

Head First Javascript Programming Eric Freeman

Head First JavaHead First PMPProgramming JavaScript ApplicationsJavaScript: JavaScript Programming.a Step-By-Step Guide for Absolute BeginnersHead First PHP & MySQLHead First JavaScriptHead First JQueryHead First Learn to CodeLearning JavaScript Design PatternsHead First JavaScript ProgrammingEloquent JavaScriptJavaScript for KidsProgramming C# 8.0Head First AjaxHead First Design PatternsHead First ProgrammingJavaScript: The Good PartsHead First C#Head First JavaScript ProgrammingHead First PythonHead First GoStay Sexy & Don't Get MurderedHead First HTML5 ProgrammingHigh Performance JavaScriptHead First HTML and CSSHead First EJBHead First PythonHead First C#JavaScript: The Definitive GuideHead First HTML with CSS & XHTMLHead First Servlets and JSPHow JavaScript WorksHead First SQLHead First Object-Oriented Analysis and DesignHead First Design PatternsJavaScriptHead First JavaScript ProgrammingYou Don't Know JS: Up & GoingHead First Web DesignComposing Software

Head First Java

What will you learn from this book? This brain-friendly guide teaches you everything from JavaScript language fundamentals to advanced topics, including objects, functions, and the browser's document object model. You won't just be reading—you'll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript in ways you never imagined. And you'll write real code, lots of it, so you can start building your own web applications. Prepare to open your mind as you learn (and nail) key topics including: The inner details of JavaScript How JavaScript works with the browser The secrets of JavaScript types Using arrays The power of functions How to work with objects Making use of prototypes Understanding closures Writing and testing applications What's so special about this book? We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First JavaScript Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep. This book replaces Head First JavaScript, which is now out of print.

Head First PMP

Whether you are building a personal blog or a corporate website, there is a lot more to web design than div's and CSS selectors, but what do you really need to know? With this book, you'll learn the secrets of designing effective, user-friendly sites, fro

Programming JavaScript Applications

JavaScript: JavaScript Programming.a Step-By-Step Guide for Absolute Beginners

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!

Head First PHP & MySQL

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

Head First JavaScript

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

Head First JQuery

So you're ready to make the leap from writing HTML and CSS web pages to creating dynamic web applications. You want to

take your web skills to the next level. And you're finally ready to add "programmer" to the resume. It sounds like you're ready to learn the Web's hottest programming language: JavaScript. Head First JavaScript is your ticket to going beyond copying and pasting the code from someone else's web site, and writing your own interactive web pages. With Head First JavaScript, you learn: The basics of programming, from variables to types to looping How the web browser runs your code, and how you can talk to the browser with your code Why you'll never have to worry about casting, overloading, or polymorphism when you're writing JavaScript code How to use the Document Object Model to change your web pages without making your users click buttons If you've ever read a Head First book, you know what to expect -- a visually rich format designed for the way your brain works. Head First JavaScript is no exception. It starts where HTML and CSS leave off, and takes you through your first program into more complex programming concepts -- like working directly with the web browser's object model and writing code that works on all modern browsers. Don't be intimidated if you've never written a line of code before! In typical Head First style, Head First JavaScript doesn't skip steps, and we're not interested in having you cut and paste code. You'll learn JavaScript, understand it, and have a blast along the way. So get ready dynamic and exciting web pages are just pages away.

Head First Learn to Code

A guide to the programming language describes how to build Python-enabled Web servers and applications, write mobile apps on the Android platform, develop sophisticated games, build GUI-based programs, and write Python scripts to automate tasks.

Learning JavaScript Design Patterns

What will you learn from this book? Head First PMP teaches you the latest principles and certification objectives in The PMBOK® Guide in a unique and inspiring way. This updated fourth edition takes you beyond specific questions and answers with a unique visual format that helps you grasp the big picture of project management. By putting PMP concepts into context, you'll be able to understand, remember, and apply them—not just on the exam, but on the job. No wonder so many people have used Head First PMP as their sole source for passing the PMP exam. This book will help you: Learn PMP's underlying concepts to help you understand the PMBOK principles and pass the certification exam with flying colors Get 100% coverage of the latest principles and certification objectives in The PMBOK® Guide, Sixth Edition Make use of a thorough and effective preparation guide with hundreds of practice questions and exam strategies Explore the material through puzzles, games, problems, and exercises that make learning easy and entertaining Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First PMP uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new

concepts? This multi-sensory learning experience is designed for the way your brain really works.

Head First JavaScript Programming

JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like building interactivity with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to: Create functions to organize and reuse your codeWrite and modify HTML to create dynamic web pagesUse the DOM and jQuery to make your web pages react to user inputUse the Canvas element to draw and animate graphicsProgram real user-controlled games with collision detection and score keeping With visual examples like bouncing balls, animated bees, and racing cars, you can really see what you're programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs. Make something cool with JavaScript today! Ages 10+ (and their parents!)

Eloquent JavaScript

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

JavaScript for Kids

"A complete learning experience for creating industry standard Web pages - but you won't be just reading: you'll be playing games, solving puzzles, pondering mysteries and creating Web pages like you never imagined. You'll be also learning how HTML works with CSS . . . if you're going to create Web pages in the 21st century, then you want to know and to understand CSS, too."

Programming C# 8.0

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.

Head First Ajax

Explains how to build complex scripting functionality with minimal coding, providing coverage of functions ranging from incorporating Ajax apps and overcoming the limits of HTML and CSS to building plug-ins and using animation. Original.

Head First Design Patterns

"Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD accessible, usable for the practitioner." Ivar Jacobson, Ivar Jacobson Consulting "I just finished reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOA&D—to write great software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. As I read the book, I felt like I was looking over the shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore, Associate Professor, Computer Science Department, Boston College Tired of reading Object

Oriented Analysis and Design books that only makes sense after you're an expert? You've heard OOA&D can help you write great software every time—software that makes your boss happy, your customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design shows you how to analyze, design, and write serious object-oriented software: software that's easy to reuse, maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use OO principles like encapsulation and delegation to build applications that are flexible Apply the Open-Closed Principle (OCP) and the Single Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to ensure that all stakeholders are communicating clearly to help you deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design compresses the time it takes to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this!

Head First Programming

This book covers C# & .NET 4.0 and Visual Studio 2010, and teaches everything from inheritance to serialization.--[book cover].

JavaScript: The Good Parts

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.

Head First C#

With this book, Web designers who usually turn out static Websites with HTML and CSS can make the leap to the next level of Web development--full-fledged, dynamic, database-driven Websites using PHP and SQL.

Head First JavaScript Programming

Tired of reading HTML books that only make sense after you're an expert? Then it's about time you picked up Head First HTML and really learned HTML. You want to learn HTML so you can finally create those web pages you've always wanted, so you can communicate more effectively with friends, family, fans, and fanatic customers. You also want to do it right so you

can actually maintain and expand your web pages over time so they work in all browsers and mobile devices. Oh, and if you've never heard of CSS, that's okay--we won't tell anyone you're still partying like it's 1999--but if you're going to create web pages in the 21st century then you'll want to know and understand CSS. Learn the real secrets of creating web pages, and why everything your boss told you about HTML tables is probably wrong (and what to do instead). Most importantly, hold your own with your co-worker (and impress cocktail party guests) when he casually mentions how his HTML is now strict, and his CSS is in an external style sheet. With Head First HTML, you'll avoid the embarrassment of thinking web-safe colors still matter, and the foolishness of slipping a font tag into your pages. Best of all, you'll learn HTML and CSS in a way that won't put you to sleep. If you've read a Head First book, you know what to expect: a visually-rich format designed for the way your brain works. Using the latest research in neurobiology, cognitive science, and learning theory, this book will load HTML and CSS into your brain in a way that sticks. So what are you waiting for? Leave those other dusty books behind and come join us in Webville. Your tour is about to begin.

Head First Python

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

Head First Go

Presents information on using HTML5 to create dynamic, data-rich Web pages, covering such topics as geolocation, 2D drawing, Web storages, and Web workers.

Stay Sexy & Don't Get Murdered

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.

Head First HTML5 Programming

Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? Head First Programming introduces the core concepts of writing computer programs -- variables, decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts. Learn the basic tools to start writing the programs that interest you, and get a better understanding of what software can (and cannot) do. When you're finished, you'll have the necessary foundation to learn any programming language or tackle any software project you choose. With a focus on programming concepts, this book teaches you how to:

- Understand the core features of all programming languages, including: variables, statements, decisions, loops, expressions, and operators
- Reuse code with functions
- Use library code to save time and effort
- Select the best data structure to manage complex data
- Write programs that talk to the Web
- Share your data with other programs
- Write programs that test themselves and help you avoid embarrassing coding errors

We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

High Performance JavaScript

If you want to pursue a career in development with JavaScript, then this book is the best one for you. In this guide, the author will introduce you to some of the best resources to learn JavaScript from scratch. Get your copy now!!! JavaScript is an object-oriented computer programming language commonly used to create interactive effects within web browsers. This

book is perfect for absolute beginners who want to learn the programming language of the web. It will help you to learn the basic parts of JavaScript. You will learn the essential things of programming like programming building blocks, operators, types, variables, conditionals, loops, functions. The book has been grouped into chapters, with each chapter exploring a different feature of the JavaScript scripting language. The author has provided JavaScript codes, each code performing a different task. Corresponding explanations have also been provided alongside each piece of code to help the reader understand the meaning of the various lines of the code. In addition to this, screenshots showing the output that each code should return have been given. The author has used a simple language to make it easy even for absolute beginners to understand.

Book Objectives The following are the objectives of this book: To help you know how to get started with JavaScript programming. To help you understand the syntax and constructs that make up the JavaScript scripting language. To help you transition from a JavaScript Beginner to a Professional.. To help you understand how to use JavaScript to improve the interactivity of your website applications.

Who this Book is for? The author targets the following groups of people: Anybody who is a complete beginner to JavaScript programming or computer programming in general. Anybody in need of advancing their JavaScript programming skills. Professors, lecturers or tutors who are looking to find better ways to explain JavaScript to their students in the simplest and easiest way. Students and academicians, especially those focusing on computer programming and web development.

What do you need for this Book? Make sure that you have the following: A text editor such as notepad. A modern web browser.

What is inside the book? JavaScript Basics. Popup Message. JavaScript Variables. JavaScript Operators. JavaScript Decision Making. JavaScript Loops. JavaScript Functions. JavaScript Objects. JavaScript Events. JavaScript Validation. The Document Object Model. Browser Object Model. JavaScript Cookies. Object Oriented Programming. Multimedia. Error Handling. Regular Expressions. Image Map. Page Redirection.

Head First HTML and CSS

Presents an instructional guide to SQL which uses humor and simple images to cover such topics as the structure of relational databases, simple and complex queries, creating multiple tables, and protecting important table data.

Head First EJB

What will you learn from this book? Go makes it easy to build software that's simple, reliable, and efficient. And this book makes it easy for programmers like you to get started. Go is designed for high-performance networking and multiprocessing, but—like Python and JavaScript—the language is easy to read and use. With this practical hands-on guide, you'll learn how to write Go code using clear examples that demonstrate the language in action. Best of all, you'll understand the conventions and techniques that employers want entry-level Go developers to know. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Go uses a visually rich format

to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Head First Python

Douglas Crockford starts by looking at the fundamentals: names, numbers, booleans, characters, and bottom values. JavaScript's number type is shown to be faulty and limiting, but then Crockford shows how to repair those problems. He then moves on to data structures and functions, exploring the underlying mechanisms and then uses higher order functions to achieve class-free object oriented programming. The book also looks at eventual programming, testing, and purity, all the while looking at the requirements of The Next Language. Most of our languages are deeply rooted in the paradigm that produced FORTRAN. Crockford attacks those roots, liberating us to consider the next paradigm. He also presents a strawman language and develops a complete transpiler to implement it. The book is deep, dense, full of code, and has moments when it is intentionally funny.

Head First C#

A guide to C# 3.0 and Visual Studio 2008 covers such topics as objects, data types and references, encapsulation, interfaces, exception handling, and LINQ.

JavaScript: The Definitive Guide

Head First HTML with CSS & XHTML

This book gets readers up to speed on the technology necessary to write servlets and JSPs, what makes the Container tick, how to use the new JSP Expression Language (EL), how to write deployment descriptors, and even how to use some server-side design patterns.

Head First Servlets and JSP

For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript material on the market. The seventh edition represents a significant update, with new information for ECMAScript 2020, and new chapters on language-specific features. JavaScript: The Definitive Guide is ideal

for experienced programmers who want to learn the programming language of the web, and for current JavaScript programmers who want to master it.

How JavaScript Works

Want to learn the Python language without slogging your way through how-to manuals? With Head First Python, you'll quickly grasp Python's fundamentals, working with the built-in data structures and functions. Then you'll move on to building your very own webapp, exploring database management, exception handling, and data wrangling. If you're intrigued by what you can do with context managers, decorators, comprehensions, and generators, it's all here. This second edition is a complete learning experience that will help you become a bonafide Python programmer in no time. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Python uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Head First SQL

A guide to JavaBeans provides more than two hundred questions and answers to help readers pass the Sun Certified Business Component Developer exam.

Head First Object-Oriented Analysis and Design

Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the

latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Head First Design Patterns

C# is undeniably one of the most versatile programming languages available to engineers today. With this comprehensive guide, you'll learn just how powerful the combination of C# and .NET can be. Author Ian Griffiths guides you through C# 8.0 fundamentals and techniques for building cloud, web, and desktop applications. Designed for experienced programmers, this book provides many code examples to help you work with the nuts and bolts of C#, such as generics, LINQ, and asynchronous programming features. You'll get up to speed on .NET Core and the latest C# 8.0 additions, including asynchronous streams, nullable references, pattern matching, default interface implementation, ranges and new indexing syntax, and changes in the .NET tool chain. Discover how C# supports fundamental coding features, such as classes, other custom types, collections, and error handling Learn how to write high-performance memory-efficient code with .NET Core's Span and Memory types Query and process diverse data sources, such as in-memory object models, databases, data streams, and XML documents with LINQ Use .NET's multithreading features to exploit your computer's parallel processing capabilities Learn how asynchronous language features can help improve application responsiveness and scalability

JavaScript

If you're like most developers, you rely heavily on JavaScript to build interactive and quick-responding web applications. The problem is that all of those lines of JavaScript code can slow down your apps. This book reveals techniques and strategies to help you eliminate performance bottlenecks during development. You'll learn how to improve execution time, downloading, interaction with the DOM, page life cycle, and more. Yahoo! frontend engineer Nicholas C. Zakas and five other JavaScript experts—Ross Harmes, Julien Lecomte, Steven Levithan, Stoyan Stefanov, and Matt Sweeney—demonstrate optimal ways to load code onto a page, and offer programming tips to help your JavaScript run as efficiently and quickly as possible. You'll learn the best practices to build and deploy your files to a production environment, and tools that can help you find problems once your site goes live. Identify problem code and use faster alternatives to accomplish the same task Improve scripts by learning how JavaScript stores and accesses data Implement JavaScript code so that it doesn't slow down

interaction with the DOM Use optimization techniques to improve runtime performance Learn ways to ensure the UI is responsive at all times Achieve faster client-server communication Use a build system to minify files, and HTTP compression to deliver them to the browser

Head First JavaScript Programming

Provides information on building interactive Web applications using Ajax.

You Don't Know JS: Up & Going

The instant #1 New York Times and USA Today best seller by Karen Kilgariff and Georgia Hardstark, the voices behind the hit podcast My Favorite Murder! Sharing never-before-heard stories ranging from their struggles with depression, eating disorders, and addiction, Karen and Georgia irreverently recount their biggest mistakes and deepest fears, reflecting on the formative life events that shaped them into two of the most followed voices in the nation. In Stay Sexy & Don't Get Murdered, Karen and Georgia focus on the importance of self-advocating and valuing personal safety over being 'nice' or 'helpful.' They delve into their own pasts, true crime stories, and beyond to discuss meaningful cultural and societal issues with fierce empathy and unapologetic frankness. "In many respects, Stay Sexy & Don't Get Murdered distills the My Favorite Murder podcast into its most essential elements: Georgia and Karen. They lay themselves bare on the page, in all of their neuroses, triumphs, failures, and struggles. From eating disorders to substance abuse and kleptomania to the wonders of therapy, Kilgariff and Hardstark recount their lives with honesty, humor, and compassion, offering their best unqualified life-advice along the way." —Entertainment Weekly "Like the podcast, the book offers funny, feminist advice for survival—both in the sense of not getting killed and just, like, getting a job and working through your personal shit so you can pay your bills and have friends." —Rolling Stone At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Head First Web Design

All software design is composition: the act of breaking complex problems down into smaller problems and composing those solutions. Most developers have a limited understanding of compositional techniques. It's time for that to change. In "Composing Software", Eric Elliott shares the fundamentals of composition, including both function composition and object composition, and explores them in the context of JavaScript. The book covers the foundations of both functional programming and object oriented programming to help the reader better understand how to build and structure complex applications using simple building blocks. You'll learn: Functional programming Object composition How to work with

composite data structures Closures Higher order functions Functors (e.g., array.map) Monads (e.g., promises) Transducers Lenses All of this in the context of JavaScript, the most used programming language in the world. But the learning doesn't stop at JavaScript. You'll be able to apply these lessons to any language. This book is about the timeless principles of software composition and its lessons will outlast the hot languages and frameworks of today. Unlike most programming books, this one may still be relevant 20 years from now. This book began life as a popular blog post series that attracted hundreds of thousands of readers and influenced the way software is built at many high growth tech startups and fortune 500 companies

Composing Software

What will you learn from this book? It's no secret the world around you is becoming more connected, more configurable, more programmable, more computational. You can remain a passive participant, or you can learn to code. With Head First Learn to Code you'll learn how to think computationally and how to write code to make your computer, mobile device, or anything with a CPU do things for you. Using the Python programming language, you'll learn step by step the core concepts of programming as well as many fundamental topics from computer science, such as data structures, storage, abstraction, recursion, and modularity. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Learn to Code uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

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