

Desktop Application
Using HTML CSS & JAVASCRIPT

Quick Desktop Application Development Using Electron

Sandeep kumar Patel



Quick Desktop Application Development Using Electron Develop Desktop Application Using Html Css And Javascript

Aristeidis Bampakos



Quick Desktop Application Development Using Electron Develop Desktop Application Using Html Css And Javascript:

Quick Desktop Application Development Using Electron Sandeep Kumar Patel,2015-08-18 This book is all about desktop application development using Electron framework It covers all the important concept of Electron framework that will help a web developer to create a desktop application It also shows how we can use HTML CSS and JavaScript to build a desktop application It has also covered the integration of AngularJS with Electron Electron framework is built on 2 different processes named as browser and renderer process Each of these process has a list of modules which handles specific area on desktop application development Some of the modules are common to both of these processes This book has focused some of the important module and explained it with coded examples Some of the important topics are listed as follows Introduction to Electron Electron with AngularJS Integration Working with Browser Window Working with Menu Working with Tray Icon Menu Working with Remote Object Inter Process Communication Electron Dialog Window Working with Shell and Screen Electron Global Shortcut Registration Electron Node Notification Implementing Persistence Using Loki Database Working with Power Monitor Working with Clipboard

Lightweight Desktop Apps with Neutralino.js: Build Fast, Cross-Platform Applications Using Web Technologies William E Clark,2025-10-23 Lightweight Desktop Apps with Neutralino js Build Fast Cross Platform Applications Using Web Technologies is a practical hands on guide to building modern desktop applications with Neutralino js It explains the framework s lightweight philosophy and architecture combining familiar web technologies with native OS bindings to deliver small fast and secure apps without the bloat of heavier runtimes Clear comparisons to alternatives like Electron and NW js help readers understand where Neutralino js excels and when to choose it for real world projects The book walks through every stage of development from quick project bootstrapping and configuration to advanced API usage and native integrations Detailed chapters cover the server client model plugin architecture security best practices performance tuning resource management packaging and cross platform distribution Practical guidance on frontend frameworks accessibility internationalization graphics performance automated testing and CI CD pipelines ensures you can build polished maintainable applications that scale from prototypes to production Beyond code the book empowers developers to design excellent user experiences and create resilient future proof apps It includes strategies for integrating cloud services real time features and native system capabilities plus tips for contributing to the Neutralino js ecosystem and maintaining long term projects Whether you re a web developer entering desktop development or an experienced engineer seeking lightweight alternatives this concise yet comprehensive resource provides the tools and patterns needed to build fast cross platform desktop applications

C, C++, Java, Python, PHP, JavaScript and Linux For Beginners Manjunath.R,2020-04-13 An Introduction to Programming Languages and Operating Systems for Novice Coders An ideal addition to your personal elibrary With the aid of this indispensable reference book you

may quickly gain a grasp of Python Java JavaScript C C CSS Data Science HTML LINUX and PHP It can be challenging to understand the programming language s distinctive advantages and charms Many programmers who are familiar with a variety of languages frequently approach them from a constrained perspective rather than enjoying their full expressivity Some programmers incorrectly use Programmatic features which can later result in serious issues The programmatic method of writing programs the ideal approach to use programming languages is explained in this book This book is for all programmers whether you are a novice or an experienced pro Its numerous examples and well paced discussions will be especially beneficial for beginners Those who are already familiar with programming will probably gain more from this book of course I want you to be prepared to use programming to make a big difference C C Java Python PHP JavaScript and Linux For Beginners is a comprehensive guide to programming languages and operating systems for those who are new to the world of coding This easy to follow book is designed to help readers learn the basics of programming and Linux operating system and to gain confidence in their coding abilities With clear and concise explanations readers will be introduced to the fundamental concepts of programming languages such as C C Java Python PHP and JavaScript as well as the basics of the Linux operating system The book offers step by step guidance on how to write and execute code along with practical exercises that help reinforce learning Whether you are a student or a professional C C Java Python PHP JavaScript and Linux For Beginners provides a solid foundation in programming and operating systems By the end of this book readers will have a solid understanding of the core concepts of programming and Linux and will be equipped with the knowledge and skills to continue learning and exploring the exciting world of coding

[Mastering the Interview: 80 Essential Questions for Software Engineers](#) Manjunath.R,2023-05-19 The Software Engineer s Guide to Acing Interviews Software Interview Questions You ll Most Likely Be Asked Mastering the Interview 80 Essential Questions for Software Engineers is a comprehensive guide designed to help software engineers excel in job interviews and secure their dream positions in the highly competitive tech industry This book is an invaluable resource for both entry level and experienced software engineers who want to master the art of interview preparation This book provides a carefully curated selection of 80 essential questions that are commonly asked during software engineering interviews Each question is thoughtfully crafted to assess the candidate s technical knowledge problem solving abilities and overall suitability for the role This book goes beyond just providing a list of questions It offers in depth explanations detailed sample answers and insightful tips on how to approach each question with confidence and clarity The goal is to equip software engineers with the skills and knowledge necessary to impress interviewers and stand out from the competition Mastering the Interview 80 Essential Questions for Software Engineers is an indispensable guide that empowers software engineers to navigate the interview process with confidence enhance their technical prowess and secure the job offers they desire Whether you are a seasoned professional or a recent graduate this book will significantly improve your chances of acing software engineering interviews and advancing your

career in the ever evolving world of technology

Modern JavaScript Web Development Cookbook Federico Kereki, 2018-12-26 Over 90 recipes to help you write clean code solve common JavaScript problems and work on popular use cases like SPAs microservices native mobile development with Node React React Native and Electron Key Features Over 90 practical recipes to help you write clean and maintainable JavaScript codes with the latest ES8 Leverage the power of leading web frameworks like Node and React to build modern web apps Features comprehensive coverage of tools and techniques needed to create multi platform apps with JavaScript Book Description JavaScript has evolved into a language that you can use on any platform Modern JavaScript Web Development Cookbook is a perfect blend of solutions for traditional JavaScript development and modern areas that developers have lately been exploring with JavaScript This comprehensive guide teaches you how to work with JavaScript on servers browsers mobile phones and desktops You will start by exploring the new features of ES8 You will then move on to learning the use of ES8 on servers with Node js with the objective of producing services and microservices and dealing with authentication and CORS Once you get accustomed to ES8 you will learn to apply it to browsers using frameworks such as React and Redux which interact through Ajax with services You will then understand the use of a modern framework to develop the UI In addition to this development for mobile devices with React Native will walk you through the benefits of creating native apps both for Android and iOS Finally you ll be able to apply your new found knowledge of server side and client side tools to develop applications with Electron What you will learn Use the latest features of ES8 and learn new ways to code with JavaScript Develop server side services and microservices with Node js Learn to do unit testing and to debug your code Build client side web applications using React and Redux Create native mobile applications for Android and iOS with React Native Write desktop applications with Electron Who this book is for This book is for developers who want to explore the latest JavaScript features frameworks and tools for building complete mobile desktop and web apps including server and client side code You are expected to have working knowledge of JavaScript to get the most out of this book

Angular Projects Aristeidis Bampakos, 2023-07-19 Take Angular to the next level build captivating real world applications while exploring modern web technologies and best practices Purchase of the print or Kindle book includes a free PDF eBook Key Features Explore Angular s capabilities for cross platform app development Combine Angular with popular web technologies such as Nx monorepos server side rendering and progressive web apps Build your own libraries and schematics using Angular CDK and Angular CL Book Description Angular Projects isn t like other books on Angular this is a project based guide that helps budding Angular developers get hands on experience while developing cutting edge applications In this updated third edition you ll master the essential features of the framework by creating ten different real world web applications Each application will demonstrate how to integrate Angular with a different library and tool giving you a 360 degree view of what the Angular ecosystem makes possible Updated to the newest version of Angular the book has been revamped to keep up with the latest technologies You ll work on a PWA weather

application a mobile photo geotagging application a component UI library and other exciting projects In doing so you'll implement popular technologies such as Angular Router Scully Electron Angular service workers Jamstack NgRx and more By the end of this book you will have the skills you need to build Angular apps using a variety of different technologies according to your or your client's needs What you will learn Set up Angular applications using Angular CLI and Nx Console Create a personal blog with Jamstack Scully plugins and SPA techniques Build an issue management system using typed reactive forms Use PWA techniques to enhance user experience Make SEO friendly web pages with server side rendering Create a monorepo application using Nx tools and NgRx for state management Focus on mobile application development using Ionic Develop custom schematics by extending Angular CLI Who this book is for This book is for developers with beginner level Angular experience who want to become proficient in using essential tools and dealing with the various use cases in Angular Beginner level knowledge of web application development and basic experience of working with ES6 or TypeScript is essential before you dive in This book focuses on practical applications of Angular If you want to deepen your understanding of this framework we recommend that you also look at Learning Angular from the same author *Learning JavaScript Data Structures and Algorithms* Loiane Groner, 2018-04-30 A data structure is a particular way of organizing data in a computer to utilize resources efficiently Data structures and algorithms are the base of every solution to any programming problem With this book you will learn to write complex and powerful code using the latest ES 8 features

Simply Electron Anna Voice, Ray Voice, 2020-12-24 What to learn how to develop Desktop Apps like Web Browsers PDF readers Office Suites etc Anyone can learn to do that easily you just need the right framework to pair with the programming language of your choice If you're interested in developing software for a diverse range of computers and operating systems including Microsoft Windows 7 8 8.1 10 MacOS and Linux based operating systems like Ubuntu Fedora Arch Linux etc then electron is the right choice of framework for you Learning Electron is a journey comprised of getting to know its workflow APIs etc Its easy enough to be learned just by reading Electron's documentation however if you wish to master the full power of Electron you need to use it with all its advanced features complementing Electron userland programs and Typescript This book can be used to assist you in your journey to learn and master desktop software development and help you avoid the heartache that comes with the steep learning curve of Electron at its full power What you can find inside this book You will find the fundamentals of HTML CSS JavaScript DOM ES6 and Electron so you can easily get acquainted with it even if you have never used Electron or NodeJS before The basics are thorough and dense in print so even if you are an intermediate or advanced user you can learn stuff you may have never seen before Advanced features like Data type Prejudice Class Based OOP Scaffolding Boilerplate code Crash Report handling Working with I/O devices Debugging Testing etc are covered for intermediate and Advanced users Heavy attention has been given to the practicals demonstrations and code narrations Advanced coding practices are covered and a wide range of alternatives and suggestions are provided to improve your

overall experience with Electron and JavaScript The lessons are presented in a way that enhances the learning experience when the book is used as a self learning material The explanations and code narrations are provide in a way that assists rote learning if the need ever arises The past and future of Desktop Applications is discussed at length and an entire chapter is provided to inspire and inform readers who are interested in applying Electron and JavaScript to Artificial Intelligence Machine Learning Internet of Things etc Instructions are given to use Electron with both JavaScript and TypeScript Instructions are given to extend your journey to program and develop using Electron beyond this book A lot of informative material is provided to get you acquainted with the Electron userland This book will take care of all your Electron related needs It will teach you all you need to learn and it will tell you all you need to know This book will make you fall in love with Electron and JavaScript you will be able to develop Desktop Applications before you know it

Building Cross-Platform Desktop Applications with Electron Muhammed Jasim,2017-04-28 Learn how to develop cross platform desktop app from scratch with Electron and NodeAbout This Book Build a solid foundation with Electron for an easier development experience Use modern JavaScript frameworks and tools along with Electron to take your desktop applications to the next level Extend the functionality of Electron through modulesWho This Book Is ForIf you are a developer with prior experience of building front end applications and you are keen on developing a cross platform desktop application then this book is for you This book is also ideal for experienced JavaScript developers with a basic understanding of front end development and Node js development What You Will Learn Explore various tools and libraries to build and debug an Electron application Use popular JavaScript frameworks such as Angular and Typescript along with Electron to enhance your app Work with the desktop UI development for Electron using Photon Find out how to use various Electron APIs like Clipboard Process Shell Image File Session and Cookie Integrate your application into different desktop environments with Electron API Cache your network resources using service worker Test the Electron application using Mocha and Spectron See how to package and distribute an Electron applicationIn Detail Though web applications are becoming increasingly popular desktop apps are still important The Electron framework lets you write cross platform desktop applications using JavaScript HTML and CSS and this book will teach you how to create your first desktop application with Electron It will guide you on how to build desktop applications that run on Windows Mac and Linux platforms You will begin your journey with an overview of Electron and then move on to explore the various stages of creating a simple social media application Along the way you will learn how to use advanced Electron APIs debug an Electron application and make performance improvements using the Chrome developer tools You ll also find out how to package and distribute an application and more By the end of the book you will be able to build a complete desktop application using Electron and web technologies You will have a solid understanding of the common challenges that desktop app developers face and you ll know how to solve them Style and approachCovers everything you need to know about Electron with full examples and explanations to get you building desktop apps with Electron as quickly as

possible

Electron: Building Cross Platform Desktop Apps, 2019 Electron is an open source framework for creating desktop applications with your favorite web technologies JavaScript HTML and CSS It makes it easy to create a simple app with a few lines of code using languages you already know Want to learn more Join Ray Villalobos as he walks through the techniques you need to master cross platform desktop development with Electron Learn how to configure and communicate between app windows web pages via the main and renderer processes use Vue js the progressive JavaScript framework with Electron and improve your apps by modifying components and adding modals Plus see how to finish up an app by customizing menus and adding an icon for your dock

Cross-Platform Desktop Application Development: Electron, Node, NW. Js, and React Dmitry Sheiko, 2017-07-27 Build powerful cross platform desktop applications with web technologies such as Node NW JS Electron and React About This Book Build different cross platform HTML5 desktop applications right from planning designing and deployment to enhancement testing and delivery Forget the pain of cross platform compatibility and build efficient apps that can be easily deployed on different platforms Build simple to advanced HTML5 desktop apps by integrating them with other popular frameworks and libraries such as Electron Node JS Nw js React Redux and TypeScript Who This Book Is For This book has been written for developers interested in creating desktop applications with HTML5 The first part requires essential web master skills HTML CSS and JavaScript The second demands minimal experience with React And finally for the third it would be helpful to have a basic knowledge of React Redux and TypeScript What You Will Learn Plan design and develop different cross platform desktop apps Application architecture with React and local state Application architecture with React and Redux store Code design with TypeScript interfaces and specialized types CSS and component libraries such as Photonkit Material UI and React MDL HTML5 APIs such as desktop notifications WebSockets WebRTC and others Desktop environment integration APIs of NW js and Electron Package and distribute for NW JS and Electron In Detail Building and maintaining cross platform desktop applications with native languages isn t a trivial task Since it s hard to simulate on a foreign platform packaging and distribution can be quite platform specific and testing cross platform apps is pretty complicated In such scenarios web technologies such as HTML5 and JavaScript can be your lifesaver HTML5 desktop applications can be distributed across different platforms Window MacOS and Linux without any modifications to the code The book starts with a walk through on building a simple file explorer from scratch powered by NW JS So you will practice the most exciting features of bleeding edge CSS and JavaScript In addition you will learn to use the desktop environment integration API source code protection packaging and auto updating with NW JS As the second application you will build a chat system example implemented with Electron and React While developing the chat app you will get Photonkit Next you will create a screen capturer with NW JS React and Redux Finally you will examine an RSS reader built with TypeScript React Redux and Electron Generic UI components will be reused from the React MDL library By the end of the book you will have built four desktop apps You will have covered

everything from planning designing and development to the enhancement testing and delivery of these apps Style and approach Filled with real world examples this book teaches you to build cross platform desktop apps right from scratch using a step by step approach *Cross-platform Desktop Application Development: Electron, Node, NW.js, and React* Dmitry Sheiko, 2017-07-27 Build powerful cross platform desktop applications with web technologies such as Node NW JS Electron and React About This Book Build different cross platform HTML5 desktop applications right from planning designing and deployment to enhancement testing and delivery Forget the pain of cross platform compatibility and build efficient apps that can be easily deployed on different platforms Build simple to advanced HTML5 desktop apps by integrating them with other popular frameworks and libraries such as Electron Node JS Nw js React Redux and TypeScript Who This Book Is For This book has been written for developers interested in creating desktop applications with HTML5 The first part requires essential web master skills HTML CSS and JavaScript The second demands minimal experience with React And finally for the third it would be helpful to have a basic knowledge of React Redux and TypeScript What You Will Learn Plan design and develop different cross platform desktop apps Application architecture with React and local state Application architecture with React and Redux store Code design with TypeScript interfaces and specialized types CSS and component libraries such as Photonkit Material UI and React MDL HTML5 APIs such as desktop notifications WebSockets WebRTC and others Desktop environment integration APIs of NW js and Electron Package and distribute for NW JS and Electron In Detail Building and maintaining cross platform desktop applications with native languages isn t a trivial task Since it s hard to simulate on a foreign platform packaging and distribution can be quite platform specific and testing cross platform apps is pretty complicated In such scenarios web technologies such as HTML5 and JavaScript can be your lifesaver HTML5 desktop applications can be distributed across different platforms Window MacOS and Linux without any modifications to the code The book starts with a walk through on building a simple file explorer from scratch powered by NW JS So you will practice the most exciting features of bleeding edge CSS and JavaScript In addition you will learn to use the desktop environment integration API source code protection packaging and auto updating with NW JS As the second application you will build a chat system example implemented with Electron and React While developing the chat app you will get Photonkit Next you will create a screen capturer with NW JS React and Redux Finally you will examine an RSS reader built with TypeScript React Redux and Electron Generic UI components will be reused from the React MDL library By the end of the book you will have built four desktop apps You will have covered everything from planning designing and development to the enhancement testing and delivery of these apps Style and approach Filled with real world examples this book teaches you to build cross platform desktop apps right from scratch using a step by step approach [Electron Projects](#) Denys Vuika, 2019-11-29 A project based guide to help you create package and deploy desktop applications on multiple platforms using modern JavaScript frameworks Key Features Use your web development skills with JavaScript and Node js to build desktop

applications for macOS and WindowsDevelop desktop versions of popular mobile applications that are similar to Slack Spotify and moreDesign desktop apps with automatic updates and real time analytics capabilitiesBook Description The Electron framework allows you to use modern web technologies to build applications that share the same code across all operating systems and platforms This also helps designers to easily transition from the web to the desktop Electron Projects guides you through building cross platform Electron apps with modern web technologies and JavaScript frameworks such as Angular React js and Vue js You ll explore the process of configuring modern JavaScript frameworks and UI libraries real time analytics and automatic updates and interactions with the operating system You ll get hands on with building a basic Electron app before moving on to implement a Markdown Editor In addition to this you ll be able to experiment with major JavaScript frameworks such as Angular and Vue js discovering ways to integrate them with Electron apps for building cross platform desktop apps Later you ll learn to build a screenshot snipping tool a mini game and a music player while also gaining insights into analytics bug tracking and licensing You ll then get to grips with building a chat app an eBook generator and finally a simple digital wallet app By the end of this book you ll have experience in building a variety of projects and project templates that will help you to apply your knowledge when creating your own cross platform applications What you will learnInitialize Node js Node Package Manager NPM and JavaScript to set up your appIntegrate Phaser with Electron to build a simple 2D gameImprove app quality by adding an error tracking system and crash reportsImplement group chat features and event handling capabilities using FirebaseIntegrate a WordPress like rich text editor into your appBuild Electron applications using a single codebaseWho this book is for This book is for JavaScript developers who want to explore the Electron framework for building desktop apps Working knowledge of modern frontend JavaScript frameworks and Node js is assumed No prior knowledge of desktop development is required

Cross-Platform Programming with JavaScript & TypeScript Rafael Sanders,Thompson Carter,2025-03 Cross Platform Programming with JavaScript TypeScript Create High Performance Apps Using React Native Electron and Node js is your comprehensive guide to building scalable high performance cross platform applications using JavaScript and TypeScript Whether you are developing for web desktop or mobile platforms this book teaches you how to harness the power of React Native Electron and Node js to create seamless applications that work across Windows macOS Linux and mobile devices This book provides in depth coverage of modern development practices using TypeScript to enhance code quality React Native for building mobile apps and Electron for desktop applications You will also learn how to use Node js to power the backend and build full stack applications that are not only scalable but also performant and secure With hands on examples this guide will take you from the initial setup to deploying applications across all platforms What You ll Learn JavaScript TypeScript Fundamentals Master the core principles of JavaScript and TypeScript and learn how TypeScript improves the development process by providing static typing better tooling and easier maintenance React Native for Mobile Development Dive into React Native the framework for building

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Dive into the world of modern desktop application development with the Tauri framework This comprehensive guide is designed for developers of all levels who want to create powerful efficient and secure desktop applications using web technologies In this book you will learn how to leverage the Tauri framework to build cross platform desktop applications with ease Starting with the basics you ll get hands on experience with HTML CSS and JavaScript the core technologies of web development As you progress you ll discover how to integrate these technologies seamlessly with Tauri to create feature rich applications **Building Next-Generation Software Solutions** Thompson Carter,2025-02-22 Building Next Generation Software Solutions A Detailed Approach to Cross Platform Programming with Python and C is your definitive guide to creating scalable high performance and innovative software solutions using Python and C Whether you re developing for web desktop or mobile platforms this book will show you how to combine the best features of both languages to build next generation applications that run seamlessly across Windows macOS Linux and mobile environments This book is designed for developers who want to take full advantage of cross platform programming to create applications that are not only powerful but also future proof With clear explanations practical examples and real world case studies you ll master the techniques and tools needed to build modern software solutions that meet the evolving demands of today s digital world What You ll Learn Cross Platform Programming Fundamentals Understand the core principles behind building cross platform software using Python and C ensuring that your code runs smoothly on multiple operating systems and devices Mobile

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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 **HTML5 for .NET Developers** Jim Gilman,2012 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 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 About the Authors Jim Jackson is a software consultant and project lead specializing in HTML5 driven media Ian Gilman is a professional developer passionate about open technologies and lively user interfaces

HTML2Win Pro Guillaume Lessard,2025-10-13 Discover how to transform your web development skills into fully functional Windows applications with HTML2Win Pro This comprehensive guide is perfect for beginners taking their first steps in app creation as well as experienced developers who want a streamlined workflow to convert HTML CSS and JavaScript into professional desktop software HTML2Win Pro walks you through every stage of the process from setting up your development environment to building powerful applications that run smoothly on Windows You will learn how to Design clean and modern interfaces Integrate interactive features for better user experience Optimize performance for professional grade results Troubleshoot issues with clear step by step solutions What makes this eBook stand out is its balance of clarity and depth It offers practical examples you can use right away straightforward explanations that simplify complex concepts and actionable tips that save time while enhancing your projects Whether your goal is to create productivity tools business solutions or innovative creative apps HTML2Win Pro gives you everything you need to bring your ideas to life on the Windows platform With this book you will master the art of turning HTML into powerful Windows software while gaining the confidence to expand your development skills into new areas More than just a guide HTML2Win Pro is your complete companion for building desktop ready applications that impress and inspire *Programming HTML5 Applications* Zachary Kessin,2011-11-10 HTML5 is not just a replacement for plugins It also makes the Web a first class development environment by giving JavaScript programmers a solid foundation for building industrial strength applications This practical guide takes you beyond simple site creation and shows you how to build self contained HTML5 applications that can run on mobile devices and compete with desktop apps You'll learn powerful JavaScript tools for exploiting HTML5 elements and discover new methods for working with data such as offline storage and multithreaded processing Complete with code samples this book is ideal for experienced JavaScript and mobile developers alike Store session data in the browser with local storage objects Save trips to the server store larger amounts of data with IndexedDB Give browsers limited access to a user's system to read and upload files Take your app offline and speed up page loading when it's online Use Web Workers to create multithreaded applications Transfer data between browser and server more efficiently with Web Sockets Learn about HTML5 tags for forms multimedia graphics and geolocation HTML5 is all the rage these days but it's more than just a buzzword

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