

Pro Html5 Programming Powerful Apis For Richer Internet Application Development Experts Voice In Web Development

Recognizing the mannerism ways to get this books **Pro Html5 Programming Powerful Apis For Richer Internet Application Development Experts Voice In Web Development** is additionally useful. You have remained in right site to begin getting this info. acquire the Pro Html5 Programming Powerful Apis For Richer Internet Application Development Experts Voice In Web Development partner that we meet the expense of here and check out the link.

You could buy lead Pro Html5 Programming Powerful Apis For Richer Internet Application Development Experts Voice In Web Development or acquire it as soon as feasible. You could speedily download this Pro Html5 Programming Powerful Apis For Richer Internet Application Development Experts Voice In Web Development after getting deal. So, subsequently you require the book swiftly, you can straight get it. Its hence completely easy and in view of that fats, isnt it? You have to favor to in this publicize

Professional JavaScript for Web Developers -

Nicholas C. Zakas 2005-04-29

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)

Web Programming with HTML5, CSS, and JavaScript - John Dean 2018-01-09

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

Distributed Computing Innovations for Business, Engineering, and Science - Loo, Alfred Waising 2012-11-30

"This book is a collection of widespread research providing relevant theoretical frameworks and research findings on the applications of distributed computing innovations to the business, engineering and science fields"-- Provided by publisher.

HTML5 for .NET Developers - Ian Gilman 2012-11-30

Summary HTML5 for .NET Developers teaches

professional software engineers how to integrate the latest HTML5 APIs and semantic markup into rich web applications using JavaScript, ASP.NET MVC, and WCF. Written from the .NET perspective, this book is full of practical applications and ways to connect the new web standards with your existing development practices. About the Technology A shift is underway for Microsoft developers—to build web applications you'll need to integrate HTML5 features like Canvas-based graphics and the new JavaScript-driven APIs with familiar technologies like ASP.NET MVC and WCF. This book is designed for you. About this Book HTML5 for .NET Developers teaches you how to blend HTML5 with your current .NET tools and practices. You'll start with a quick overview of the new HTML5 features and the semantic markup model. Then, you'll systematically work through the JavaScript APIs as you learn to build single page web apps that look and work like desktop apps. Along the way, you'll get tips and

learn techniques that will prepare you to build "metro-style" applications for Windows 8 and WP 8. This book assumes you're familiar with HTML, and concentrates on the intersection between new HTML5 features and Microsoft-specific technologies. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside HTML5 from a .NET perspective Local storage, threading, and WebSockets Using JSON-enabled web services WCF services for HTML5 How to build single page web apps "This book speaks directly to the interests and concerns of the .NET developer."—From the Forward by Scott Hanselman, Microsoft Table of Contents HTML5 and .NET A markup primer: classic HTML, semantic HTML, and CSS Audio and video controls Canvas The History API: Changing the game for MVC sites Geolocation and web mapping Web workers and drag and drop Websockets Local storage and state

management Offline web applications
Head First HTML5 Programming - Eric Freeman
2011-10-06

HTML has been on a wild ride. Sure, HTML started as a mere markup language, but more recently HTML's put on some major muscle. Now we've got a language tuned for building web applications with Web storage, 2D drawing, offline support, sockets and threads, and more. And to speak this language you've got to go beyond HTML5 markup and into the world of the DOM, events, and JavaScript APIs. Now you probably already know all about HTML markup (otherwise known as structure) and you know all about CSS style (presentation), but what you've been missing is JavaScript (behavior). If all you know about are structure and presentation, you can create some great looking pages, but they're still just pages. When you add behavior with JavaScript, you can create an interactive experience; even better, you can create full blown web applications. Head First HTML5

Programming is your ultimate tour guide to creating web applications with HTML5 and JavaScript, and we give you everything you need to know to build them, including: how to add interactivity to your pages, how to communicate with the world of Web services, and how to use the great new APIs being developed for HTML5. Here are just some of the things you'll learn in *Head First HTML5 Programming*: Learn how to make your pages truly interactive by using the power of the DOM. Finally understand how JavaScript works and take yourself from novice to well-informed in just a few chapters. Learn how JavaScript APIs fit into the HTML5 ecosystem, and how to use any API in your web pages. Use the Geolocation API to know where your users are. Bring out your inner artist with Canvas, HTML5's new 2D drawing surface. Go beyond just plugging a video into your pages, and create custom video experiences. Learn the secret to grabbing five megabytes of storage in every user's browser. Improve your page's

responsiveness and performance with Web workers. And much more.

Handbook of Research on Architectural Trends in Service-Driven Computing -

Ramanathan, Raja 2014-06-30

Research into the next generation of service architecture techniques has enabled the design, development, and implementation of dynamic, adaptive, and autonomic services to enable enterprises to efficiently align information technology with their agile business requirements and foster smart services and seamless enterprise integration. Handbook of Research on Architectural Trends in Service-Driven Computing explores, delineates, and discusses recent advances in architectural methodologies and development techniques in service-driven computing. This comprehensive publication is an inclusive reference source for organizations, researchers, students, enterprise and integration architects, practitioners, software developers, and software engineering

professionals engaged in the research, development, and integration of the next generation of computing.

HTML5 - Matthew David 2013-04-26

Implement the powerful multimedia and interactive capabilities offered by HTML5, including style control tools, illustration tools, video, audio, and rich media solutions. Understand how HTML5 is changing the web development game with this project-based book that shows you-not just tells you-what HTML5 can do for your websites. Reinforce your practical understanding of the new standard with demo applications and tutorials, so that execution is one short step away. HTML5 is the future of the web. Literally every web designer and developer needs to know how to use this language to create the types of web sites consumers now expect. This new edition of the bestseller teaches you to enhance your web designs with rich media solutions and interactivity, using detailed descriptions and

hands-on projects for every step along the way. The second edition contains completely updated information, including more on mobility and video standards, plus new projects. The companion website, visualizetheweb.com, is packed full of extra information, online code libraries, and a user forum, offering even more opportunity to learn new skills, practice your coding and interact with other users.

HTML5 in Action - Greg Wanish 2014-02-09
Summary HTML5 in Action provides a complete introduction to web development using HTML5. You'll explore every aspect of the HTML5 specification through real-world examples and code samples. It's much more than just a specification reference, though. It lives up to the name HTML5 in Action by giving you the practical, hands-on guidance you'll need to use key features. About the Technology HTML5 is not a few new tags and features added to an old standard—it's the foundation of the modern web, enabling its interactive services, single-page UI,

interactive games, and complex business applications. With support for standards-driven mobile app development, powerful features like local storage and WebSockets, superb audio and video APIs, and new layout options using CSS3, SVG, and Canvas, HTML5 has entered its prime time. About the Book HTML5 in Action provides a complete introduction to web development using HTML5. It explores the HTML5 specification through real-world examples and code samples. It earns the name "in Action" by giving you the practical, hands-on guidance you'll need to confidently build the sites and applications you—and your clients—have been wanting for years. This book concentrates on new HTML5 features and assumes you are familiar with standard HTML. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside New semantic elements and form input types Single-page application design Creating interactive graphics Mobile web apps

About the Authors Rob Crowther is a web developer and blogger and the author of Manning's Hello! HTML5 & CSS3. Joe Lennon is an enterprise mobile application developer. Ash Blue builds award-winning interactive projects. Greg Wanish is an independent web and eCommerce developer. Table of Contents PART 1 INTRODUCTION HTML5: from documents to applications PART 2 BROWSER-BASED APPS Form creation: input widgets, data binding, and data validation File editing and management: rich formatting, file storage, drag and drop Messaging: communicating to and from scripts in HTML5 Mobile applications: client storage and offline execution PART 3 INTERACTIVE GRAPHICS, MEDIA, AND GAMING 2D Canvas: low-level, 2D graphics rendering SVG: responsive in-browser graphics Video and audio: playing media in the browser WebGL: 3D application development Plus 10 Appendixes **Pro CSS for High Traffic Websites** - Antony Kennedy 2011-08-18

Although web standards-based websites can scale effectively—and basic CSS will give you basic results—there are considerations and obstacles that high traffic websites must face to keep your development and hosting costs to a minimum. There are many tips and tricks, as well as down-to-earth best practice information, to make sure that everything runs quickly and efficiently with the minimum amount of fuss or developer intervention. Targeted at "high traffic" websites—those receiving over 10,000 unique visitors a day—Pro CSS for High Traffic Websites gives you inside information from the professionals on how to get the most out of your web development team. The book covers the development processes required to smoothly set up an easy-to-maintain CSS framework across a large-volume website and to keep the code reusable and modular. It also looks at the business challenges of keeping branding consistent across a major website and sustaining performance at a premium level through traffic

spikes and across all browsers. Defensive coding is considered for sites with third-party code or advertising requirements. It also covers keeping CSS accessible for all viewers, and examines some advanced dynamic CSS techniques.

[HTML5 Games](#) - Jacob Seidelin 2014-03-10

HTML5 Games shows you how to combine HTML5, CSS3 and JavaScript to make games for the web and mobiles - games that were previously only possible with plugin technologies like Flash. Using the latest open web technologies, you are guided through the process of creating a game from scratch using Canvas, HTML5 Audio, WebGL and WebSockets. Inside, Jacob Seidelin shows you how features available in HTML5 can be used to create games. First, you will build a framework on which you will create your HTML5 game. Then each chapter covers a new aspect of the game including user input, sound, multiplayer functionality, 2D and 3D graphics and more. By the end of the book, you will have created a fully

functional game that can be played in any compatible browser, or on any mobile device that supports HTML5. Topics include: Dealing with backwards compatibility Generating level data Making iOS and Android web apps Taking your game offline Using Web Workers Persistent Game Data Drawing with Canvas Capturing player input Creating 3D graphics with WebGL Textures and lighting Sound with HTML5 Audio And more...

Pro HTML5 Programming - Peter Lubbers
2010-12-28

HTML5 is here, and with it, web applications take on a power, ease, scalability, and responsiveness like never before. In this book, developers will learn how to use the latest cutting-edge HTML5 web technology—available in the most recent versions of modern browsers—to build web applications with unparalleled functionality, speed, and responsiveness. Explains how to create real-time HTML5 applications that tap the full potential of

modern browsers Provides practical, real-world examples of HTML5 features in action Shows which HTML5 features are supported in current browsers Covers all the new HTML5 APIs to get you up to speed quickly with HTML5

Data Science and Big Data Computing - Zaigham Mahmood 2016-07-05

This illuminating text/reference surveys the state of the art in data science, and provides practical guidance on big data analytics. Expert perspectives are provided by authoritative researchers and practitioners from around the world, discussing research developments and emerging trends, presenting case studies on helpful frameworks and innovative methodologies, and suggesting best practices for efficient and effective data analytics. Features: reviews a framework for fast data applications, a technique for complex event processing, and agglomerative approaches for the partitioning of networks; introduces a unified approach to data modeling and management, and a distributed

computing perspective on interfacing physical and cyber worlds; presents techniques for machine learning for big data, and identifying duplicate records in data repositories; examines enabling technologies and tools for data mining; proposes frameworks for data extraction, and adaptive decision making and social media analysis.

Pro HTML5 Accessibility - Joshue O Connor 2012-06-09

Pro HTML5 Accessibility helps designers come to grips with building exciting, accessible and usable web sites and applications with HTML5. The book covers how to use HTML5 in order to serve the needs of people with disabilities and older persons using assistive technology (AT). It aims to be a useful 'go-to' guide, providing practical advice. It takes several approaches, including a look at the new semantics of HTML5 and how to combine its use with authoring practices you know from using earlier versions of HTML. It also demonstrates how HTML5

content is currently supported (or not) by assistive technologies such as screen readers, and what this means practically for accessibility in your web projects. The HTML5 specification is huge, with new APIs and patterns that can be difficult to understand. Accessibility can also seem complex and nuanced if you have no experience interacting with people with disabilities. This book walks you through the process of designing exciting user interfaces that can potentially be used by everyone, regardless of ability. Accessibility is really a quality design issue, and getting it right is often more a matter of approach than having sophisticated, cutting-edge tools at your disposal. This book will be your companion in your journey to understand both HTML5 and accessibility, as the author has many years of experience as a designer and web developer working directly with people with all types of disabilities. He has been involved with the development of HTML5 from an accessibility

perspective for many years, as a member of the W3C WAI Protocols and Formats working group (which is responsible for ensuring W3C specifications are serving the needs of people with disabilities) as well as the HTML5 Working Group itself. Introduces the new HTML5 specification from an accessibility perspective Shows how incorporating accessibility into your interfaces using HTML5 can have benefits for all users Explains how HTML5 is currently supported by assistive technologies like screen readers, and how to work around these limitations when developing [Learning HTML5 Game Programming](#) - James Lamar Williams 2012 Presents practical instruction and theory for using the features of HTML5 to create a online gaming applications. [New Perspectives on Information Systems Modeling and Design](#) - Rosado da Cruz, António Miguel 2018-11-09 Information modeling plays an important role in

every level of the enterprise information system's architecture. Modeling allows organizations to adapt and become more efficient, helping top managers and engineers outline tactics to reach strategic objectives, understand organizational needs, and design information systems that are aligned with business goals. *New Perspectives on Information Systems Modeling and Design* is an essential reference source that discusses organizational adaptation through the integration of new information technologies into existing processes and underlying supporting applications. Featuring research on topics such as application integration, change management, and mobile process activities, this book is ideally designed for managers, researchers, system developers, entrepreneurs, graduate-level students, business professionals, information system engineers, and academicians seeking coverage on emerging technological developments and practical solutions for system modeling and design.

Computer Vision Systems - Ming Liu 2017-10-10
This book constitutes the refereed proceedings of the 11th International Conference on Computer Vision Systems, ICVS 2017, held in Shenzhen, China, in July 2017. The 61 papers presented were carefully reviewed and selected from 92 submissions. The papers are organized in topical sections on visual control, visual navigation, visual inspection, image processing, human robot interaction, stereo system, image retrieval, visual detection, visual recognition, system design, and 3D vision / fusion.

HTML5 & CSS3 for the Real World - Alexis Goldstein 2011

Presents information on using HTML and CSS to create Web pages, covering such topics as HTML5 forms, audio and video, embedded fonts, gradients, transitions, and offline Web apps.

Pro HTML5 Programming - Peter Lubbers 2012-01-19

HTML5 is here, and with it, web applications have acquired power, ease, scalability, and

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

Pro JSF and Ajax - Jonas Jacobi 2006-11-22

* The JSF book that will take developers to the next level - delivers cutting edge cross browser platform solutions using Best of Breed

technologies. * Will be only book on market compliant with the J2EE 5(JSF 1.2) specification. * Authors are respected experts in the field as are the tech review team (which includes Adam Winder from the JSF Expert Group -who provides a foreword - and Kito Mann who runs JSFCentral.com and wrote the highly respected JavaServer Faces in Action.

Big Data and Internet of Things: A Roadmap for Smart Environments - Nik Bessis 2014-03-11

This book presents current progress on challenges related to Big Data management by focusing on the particular challenges associated with context-aware data-intensive applications and services. The book is a state-of-the-art reference discussing progress made, as well as prompting future directions on the theories, practices, standards and strategies that are related to the emerging computational technologies and their association with supporting the Internet of Things advanced functioning for organizational settings including

both business and e-science. Apart from interoperable and inter-cooperative aspects, the book deals with a notable opportunity namely, the current trend in which a collectively shared and generated content is emerged from Internet end-users. Specifically, the book presents advances on managing and exploiting the vast size of data generated from within the smart environment (i.e. smart cities) towards an integrated, collective intelligence approach. The book also presents methods and practices to improve large storage infrastructures in response to increasing demands of the data intensive applications. The book contains 19 self-contained chapters that were very carefully selected based on peer review by at least two expert and independent reviewers and is organized into the three sections reflecting the general themes of interest to the IoT and Big Data communities: Section I: Foundations and Principles Section II: Advanced Models and Architectures Section III: Advanced Applications and Future Trends The

book is intended for researchers interested in joining interdisciplinary and transdisciplinary works in the areas of Smart Environments, Internet of Things and various computational technologies for the purpose of an integrated collective computational intelligence approach into the Big Data era.

Digital Collage and Painting - Susan Ruddick Bloom 2006

Digital Collage and Painting proudly showcases the work of twenty-one talented digital artists. Each artist walks you through the creation of a piece of their art and lets you in on their secrets about equipment, software, favorite papers, and how their creative process begins. The artists included are: Audrey Bernstein Paul Biddle Leslye Bloom Stephen Burns Luzette Donohue Katrin Eismann Paul Elson Steven Friedman Ileana Frómota Grillo Bill Hall Julieanne Kost Rick Lieder Bobbi Doyle-Maher Ciro Marchetti Lou Oates Cher Threinen-Pendarvis James G. Respass Fay Sirkis Jeremy Sutton Maggie Taylor

Pep Ventosa

Internet of Things and Inter-cooperative Computational Technologies for Collective Intelligence - Nik Bessis 2012-12-14

Over the past two decades, we have witnessed unprecedented innovations in the development of miniaturized electromechanical devices and low-power wireless communication making practical the embedding of networked computational devices into a rapidly widening range of material entities. This trend has enabled the coupling of physical objects and digital information into cyber-physical systems and it is widely expected to revolutionize the way resource computational consumption and provision will occur. Specifically, one of the core ingredients of this vision, the so-called Internet of Things (IoT), demands the provision of networked services to support interaction between conventional IT systems with both physical and artificial objects. In this way, IoT is seen as a combination of several emerging

technologies, which enables the transformation of everyday objects into smart objects. It is also perceived as a paradigm that connects real world with digital world. The focus of this book is exactly on the novel collective and computational intelligence technologies that will be required to achieve this goal. While, one of the aims of this book is to discuss the progress made, it also prompts future directions on the utilization of inter-operable and cooperative next generation computational technologies, which supports the IoT approach, that being an advanced functioning towards an integrated collective intelligence approach for the benefit of various organizational settings.

Technology, Innovation, and Enterprise Transformation - Wadhwa, Manish 2014-09-30
Technical advancements are an important part of modern society, but particularly important in the business world. The success or failure of business operations can be affected by the technical operations working within it.

Technology, Innovation, and Enterprise Transformation addresses the crucial relationship between a business and its technical implementations, and how current innovations are changing how the industry operates. Highlighting current theoretical frameworks, novel empirical research discoveries, and fundamental literature surveys, this book is an essential reference source for academicians, professionals, and researchers who are interested in the latest technical insights within the business field.

The Definitive Guide to HTML5 Video - Silvia Pfeiffer 2011-08-04

Plugins will soon be a thing of the past. The Definitive Guide to HTML5 Video is the first authoritative book on HTML5 video, the new web standard that allows browsers to support audio and video elements natively. This makes it very easy for web developers to publish audio and video, integrating both within the general presentation of web pages. For example, media

elements can be styled using CSS (style sheets), integrated into SVG (scalable vector graphics), and manipulated in a Canvas. The book offers techniques for providing accessibility to media elements, enabling consistent handling of alternative representations of media resources. The Definitive Guide to HTML5 Video dives deep into the markup that is introduced for media element support in browsers. You'll explore the default user interface offered through browsers for media elements, as well as the JavaScript API provided to control their behavior. You'll also learn how to account for H.264 and Ogg Theora codecs.

Web Standards - Leslie Sikos 2014-12-29
Web Standards: Mastering HTML5, CSS3, and XML provides solutions to the most common web design problems, and gives you a deep understanding of web standards and how they can be implemented to improve your web sites. You will learn how to develop fully standards-compliant, mobile-friendly, and search engine-

optimized web sites that are robust, fast, and easy to update while providing excellent user experience and interoperability. The book covers all major web standards for markup, style sheets, web typography, web syndication, semantic annotations, and accessibility. This edition has been fully updated with the latest in web standards, including the finalized HTML5 vocabulary and the full list of CSS3 properties. *Web Standards: Mastering HTML5, CSS3, and XML* is also a comprehensive guide to current and future standards for the World Wide Web, demonstrating the implementation of new technologies to address the constantly growing user expectations. *Web Standards: Mastering HTML5, CSS3, and XML* presents step-by-step guides based on solid design principles and best practices, and shows the most common web development tools and web design frameworks. You will master HTML5 and its XML serialization, XHTML5, the new structuring and multimedia elements, the most important

HTML5 APIs, and understand the standardization process of HTML 5.1, HTML 5.2, and future HTML5 versions.

[Beginning HTML5 and CSS3](#) - Christopher Murphy 2013-01-26

Beginning HTML5 and CSS3 is your introduction to the new features and elements of HTML5—as a web developer you'll learn about all the leaner, cleaner, and more efficient code available now with HTML5, along with some new tools that will allow you to create more meaningful and richer content. For everyone involved in web design, this book also introduces the new structural integrity and styling flexibility of CSS 3—which means better-looking pages and smarter content in your website projects. For all forward-looking web professionals who want to start enjoying and deploying the new HTML5 and CSS3 features right away, this book provides you with an in-depth look at the new capabilities—including audio and video—that are new to web standards. You'll learn about the

new HTML5 structural sections, plus HTML5 and CSS3 layouts. You'll also discover why some people think HTML5 is going to be a Flash killer, when you see how to create transitions and animations with these new technologies. So get ahead in your web development through the practical, step-by-step approaches offered to you in *Beginning HTML5 and CSS3*.

Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours - Jennifer Kyrnin 2012

Learn how to turn Web pages into stunning mobile applications in just 24 hours or less!

HTML5 adds a number of new features and APIs to the language that allow web designers to be more descriptive and effective in creating their Web pages. This guide describes how to use the features of this software.

The Definitive Guide to HTML5 WebSocket - Vanessa Wang 2013-03-21

The Definitive Guide to HTML5 WebSocket is the ultimate insider's WebSocket resource. This revolutionary new web technology enables you

to harness the power of true real-time connectivity and build responsive, modern web applications. This book contains everything web developers and architects need to know about WebSocket. It discusses how WebSocket-based architectures provide a dramatic reduction in unnecessary network overhead and latency compared to older HTTP (Ajax) architectures, how to layer widely used protocols such as XMPP and STOMP on top of WebSocket, and how to secure WebSocket connections and deploy WebSocket-based applications to the enterprise. Build real-time web applications with HTML5. This book: Introduces you to the WebSocket API and protocol Describes and provides real-world examples of protocol communication over WebSocket Explains WebSocket security and enterprise deployment *Mastering JavaScript Single Page Application Development* - Philip Klauzinski 2016-10-28 An in-depth guide to exploring the design, architecture, and techniques behind building

sophisticated, scalable, and maintainable single-page applications in JavaScript

About This Book

Build large-scale, feature-complete SPAs by leveraging widely used tools and techniques.

Gain a solid understanding of architecture and SPA design to build applications using the library or framework of your choice. Explore the various facets of SPA development to build web apps that are fast, scalable, and easy to test.

Who This Book Is For

This book is ideal for JavaScript developers who want to build complex single-page applications in JavaScript. Some basic understanding of SPA concepts will be helpful but not essential.

What You Will Learn

Organize your development environment using the command line with NPM, Bower, and Grunt.

Choose an accurate design pattern for your app

Understand modular JavaScript programming and Node.js

Interact with a REST API using JavaScript and AJAX with practical examples

Build a single page application using the MEAN stack

Connect your app across popular social

media platforms such as Facebook, Twitter, and LinkedIn

Test your app, both on the server side and in views

Prepare your app for the real world and deploy it to Heroku

In Detail

Single-page web applications—or SPAs, as they are commonly referred to—are quickly becoming the de facto standard for web app development. The fact that a major part of the app runs inside a single web page makes it very interesting and appealing. Also, the accelerated growth of browser capabilities is pushing us closer to the day when all apps will run entirely in the browser. This book will take your JavaScript development skills to the next level by teaching you to create a single-page application within a full-stack JavaScript environment. Using only JavaScript, you can go from being a front-end developer to a full-stack application developer with relative ease. You will learn to cross the boundary from front-end development to server-side development through the use of JavaScript on both ends. Use your existing knowledge of

JavaScript by learning to manage a JSON document data store with MongoDB, writing a JavaScript powered REST API with Node.js and Express, and designing a front-end powered by AngularJS. This book will teach you to leverage the MEAN stack to do everything from document database design, routing REST web API requests, data-binding within views, and adding authentication and security to building a full-fledged, complex, single-page web application. In addition to building a full-stack JavaScript app, you will learn to test it with JavaScript-powered testing tools such as Mocha, Karma, and Jasmine. Finally, you will learn about deployment and scaling so that you can launch your own apps into the real world. Style and approach Following a structured approach, this book helps readers gain expertise in SPA development. Its thorough coverage of SPA architecture and design, along with practical use cases, provides readers with a clear path to building applications with the library of their

choice. For readers who are afraid to take the plunge straightaway, the book also offers step-by-step guidance on developing a complex web app.

HTML5 Programming for ASP.NET

Developers - Bipin Joshi 2012-12-18

HTML5 Programming for ASP.NET Developers teaches you to harness the power and flexibility of HTML5 in your ASP.NET Web Forms and ASP.NET MVC applications. Focusing on the programmable features of HTML5 that will be most useful to you as an ASP.NET developer, this book will take you straight to the heart of what you can get out of this new technology. HTML5 is an emerging web standard that has received a great deal of attention from browser companies and the developer community, encompassing HTML, JavaScript enhancements and CSS3 specifications. But HTML5 isn't just about markup. A major part of HTML5 is its programmable features and APIs, which make up the core of this book. HTML5 Programming

for ASP.NET Developers will show you how to: Add interactivity and media to your sites using the Canvas and Audio and Video APIs. Make your web applications work offline, understand client side storage options using web storage, and work with local files using the File API. Use the Communication API and Web Sockets for easier communication between server and client. Other topics include multithreading with Web Workers, understanding the new input types, using Geolocation, and enhancing your web forms and views with CSS3. All major browsers already support HTML5 to varying degrees and are aggressively working to provide full-fledged standardized support. Start using HTML5 in your projects today, and build future-ready web applications that take advantage of the exciting features that HTML5 has to offer.

Introducing HTML5 - Bruce Lawson 2012

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

Programming 3D Applications with HTML5 and WebGL - Tony Parisi 2014-02-13

Create high-performance, visually stunning 3D applications for the Web, using HTML5 and related technologies such as CSS3 and WebGL—the emerging web graphics standard. With this book, you'll learn how to use the tools, frameworks, and libraries for building 3D models and animations, mind-blowing visual effects, and advanced user interaction in both desktop and mobile browsers. In two parts—Foundations and Application Development Techniques—author Tony Parisi provides a thorough grounding in theory and practice for designing everything from a simple 3D product viewer to immersive games and interactive training systems. Ideal for developers with Javascript and HTML experience. Explore HTML5 APIs and related technologies for creating 3D web graphics, including WebGL, Canvas, and CSS Work with the popular JavaScript 3D rendering and animation libraries

Three.js and Tween.js Delve into the 3D content creation pipeline, and the modeling and animation tools for creating killer 3D content Look into several game engines and frameworks for building 3D applications, including the author's Vizi framework Create 3D environments with multiple objects and complex interaction, using examples and supporting code Examine the issues involved in building WebGL-based 3D applications for mobile browsers

Automation, Communication and Cybernetics in Science and Engineering

2013/2014 - Sabina Jeschke 2014-12-03

This book continues the tradition of its predecessors "Automation, Communication and Cybernetics in Science and Engineering 2009/2010 and 2011/2012" and includes a representative selection of scientific publications from researchers at the institute cluster IMA/ZLW & IfU. IMA - Institute of Information Management in Mechanical Engineering ZLW - Center for Learning and Knowledge

Management IfU - Associated Institute for Management Cybernetics e.V. Faculty of Mechanical Engineering, RWTH Aachen University The book presents a range of innovative fields of application, including: cognitive systems, cyber-physical production systems, robotics, automation technology, machine learning, natural language processing, data mining, predictive data analytics, visual analytics, innovation and diversity management, demographic models, virtual and remote laboratories, virtual and augmented realities, multimedia learning environments, organizational development and management cybernetics. The contributions selected reflect the fundamental paradigm shift toward an increasingly interdisciplinary research world - which has always been both the basis and spirit of the institute cluster IMA/ZLW & IfU. *Emerging Research in Cloud Distributed Computing Systems* - Bagchi, Susmit 2015-03-31 Traditional computing concepts are maturing

into a new generation of cloud computing systems with wide-spread global applications. However, even as these systems continue to expand, they are accompanied by overall performance degradation and wasted resources. Emerging Research in Cloud Distributed Computing Systems covers the latest innovations in resource management, control and monitoring applications, and security of cloud technology. Compiling and analyzing current trends, technological concepts, and future directions of computing systems, this publication is a timely resource for practicing engineers, technologists, researchers, and advanced students interested in the domain of cloud computing.

Mind Mapping and Artificial Intelligence -

Jose Maria Guerrero 2022-10-22

In the near future, we will see an increase in the development and use of all sorts of AI applications. Some of the more promising areas will be Finance, Healthcare, IoT, Manufacturing, Journalism, and Cybersecurity. Many of these

applications generate a great amount of complex information. Natural Language Understanding is one of the most clear examples. Traditional ways of visualizing complex information, namely linear text, web pages and hyperlink-based applications, have serious productivity problems. Users need a lot of time to visualize the information and have problems seeing the whole picture of the results. Mind mapping is probably the only way of reducing the problems inherent in these traditional ways of visualizing complex information. Most people have no clear idea about the advantages of mind mapping or the problems created by the traditional ways of visualizing complex information. The goal of Mind Mapping and Artificial Intelligence is to provide readers with an introduction to mind mapping and artificial intelligence, to the problems of using traditional ways of visualizing complex information and as an introduction to mind mapping automation and its integration into Artificial Intelligence applications such as

NLU and others. As more applications of Artificial Intelligence are developed in the near future, the need for the improvement of the visualization of the information generated will increase exponentially. Information overload will soon also happen in AI applications. This will diminish the advantages of using AI. Author José Maria Guerrero is a long-time expert in mind mapping and visualization techniques. In this book he also introduces readers to MindManager mind mapping software, which can considerably reduce the problems associated with the interpretation of complex information generated by Artificial Intelligence software. Provides coverage of the fundamentals of mind mapping and visualization applied to Artificial Intelligence applications Includes coverage of the scientific bases for mind mapping for the visualization of complex information Introduces MindManager software for mind mapping Introduces the author's MindManager toolkit for the readers to use in

development of new mind mapping applications Includes case studies and real-world applications of MindManager for AI applications, including examples using IBM Watson NLU

Pro HTML5 Programming - Peter Lubbers
2010-12-28

HTML5 is here, and with it, web applications take on a power, ease, scalability, and responsiveness like never before. In this book, developers will learn how to use the latest cutting-edge HTML5 web technology—available in the most recent versions of modern browsers—to build web applications with unparalleled functionality, speed, and responsiveness. Explains how to create real-time HTML5 applications that tap the full potential of modern browsers Provides practical, real-world examples of HTML5 features in action Shows which HTML5 features are supported in current browsers Covers all the new HTML5 APIs to get you up to speed quickly with HTML5
[Html5 Web Application Development by](#)

Example Beginner's Guide - J. M. Gustafson
2013-01-01

The best way to learn anything is by doing. The author uses a friendly tone and fun examples to ensure that you learn the basics of application development. Once you have read this book, you should have the necessary skills to build your own applications. If you have no experience but want to learn how to create applications in HTML5, this book is the only help you'll need. Using practical examples, *HTML5 Web Application Development by Example* will develop your knowledge and confidence in application development.

Pro HTML5 and CSS3 Design Patterns -
Michael Bowers 2012-01-24

Pro HTML5 and CSS3 Design Patterns is a reference book and a cookbook on how to style web pages using CSS3 and HTML5. It contains 350 ready-to-use patterns (CSS3 and HTML5 code snippets) that you can copy and paste into your code. Each pattern can be combined with

other patterns to create an unlimited number of solutions, and each pattern works reliably in all major browsers without the need for browser hacks. The book is completely up-to-date with code, best practices, and browser compatibilities for HTML5 and CSS3—enabling you to dive in and make use of these new technologies in production environments. *Pro HTML5 and CSS3 Design Patterns* is so much more than just a cookbook, though! It systematically covers every usable feature of CSS3 and combines these features with HTML5 to create reusable patterns. Each pattern has an intuitive name to make it easy to find, remember, and refer to. Accessibility and best practices are carefully engineered into each design pattern, example, and source code. The book's layout, with a pattern's example on the left page and its explanation on the right, makes it easy to find a pattern and study it without having to flip between pages. The book is also readable from cover to cover, with topics building carefully

upon previous topics. Pro HTML5 and CSS3 Design Patterns book unleashes your productivity and creativity in web design and development. Instead of hacking your way toward a solution, you'll learn how to predictably create successful designs every time by reusing and combining modular design patterns.

Foundation HTML5 Animation with JavaScript - Billy Lamberta 2012-01-13

Foundation HTML5 Animation with JavaScript covers everything that you need to know to create dynamic scripted animation using the HTML5 canvas. It provides information on all the relevant math you'll need, before moving on to physics concepts like acceleration, velocity, easing, springs, collision detection, conservation of momentum, 3D, and forward and inverse kinematics. Foundation HTML5 Animation with JavaScript is a fantastic resource for all web developers working in HTML5 or switching over from Flash to create standards-compliant games, applications, and animations that will work

across all modern browsers and most mobile devices, including iPhones, iPads, and Android devices. You will learn how to utilize the amazing animation and physics-based code originally created by author Keith Peters in his hugely successful Foundation ActionScript Animation in all of your HTML5 applications. In no time at all, you'll understand the concepts behind scripted animation and also have the ability to create all manner of exciting animations and games.

Computational Science and Its Applications - ICCSA 2011 - Beniamino Murgante 2011-06-15

The five-volume set LNCS 6782 - 6786 constitutes the refereed proceedings of the International Conference on Computational Science and Its Applications, ICCSA 2011, held in Santander, Spain, in June 2011. The five volumes contain papers presenting a wealth of original research results in the field of computational science, from foundational issues in computer science and mathematics to

advanced applications in virtually all sciences making use of computational techniques. The topics of the fully refereed papers are structured according to the five major conference themes:

geographical analysis, urban modeling, spatial statistics; cities, technologies and planning; computational geometry and applications; computer aided modeling, simulation, and analysis; and mobile communications.