance characteristics of technologies such as HTTP 2.0, client-side network scripting with XHR, real-time streaming with SSE and WebSocket, and P2P communication with WebRTC. Deliver superlative TCP, UDP, and TLS performance Speed up network performance over 3G/4G mobile networks Develop fast and energy-efficient mobile applications Address bottlenecks in HTTP 1.x and other browser protocols Plan for and deliver the best HTTP 2.0 performance Enable efficient real-time streaming in the browser Create efficient peer-to-peer videoconferencing and low-latency applications with real-time WebRTC transports

Maintainable JavaScript

What every web developer should know about networking and web performance

Mobile HTML5

The Definitive Guide for JavaScript Developers

React in Action

Like it or not, JavaScript is everywhere these days {u2014} from browser to server to mobile {u2014} and now you, too, need to learn the language or dive deeper than you have. This concise book guides you into and through JavaScript, written by a veteran programmer who once found himself in the same position. Speaking JavaScript helps you approach the language with four standalone sections. First, a quick-start guide teaches you just enough of the language to help you be productive right away. More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth. Complete contents include: JavaScript quick start: Familiar with object-oriented programming? This part helps you learn JavaScript quickly and properly. JavaScript in depth: Learn details of ECMAScript 5, from syntax, variables, functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in. Background: Understand JavaScript {u2019}s history and its relationship with other programming languages. Tips, tools, and libraries: Survey existing style guides, best practices, advanced techniques, module systems, package managers, build tools, and learning resources.

Master React Native with Fullstack React Native The up-to-date, in-depth, complete guide to React Native. Create beautiful mobile apps with JavaScript and React Deliver high quality mobile apps, at light speed. Building the same app in both Swift and Java is time-consuming. With React Native, you can release a native app on both iOS and Android from a single codebase. Do you or your team already know JavaScript? Leverage your existing knowledge to build world class mobile applications. The React Native ecosystem is evolving fast. Get started on the right foot. With such an active community and so many updates, it feels impossible to know what's best and what's just noise. We cover the latest React Native version and best practices so you can develop with confidence. What You'll Build When you buy Fullstack React Native, you're not buying just a book, but dozens of code examples. Every chapter in the book comes with a complete project that uses the concepts in the chapter and provides support for both iOS (including iPhone X screens) & Android. A Weather App - Get your feet wet with React Native by building a weather app allows the user to input their location and grabs weather data from a third party API. A Time Tracker - Brush up on your core React knowledge and build a time tracking app. A Messaging App - Understand how to use the core React Native APIs like Geolocation, CameraRoll, Keyboard, NetInfo and much more through completing a messaging app An Instagram Clone - Learn how to style your app, manage user input, add comments and display photos from Unsplash A Contacts App - Learn how to use Navigation: a major piece of any mobile application with multiple screens A Puzzle Game - Learn how to achieve smooth animations that render at 60 frames-per-second (fps) FAQ How long is the book? The book has 11 chapters totaling 670 pages, several sample apps totaling over 1000+ lines of code (JavaScript/JSX, non-comment lines). Do I have to know React? Nope! We've written the book so that it can be used even if you aren't familiar with React. Although, if you'd like to learn React in depth, checkout our other book Fullstack React Do I have to know JavaScript? Yes, we assume you know the basics of the language. But you don't need to be completely up-to-date: we teach the latest language features in case you're not familiar with them. However, this book teaches React Native from the ground

up and you can use it even if you've never written a mobile app before.

No matter how much experience you have with JavaScript, odds are you don't fully understand the language. This concise, in-depth guide takes you inside JavaScript's this structure and object prototypes. You'll learn how they work and why they're integral to behavior delegation—a design pattern in which objects are linked, rather than cloned. Like other books in the “You Don't Know JS” series, this and Object Prototypes dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can become a true JavaScript master. With this book you will:

- Explore how the this binding points to objects based on how the function is called
- Look into the nature of JS objects and why you'd need to point to them
- Learn how developers use the mixin pattern to fake classes in JS
- Examine how JS's prototype mechanism forms links between objects
- Learn how to move from class/inheritance design to behavior delegation
- Understand how the OLOO (objects-linked-to-other-objects) coding style naturally implements behavior delegation

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to:

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

And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

High Performance Browser Networking

Understanding ECMAScript 6

Exploring JavaScript and the Modern DOM

Learning JavaScript