

JavaScript: The Definitive Guide

This book is a programmer's guide and comprehensive reference to the core JavaScript language and to the client-side JavaScript APIs defined by web browsers.

The sixth edition covers HTML5 and ECMAScript 5. Many chapters have been completely rewritten to bring them in line with today's best web development practices. New chapters in this edition document jQuery and server-side JavaScript.

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

David Flanagan is also the author of *The Ruby Programming Language*, *Java in a Nutshell*, and *JavaScript Pocket Reference*.

Previous programming experience is recommended.

The Essential JavaScript Reference

Since 1996, *JavaScript: The Definitive Guide* has been the bible for JavaScript programmers. With more than 500,000 copies in print, web developers are still raving about it:

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Javascript Definitive Guide 6th Edition

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JavaScript Ravi Tomar, Sarishma Dangri, 2021-12-12 JavaScript is an easy to use flexible dynamic prototype based programming language predominantly used over the web. Although the initial focus of the language was to assist in the generation of dynamic web content, it soon found its way into numerous other applications. This book aims to cover the fundamentals of the language by providing a strong start for people who wish to start their journey to the JavaScript programming language. It provides the mandatory theoretical background which is much needed for implementation of the exhaustive hands on exercises and includes over 4000 lines of code for grasping a maximum understanding of the material. **FEATURES** A strong theoretical background and understanding of the fundamentals of the JavaScript language. Hands on and demo exercises at the end of every chapter. Exercises theory based questions MCQs and true false questions for helping readers to evaluate their understanding from time to time. A dedicated chapter providing extended case studies for using the language. This book is targeted at undergraduate as well as postgraduate students who want to learn about front end programming or who wish to learn a lightweight easy to use programming language for working on their projects. For programmers having experience in other languages it will serve as a quick summary to get a hold of a new language.

Functional JavaScript Michael Fogus, 2013-06 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.

Full Stack Web Development with Backbone.js Patrick Mulder, 2014-06-10 Learn how to build a full stack application with Backbone.js by taking advantage of JavaScript modules, workflow automation, and Backbone's interface building blocks. With this practical guide, author Patrick Mulder takes experienced backend developers and JavaScript programmers through the steps necessary to create a fully functional single page application. Backbone's rich ecosystem of plugins makes applications easier to design and scale, but knowing which tools to use for your project can be tricky. How do you combine views and the data layer with Backbone or serve and deploy JavaScript assets? You'll not only

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The Publishers Weekly, 2000

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MCSE Michael Moncur, 1998 A detailed quick reference designed for the administrator who has some experience with Windows NT or is currently administering a different platform such as UNIX and wants to learn what is necessary to pass the MCSE or MCSE Internet exam

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s deeper mysteries This one covers what is new in Mac OS 9 as well as Mac OS basics Appends material on error codes and keyboard shortcuts Annotation copyrighted by Book News Inc Portland OR *Practical C++ Programming* Steve Oualline,1995 Unlike most other C books this one emphasizes a practical real world approach including how to debug how to make your code understandable to others and how to understand other people s codes Topics covered include good programming style C syntax debugging and optimization and common programming mistakes **Java Message Service** David Chappell,Richard Monson-Haefel,2007-06-26 This book is a thorough introduction to Java Message Service JMS the standard Java application program interface API from Sun Microsystems that supports the formal communication known as messaging between computers in a network JMS provides a common interface to standard messaging protocols and to special messaging services in support of Java programs The messages exchange crucial data between computers rather than between users information such as event notification and service requests Messaging is often used to coordinate programs in dissimilar systems or written in different programming languages Using the JMS interface a programmer can invoke the messaging services of IBM s MQSeries Progress Software s SonicMQ and other popular messaging product vendors In addition JMS supports messages that contain serialized Java objects and messages that contain Extensible Markup Language XML pages Messaging is a powerful new paradigm that makes it easier to uncouple different parts of an enterprise application Messaging clients work by sending messages to a message server which is responsible for delivering the messages to their destination Message delivery is asynchronous meaning that the client can continue working without waiting for the message to be delivered The contents of the message can be anything from a simple text string to a serialized Java object or an XML document Java Message Service shows how to build applications using the point to point and publish and subscribe models how to use features like transactions and durable subscriptions to make an application reliable and how to use messaging within Enterprise JavaBeans It also introduces a new EJB type the MessageDrivenBean that is part of EJB 2.0 and discusses integration of messaging into J2EE **Web Navigation** Jennifer Fleming,1998 The CD ROM to accompany this book is held at the Reserve Desk at 004 678 WEB [Network Troubleshooting Tools](#) Joseph D Sloan,2001 Over the years thousands of tools have been developed for debugging TCP IP networks They range from very specialized tools that do one particular task to generalized suites that do just about everything except replace bad Ethernet cables Even better many of them are absolutely free There s only one problem who has time to track them all down sort through them for the best ones for a particular purpose or figure out how to use them Network Troubleshooting Tools does the work for you by describing the best of the freely available tools for debugging and troubleshooting You can start with a lesser known version of ping that diagnoses connectivity problems or take on a much more comprehensive program like MRTG for graphing traffic through network interfaces There s tkined for mapping and automatically monitoring networks and Ethereal for capturing packets and debugging low level problems This book isn t just about the tools available for troubleshooting common network

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