

Aptana Studio 3 User Guide

Getting Started with HTML5 WebSocket ProgrammingHTML5 Enterprise Application DevelopmentHTML5 Boilerplate Web DevelopmentPHP for the WebBeginning Smartphone Web DevelopmentEffortless E-Commerce with PHP and MySQLHead First HTML with CSS & XHTMLRails for .NET DevelopersAptana Studio Beginner's GuideEnterprise Web DevelopmentPractical Node.jsTest-Driven JavaScript DevelopmentProgramming the Mobile WebCSS Animations and Transitions for the Modern WebDrupal 7 Development by Example Beginner's GuideMurach's Html5 and Css3PHP Beyond the WebProfessional Mobile Application DevelopmentArcPy and ArcGISMastering jQuery MobileLearning Ext Js 4Joomla! ProgrammingJavaScript & jQuery: The Missing ManualBiotechnologies for Plant Mutation BreedingThe Book of RubyDynamic Web Programming: A Beginner's GuidePro Single Page Application DevelopmentApache Cordova 4 ProgrammingSquimeraHTML, XHTML and CSS For DummiesSams Teach Yourself JQuery Mobile in 24 HoursLearn HTML5 and JavaScript for AndroidModern JavaScriptThe Hitchhiker's Guide to PythonPHP and MySQL Web Development: A Beginner's GuideArcPy and ArcGIS - Geospatial Analysis with PythonResponsive Web Design with Adobe PhotoshopRapid Prototyping with JSApache Cordova API CookbookSencha Architect App Development

Getting Started with HTML5 WebSocket Programming

Today's Web 2.0 applications (think Facebook and Twitter) go far beyond the confines of the desktop and are widely used on mobile devices. The mobile Web has become incredibly popular given the success of the iPhone and BlackBerry, the importance of Windows Mobile, and the emergence of Palm Pre (and its webOS platform). At Apress, we are fortunate to have Gail Frederick of the well-known training site Learn the Mobile Web offer her expert advice in Beginning Smartphone Web Development. In this book, Gail teaches the web standards and fundamentals specific to smartphones and other feature-driven mobile phones and devices. Shows you how to build interactive mobile web sites using web technologies optimized for browsers in smartphones Details markup fundamentals, design principles, content adaptation, usability, and interoperability Explores cross-platform standards and best practices for the mobile Web authored by the W3C, dotMobi, and similar organizations Dives deeps into the feature sets of the most popular mobile browsers, including WebKit, Chrome, Palm Pre webOS, Pocket IE, Opera Mobile, and Skyfire By the end of this book, you'll have the training, tools, and techniques for creating robust mobile web experiences on any of these platforms for your favorite smartphone or other mobile device.

HTML5 Enterprise Application Development

Until now, my websites looked great but have been coded with what seems like 'duct-tape and bubble-gum' methods, just for appearances and not for professionalism nor compliance. This book taught me all [that is] possible with simple HTML5 and CSS3 coding What a game changer! That's what one web designer posted about the previous edition of Murach's HTML5 and CSS3. Now, this 3rd Edition adds professional coverage of Responsive Web Design -- a must for all

web developers -- while it updates and improves all the content in the previous edition. So whether you are a web designer, a JavaScript programmer, a server-side programmer, or a rookie, this book delivers the HTML/CSS coding skills you need today. It begins with an 8-chapter hands-on course that teaches you HTML5 and CSS3 from scratch, showing you how you can't use one without the other nowadays. This Quick-start course ends with a chapter that teaches you how to use Responsive Web Design (RWD) so your pages will look good and work right on any screen, from phone to tablet to desktop and beyond. In fact, you'll learn more about RWD in this one chapter than you can in many full books on the subject! After that, you can go on to any other chapter in the book to learn new skills whenever you need them. For example, you can learn how to enhance a site with audio and video clips, forms with HTML5 data validation, or CSS3 transitions and animations. You can see how to use JavaScript and jQuery to add features like accordions, tabs, and slide shows to a page, or to create a mobile site when a responsive site is impractical. You can learn the principles of web design, as well as how to deploy your finished sites. And no matter what, you can use the book as a time-saving reference whenever you have a question about HTML and CSS.

HTML5 Boilerplate Web Development

Provides experienced mobile developers with details about how each Cordova API works and how to use the APIs in their own applications. Original.

PHP for the Web

Accompanied by the plenty of example code and step-by-step instructions, this book will escalate you from a novice to an expert in no time. This book is for anyone who is looking for an IDE for effectively developing web applications. You will find this book interesting if you are working with common web technologies such as HTML5, JavaScript, or PHP. This book assumes no prior knowledge of Aptana Studio 3 or the named web technologies.

Beginning Smartphone Web Development

The book is a step-by-step tutorial full of example code and explanations to help a beginner learn Ext JS thoroughly. This book will help you to learn Ext JS from scratch, it would be better if you have some JavaScript knowledge. Knowledge of HTML and CSS3 would be helpful but not required.

Effortless E-Commerce with PHP and MySQL

Essential Skills—Made Easy! PHP and MySQL Web Development: A Beginner's Guide takes you from building static web pages to creating comprehensive database-driven web applications. The book reviews HTML, CSS, and JavaScript and then explores PHP--its structure, control statements, arrays, functions, use with forms, and file handling capabilities. Next, the book examines MySQL, including SQL, the MySQL command set, and how to use it with PHP to create a relational database and build secure, databasedriven web applications. This practical resource features complete, step-by-step examples with code that you

can use as templates for your own projects. Designed for Easy Learning Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Cautions--Errors and pitfalls to avoid Self Tests--End-of-chapter quizzes to reinforce your skills Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated Ready-to-use code at www.mhprofessional.com

Head First HTML with CSS & XHTML

In this comprehensive guide to creating an e-commerce Web site using PHP and MySQL, renowned author Larry Ullman walks you through every step—designing the visual interface, creating the database, presenting content, generating an online catalog, managing the shopping cart, handling the order and the payment process, and fulfilling the order—always with security and best practices emphasized along the way. Even if you're an experienced Web developer, you're guaranteed to learn something new. The book uses two e-commerce site examples—one based on selling physical products that require shipping and delayed payment, and another that sells non-physical products to be purchased and delivered instantly—so you see the widest possible range of e-commerce scenarios. In 11 engaging, easy-to-follow chapters, *Effortless E-Commerce with PHP and MySQL* teaches you how to:

- Think of the customer first, in order to maximize sales
- Create a safe server environment and database
- Use secure transactions and prevent common vulnerabilities
- Incorporate different payment gateways
- Design scalable sites that are easy to maintain
- Build administrative interfaces

Extend both examples to match the needs of your own sites. Larry Ullman is the president of Digital Media and Communications Insights, Inc., a firm specializing in information technology (www.dmcinsights.com). He is the author of several bestselling programming and Web development books, including *PHP and MySQL for Dynamic Web Sites: Visual QuickPro Guide*. Larry also writes articles on these subjects and teaches them in small and large group settings. Despite working with computers, programming languages, databases, and such since the early 1980s, Larry still claims he's not a computer geek (but he admits he can speak their language).

Rails for .NET Developers

"HTML5 Boilerplate Web Development" is a practical guide rich with information on getting the best out of the boilerplate. Readers follow the expert author through a project of building a music festival site; the tutorials and lessons learned are easily applicable to any website project. This book is for all developers who are familiar with creating web projects using HTML, CSS, and JavaScript, however, no deep knowledge is necessary. Some knowledge of what a web server is and how it can be configured is good to have. You should also not be afraid to use the command line (fear not! There are links within that should make you less afraid). There is no expectation that you know HTML5 Boilerplate.

Aptana Studio Beginner's Guide

Now featuring more than 250 color illustrations throughout, this perennially popular guide is a must for novices who want to work with HTML or XHTML, which continue to be the foundation for any Web site. The new edition features nearly 50 percent new and updated content, including expanded coverage of CSS and scripting, new coverage of syndication and podcasting, and new sample HTML projects, including a personal Web page, an eBay auction page, a company Web site, and an online product catalog. The companion Web site features an eight-page expanded Cheat Sheet with ready-reference information on commands, syntax, colors, CSS elements, and more. Covers planning a Web site, formatting Web pages, using CSS, getting creative with colors and fonts, managing layouts, and integrating scripts.

Enterprise Web Development

A standard tutorial-based approach for using Sencha Architect to develop applications in Ext JS and Sencha Touch. Sencha Architect App Development is for Ext JS and Sencha Touch developers that are looking to improve their productivity by using Sencha Architect for app development. Basic knowledge of Ext JS and Sencha Touch is required.

Practical Node.js

Learn HTML5 and JavaScript for Android teaches the essential HTML5 and JavaScript skills you need to make great apps for the Android platform and browser. This book guides you through the creation of a mobile web app. You'll put the HTML5, CSS3 and JavaScript skills you learn into practice, giving you invaluable first-hand experience that will serve you well as you go on to develop your own web apps for Android smartphones and tablets. Throughout this book, you will learn new skills and bring these altogether to create a web app that runs on the Android platform as well as other mobile platforms.

Test-Driven JavaScript Development

A practical development tutorial, giving users step-by-step instructions to allow them to create an enterprise web application. This book is for developers who want to create enterprise web applications with engaging user experiences with no browser plugins. Basic JavaScript programming and knowledge of HTML and CSS is required. No knowledge of HTML5 or CSS3 is assumed.

Programming the Mobile Web

Use your existing web-based PHP skills to write all types of software: CLI scripts, desktop software, network servers, and more. This book gives you the tools, techniques, and background necessary to write just about any type of software you can think of, using the PHP you know. PHP Beyond the Web shows you how to take your knowledge of PHP development for the web and utilise it with a much wider range of software systems. Enjoy the benefits of PHP after reading this book: save money by redeploying existing skills, not learning new ones; save time and increase productivity by using a high-level language; and make money by

providing your clients a full-stack service (not just websites). PHP is no longer just a great scripting language for websites, it's now a powerful general-purpose programming language. Expand your use of PHP into your back-end systems, server software, data processing services, desktop interfaces, and more. What You'll Learn Write interactive shell scripts Work with system daemons Write desktop software Build network servers Interface with electronics using PHP and the Raspberry Pi Manage performance, deployment, licensing, and system interaction Discover the software tools for development and get other great sources of technical information and help Who This Book Is For Experienced PHP programmers or experienced programmers interested in leveraging PHP outside the web development context. /div

CSS Animations and Transitions for the Modern Web

Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap Zeroes in on topics such as developing applications for Android, IOS, Windows Phone 7, and Blackberry Professional Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle.

Drupal 7 Development by Example Beginner's Guide

JavaScript lets you supercharge your HTML with animation, interactivity, and visual effects—but many web designers find the language hard to learn. This easy-to-read guide not only covers JavaScript basics, but also shows you how to save time and effort with the jQuery and jQuery UI libraries of prewritten JavaScript code. You'll build web pages that feel and act like desktop programs—with little or no programming. The important stuff you need to know: Pull back the curtain on JavaScript. Learn how to build a basic program with this language. Get up to speed on jQuery. Quickly assemble JavaScript programs that work well on multiple web browsers. Transform your user interface. Learn jQuery UI, the JavaScript library for interface features like design themes and controls. Make your pages interactive. Create JavaScript events that react to visitor actions. Use animations and effects. Build drop-down navigation menus, pop-ups, automated slideshows, and more. Collect data with web forms. Create easy-to-use forms that ensure more accurate visitor responses. Practice with living examples. Get step-by-step tutorials for web projects you can build yourself.

Murach's Html5 and Css3

If you are a GIS student or professional who needs an understanding of how to use ArcPy to reduce repetitive tasks and perform analysis faster, this book is for you. It is also a valuable book for Python programmers who want to understand how to automate geospatial analyses.

PHP Beyond the Web

Rapid Prototyping with JS: Agile JavaScript Development is a hands-on book which introduces you to agile JavaScript web and mobile software development using the latest cutting-edge front-end and back-end technologies including: Node.js, Backbone.js, MongoDB and others. More information at <http://rpjs.co>. This book was borne out of frustration. I have been in software engineering for many years, and when I started learning Node.js and Backbone.js, I learned the hard way that their official documentation and the Internet lack in quick start guides and examples. Needless to say, it was virtually impossible to find all of the tutorials for JS-related modern technologies in one place. The best way to learn is to do, right? Therefore, I've used the approach of small simple examples, i.e., quick start guides, to expose myself to the new cool tech. After I was done with the basic apps, I needed some references and organization. I started to write this manual mostly for myself, so I can understand the concepts better and refer to the samples later. Then StartupMonthly and I taught a few 2-day intensive classes on the same subject -- helping experienced developers to jump-start their careers with agile JavaScript development. The manual we used was updated and iterated many times based on the feedback received. The end result is this book. What to Expect A typical reader of RPJS should expect a collection of quick start guides, tutorials and suggestions (e.g., Git workflow). There is a lot of coding and not much theory. All the theory we cover is directly related to some of the practical aspects, and essential for better understanding of technologies and specific approaches in dealing with them, e.g., JSONP and cross-domain calls. In addition to coding examples, the book covers virtually all setup and deployment step-by-step. You'll learn on the examples of Chat web/mobile applications starting with front-end components. There are a few versions of these applications, but by the end we'll put front-end and back-end together and deploy to the production environment. The Chat application contains all of the necessary components typical for a basic web app, and will give you enough confidence to continue developing on your own, apply for a job/promotion or build a startup! Who This Book is For The book is designed for advanced-beginner and intermediate-level web and mobile developers: somebody who has been (or still is) an expert in other languages like Ruby on Rails, PHP, Perl, Python or/and Java. The type of a developer who wants to learn more about JavaScript and Node.js related techniques for building web and mobile application prototypes fast. Our target user doesn't have time to dig through voluminous (or tiny, at the other extreme) official documentation. The goal of Rapid Prototyping with JS is not to make an expert out of a reader, but to help him/her to start building apps as soon as possible. Rapid Prototyping with JS: Agile JavaScript Development, as you can tell from the name, is about taking your idea to a functional prototype in the form of a web or a mobile application as fast as possible. This thinking adheres to the Lean Startup³⁰ methodology; therefore, this book would be more valuable to startup founders, but big companies' employees might also find it useful, especially if they plan to add new skills to their resumes. What This Book is Not Rapid Prototyping with JS is neither a comprehensive book

on several frameworks, libraries or technologies (or just a particular one), nor a reference for all the tips and tricks of web development. Examples similar to ones in this book might be publicly available online. Even more so, if you're not familiar with fundamental programming concepts like loops, if/else statements, arrays, hashes, object and functions, you won't find them in Rapid Prototyping with JS.

Professional Mobile Application Development

If you want to build your organization's next web application with HTML5, this practical book will help you sort through the various frameworks, libraries, and development options that populate this stack. You'll learn several of these approaches hands-on by writing multiple versions of a sample web app throughout the book, so you can determine the right strategy for your enterprise. What's the best way to reach both mobile and desktop users? How about modularization, security, and test-driven development? With lots of working code samples, this book will help web application developers and software architects navigate the growing number of HTML5 and JavaScript choices available. The book's sample apps are available at <http://savesickchild.org>. Mock up the book's working app with HTML, JavaScript, and CSS Rebuild the sample app, first with jQuery and then Ext JS Work with different build tools, code generators, and package managers Build a modularized version of the app with RequireJS Apply test-driven development with the Jasmine framework Use WebSocket to build an online auction for the app Adapt the app for both PCs and mobile with responsive web design Create mobile versions with jQuery Mobile, Sencha Touch, and PhoneGap

ArcPy and ArcGIS

This book is open access under a CC BY-NC 2.5 license. This book offers 19 detailed protocols on the use of induced mutations in crop breeding and functional genomics studies, which cover topics including chemical and physical mutagenesis, phenotypic screening methods, traditional TILLING and TILLING by sequencing, doubled haploidy, targeted genome editing, and low-cost methods for the molecular characterization of mutant plants that are suitable for laboratories in developing countries. The collection of protocols equips users with the techniques they need in order to start a program on mutation breeding or functional genomics using both forward and reverse-genetic approaches. Methods are provided for seed and vegetatively propagated crops (e.g. banana, barley, cassava, jatropha, rice) and can be adapted for use in other species.

Mastering jQuery Mobile

When you master Joomla! programming, you can customize websites in ways that simply aren't possible by tweaking parameters or installing someone else's extensions. Now, there's an authoritative, "soup-to-nuts" programming guide for every Joomla! user: from beginners with no Joomla! development experience to long-time coders seeking a quick start with Joomla!'s powerful new versions, 1.6, 1.7, and 2.5. Joomla!™ Programming presents proven best practices for getting the job done right. Written by Mark Dexter and Joomla! design architect Louis Landry (who wrote much of the new Joomla! framework), the text is packed with detailed

examples and sample code, in-depth reference-style explanations available nowhere else, and fascinating sidebars revealing why Joomla! works the way it does. Both a tutorial and reference, this title brings together step-by-step instructions for everything from simple tasks (such as template overrides) to cutting-edge techniques involving components, MVC, and the Joomla! framework. You'll learn how to View Joomla! from a programmer's perspective Extend Joomla! with layout overrides, plugins, and modules Take full advantage of Joomla!'s improved new MVC implementation Build front-end and back-end components, from start to finish Secure your websites with Joomla!'s powerful, flexible new Access Control Lists Work with databases and use the new JDatabaseQuery to write complex queries Program Joomla! with JavaScript via the lightweight MooTools framework Develop custom category structures for your own websites and extensions Enable one-click updates for your own custom extensions Use the Joomla! platform as an application framework All example code, updates, and more information on Joomla! programming are available at the companion website, joomlaprogrammingbook.com.

Learning Ext Js 4

Getting Started with HTML5 Websocket Programming takes a tutorial-based approach. This book is for anyone who wants to build high-performance, true, real-time web applications. Being familiar with frontend web development (HTML / XHTML, JavaScript) would be ideal.

Joomla! Programming

Readers will move beyond basic Web design by learning programming skills that allow them to create dynamic Web content

JavaScript & jQuery: The Missing Manual

Covers the features of Ruby, including such topics as strings, class hierarchies, arrays and hashes, loops, methods, exception handling, symbols, YAML, and debugging.

Biotechnologies for Plant Mutation Breeding

It's time for a current, definitive JavaScript book, and in this comprehensive beginner's guide, bestselling author Larry Ullman teaches the language as it is implemented today. Larry demonstrates how to build upon JavaScript's ease of use, while demystifying its often-cryptic syntax, especially for those who have not programmed before. This book enforces modern JavaScript's best practices and embraces key Web development approaches such as progressive enhancement and unobtrusive scripting. The author demonstrates loads of real-world code and makes it available for download. You'll learn about JavaScript itself and the relationship between JavaScript and HTML. Next you'll explore variables, common operators, and control structures. Then you'll create functions, handle events, and do more with HTML forms. You'll master Ajax, work with frameworks, and use JavaScript with PHP to create a complete example. The result is a book that helps

you not just tinker with JavaScript but to thoroughly comprehend it. This book includes: Easy step-by-step instruction, ample illustrations, and clear examples Real-world techniques to build your skills Insight into best practices from a veteran Web expert Emphasis on strategies for creating reliable code that will work on all of today's browsers and devices, even those without JavaScript

The Book of Ruby

Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and smartphones powered by Android, webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll also explore platform variations, finicky mobile browsers, Ajax design patterns for mobile, and much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online retailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user interfaces in the mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android, and iOS for iPhone and iPad Bypass the browser to create offline apps and widgets using web technologies

Dynamic Web Programming: A Beginner's Guide

For a couple of decades now, designers have used Photoshop to mock up Web page designs. However, that work generally results in a static graphic of the page, which has to be translated by a developer into the components of a Web page: HTML files and Web-compatible image files. Our multi-device world has shown us that this approach to web design, including full-page comps done in Photoshop, is increasingly problematic. Modern web designers are adopting a new approach: creating flexible web pages whose layout can adapt to suit the screen on which they are displayed. This is "Responsive Web Design" [RWD]. Until now, books on designing responsive Web sites have focused on HTML and CSS - in other words, they've been very code-centric, and visual creativity seems to take a back seat. This new book is aimed at the visual Web designer who's accustomed to working in Photoshop. Adobe Photoshop CC contains many new features that help streamline the process of converting a static page design to a set of components for a responsive web page. Dan Rose is one of the best-known advocates of this new way of working in Photoshop. He's observed that only a few people are talking about Photoshop for RWD constructively, yet a majority (63% as of his last informal poll) of web designers are using Photoshop for more than simple asset creation. This transition is a pain point for many designers. His new book will balance coverage of conceptual issues (how to fit tools like Photoshop to the design workflow rather than fitting a workflow to the tools) with practical design exercises tailored to help communicate the overall design direction of the page while respecting the needs of the fluid Web. In addition, he will introduce methods for taking HTML back into Photoshop for further refinement.

Pro Single Page Application Development

Use Python modules such as ArcPy, ArcREST and the ArcGIS API for Python to automate the analysis and mapping of geospatial data. About This Book Perform GIS analysis faster by automating tasks. Access the spatial data contained within shapefiles and geodatabases and transform between spatial reference systems. Automate the mapping of geospatial analyses and production of map books. Who This Book Is For If you are a GIS student or professional who needs an understanding of how to use ArcPy to reduce repetitive tasks and perform analysis faster, this book is for you. It is also a valuable book for Python programmers who want to understand how to automate geospatial analyses and implement ArcGIS Online data management. What You Will Learn Understand how to integrate Python into ArcGIS and make GIS analysis faster and easier. Create Python script using ArcGIS ModelBuilder. Learn to use ArcGIS online feature services and the basics of the ArcGIS REST API Understand the unique Python environment that is new with ArcGIS Pro Learn about the new ArcGIS Python API and how to use Anaconda and Jupyter with it Learn to control ArcGIS Enterprise using ArcPy In Detail ArcGIS allows for complex analyses of geographic information. The ArcPy module is used to script these ArcGIS analyses, providing a productive way to perform geo-analyses and automate map production. The second edition of the book focuses on new Python tools, such as the ArcGIS API for Python. Using Python, this book will guide you from basic Python scripting to advanced ArcPy script tools. This book starts off with setting up your Python environment for ArcGIS automation. Then you will learn how to output maps using ArcPy in MXD and update feature class in a geodatabase using arcpy and ArcGIS Online. Next, you will be introduced to ArcREST library followed by examples on querying, updating and manipulating ArcGIS Online feature services. Further, you will be enabling your scripts in the browser and directly interacting with ArcGIS Online using Jupyter notebook. Finally, you can learn ways to use of ArcPy to control ArcGIS Enterprise and explore topics on deployments, data quality assurances, data updates, version control, and editing safeguards. By the end of the book, you will be equipped with the knowledge required to create automated analysis with administration reducing the time-consuming nature of GIS. Style and approach The book takes a pragmatic approach, showing ways to automate repetitive tasks and utilizing features of ArcPy with ArcGIS Pro and ArcGIS online.

Apache Cordova 4 Programming

"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."

Squimera

jQuery Mobile is a touch-optimized JavaScript framework. Using this framework, we can create mobile web applications using standard web technologies such as HTML5, CSS3, and JavaScript which will function and behave consistently across

multiple devices of different form factors. The book starts with you setting up the development environment that will enable you to complete the project that accompanies the book. Furthermore, you will get a brief overview of developing for mobile devices and a brief look at RESS. You will then start putting together a touch-based navigation system as you link pages together and explore the various widgets and controls used to build the project. Finally, some mobile best practices that will benefit you will be looked at as you go deeper into jQuery Mobile development. By the end of the book, you will be well equipped with an extensive knowledge of jQuery Mobile, not only to build applications, but to effectively customize and maintain them.

HTML, XHTML and CSS For Dummies

For JavaScript developers working on increasingly large and complex projects, effective automated testing is crucial to success. Test-Driven JavaScript Development is a complete, best-practice guide to agile JavaScript testing and quality assurance with the test-driven development (TDD) methodology. Leading agile JavaScript developer Christian Johansen covers all aspects of applying state-of-the-art automated testing in JavaScript environments, walking readers through the entire development lifecycle, from project launch to application deployment, and beyond. Using real-life examples driven by unit tests, Johansen shows how to use TDD to gain greater confidence in your code base, so you can fearlessly refactor and build more robust, maintainable, and reliable JavaScript code at lower cost. Throughout, he addresses crucial issues ranging from code design to performance optimization, offering realistic solutions for developers, QA specialists, and testers. Coverage includes

- Understanding automated testing and TDD
- Building effective automated testing workflows
- Testing code for both browsers and servers (using Node.js)
- Using TDD to build cleaner APIs, better modularized code, and more robust software
- Writing testable code
- Using test stubs and mocks to test units in isolation
- Continuously improving code through refactoring
- Walking through the construction and automated testing of fully functional software

The accompanying Web site, tddjs.com, contains all of the book's code listings and additional resources.

Sams Teach Yourself JQuery Mobile in 24 Hours

Concise lessons explain how to use jQuery mobile to create mobile sites that display on different devices, covering how to style user interfaces, use scannable QRs and tag codes, and work with device emulators.

Learn HTML5 and JavaScript for Android

Provides information on both Rails and Ruby from the perspective of a Microsoft .NET developer.

Modern JavaScript

The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy

of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, *The Hitchhiker's Guide* is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

The Hitchhiker's Guide to Python

With *PHP for the World Wide Web, Fourth Edition: Visual QuickStart Guide*, readers can start from the beginning to get a tour of the programming language, or look up specific tasks to learn just what they need to know. This task-based visual reference guide uses step-by-step instructions and plenty of screenshots to teach beginning and intermediate users this popular open-source scripting language. Leading technology author Larry Ullman guides readers through the latest developments including use and awareness of HTML5 with PHP. Other addressed changes include removal of outdated functions and more efficient ways to tackle common needs. Both beginning users, who want a thorough introduction to the technology, and more intermediate users, who are looking for a convenient reference, will find what they need here—in straightforward language and through readily accessible examples.

PHP and MySQL Web Development: A Beginner's Guide

One of the most important and exciting trends in web development in recent years is the move towards single page applications, or SPAs. Instead of clicking through hyperlinks and waiting for each page to load, the user loads a site once and all the interactivity is handled fluidly by a rich JavaScript front end. If you come from a background in ASP.NET development, you'll be used to handling most interactions on the server side. *Pro Single Page Application Development* will guide you through your transition to this powerful new application type. The book starts in Part I by laying the groundwork for SPA development. You'll master some JavaScript techniques that will come in useful later on, and get to know the building blocks of a single page application, including modules, routing and MV* frameworks. In Part II, you'll build the client for your application. This is where the magic happens, as the authors take you through the process step by step. Backbone.js is the ideal library for demonstrating SPA development in practice, but you can apply the same principles with other frameworks in your future applications. Part III takes you through the process of building the server side of your application using ASP.NET Web API, and hooking up the two parts of your application to create a working whole. SPA development also comes with its own particular challenges, including tracking history, user interface performance, and how to handle search engine optimization. In the final chapters, the authors guide you through some of these issues and advanced techniques and finish by showing you how to deploy your application. As SPAs become the de facto standard of web application development, the in-depth *Pro Single Page Application Development* will be your one-stop shop for creating fluid, modern applications on the web.

ArcPy and ArcGIS - Geospatial Analysis with Python

Using Apache Cordova 4, you can leverage native technologies and web standards to quickly build cross-platform apps for most mobile devices. You can deliver a high-end user experience where it matters, while radically simplifying code maintenance and reuse. Apache Cordova 4 Programming is the most concise, accessible introduction to this remarkable technology. In this essential guide, expert mobile developer John Wargo quickly gets you up to speed with all the essentials, from installation, configuration, and tools, to building plugins and using Cordova's powerful APIs. Wargo helps you make the most of Cordova 4's major enhancements, while offering practical guidance for all versions, including Adobe PhoneGap. Full chapters are dedicated to five major mobile platforms: Android, iOS, Windows Phone, Firefox OS, and Ubuntu. Using rich, relevant examples, Wargo guides you through both the anatomy of a Cordova app and its entire lifecycle, including cross-platform testing and debugging. Throughout, he illuminates Cordova development best practices, streamlining your development process and helping you write high-quality apps right from the start. Topics include Installing and configuring Cordova's development environment Working with the Cordova command line interfaces Creating Cordova plugins, using Plugman and the PhoneGap CLI Cordova's support for Firefox OS and Ubuntu devices Automation (Grunt and Gulp) and Cordova CLI hooks Microsoft's hybrid toolkit for Visual Studio Third-party tools, such as AppGyver, GapDebug, THyM, and more Beautifying Cordova apps with third-party HTML frameworks, such as Bootstrap, OpenUI5, Ionic, and Onsen UI Running, testing, and debugging Cordova apps on each major mobile platform Access the full code examples at cordova4programming.com, where you'll also find updates reflecting Cordova's continuing evolution. This book is an ideal companion to Wargo's authoritative collection of Apache Cordova code recipes for each Cordova API, Apache Cordova API Cookbook (Addison-Wesley, 2015).

Responsive Web Design with Adobe Photoshop

Using CSS to add transitions and animation to web page designs takes advantage of the dynamic nature of designing for the web. They are quickly becoming the de facto way designers can add a measure of delight and surprise to web pages. More importantly, they can help make web pages more usable. Using stunning visuals and design, CSS Animations and Transitions for the Modern Web teaches web designers how to dynamically change design elements on a web page over time. It starts by showing a variety of ways you can transform elements and then teaches two different methods for setting the change in motion in action. The book will start the topic as simply as possible and build on the basics with more elaborate techniques. Simple examples will be presented throughout and the book will close with more detailed, complex, and practical examples. For most of his examples, Steven uses the new open-source code editor from Adobe, Brackets, but the book is perfectly usable with any code editing environment or even a simple text editor.

Rapid Prototyping with JS

As part of Packt's Beginner's Guide series, this book will walk the reader through

straightforward examples that show the creation of an e-commerce site built on Drupal. This book is for people who have some experience building websites and who want to learn to do so with Drupal 7. You should have experience with HTML markup, CSS, and jQuery. Experience with previous versions of Drupal would be helpful, but is not necessary.

Apache Cordova API Cookbook

Learn how to build a wide range of scalable real-world web applications using a professional development toolkit. If you already know the basics of Node.js, now is the time to discover how to bring it to production level by leveraging its vast ecosystem of packages. With this book, you'll work with a varied collection of standards and frameworks and see how all those pieces fit together. Practical Node.js takes you from installing all the necessary modules to writing full-stack web applications. You'll harness the power of the Express.js and Hapi frameworks, the MongoDB database with Mongoskin and Mongoose. You'll also work with Pug and Handlebars template engines, Stylus and LESS CSS languages, OAuth and Everyauth libraries, and the Socket.IO and Derby libraries, and everything in between. This exciting second edition is fully updated for ES6/ES2015 and also covers how to deploy to Heroku and AWS, daemonize apps, and write REST APIs. You'll build full-stack real-world Node.js apps from scratch, and also discover how to write your own Node.js modules and publish them on NPM. Fully supported by a continuously updated source code repository on GitHub and with full-color code examples, learn what you can do with Node.js and how far you can take it! What You'll Learn Manipulate data from the mongo console Use the Mongoskin and Mongoose MongoDB libraries Build REST API servers with Express and Hapi Deploy apps to Heroku and AWS Test services with Mocha, Expect and TravisCI Implement a third-party OAuth strategy with Everyauth Web developers who have some familiarity with the basics of Node.js and want to learn how to use it to build apps in a professional environment.

Sencha Architect App Development

Software development tools that work and behave consistently across different programming languages are helpful for developers, because they do not have to familiarize themselves with new tooling whenever they decide to use a new language. Also, being able to combine multiple programming languages in a program increases reusability, as developers do not have to recreate software frameworks and libraries in the language they develop in and can reuse existing software instead. However, developers often have a broad choice with regard to tools, some of which are designed for only one specific programming language. Various Integrated Development Environments have support for multiple languages, but are usually unable to provide a consistent programming experience due to different features of language runtimes. Furthermore, common mechanisms that allow reuse of software written in other languages usually use the operating system or a network connection as the abstract layer. Tools, however, often cannot support such indirections well and are therefore less useful in debugging scenarios for example. In this report, we present a novel approach that aims to improve the programming experience with regard to working with multiple high-level programming languages. As part of this approach, we reuse the tools of a Smalltalk

programming environment for other languages and build a multi-language virtual execution environment which is able to provide the same runtime capabilities for all languages. The prototype system Squimera is an implementation of our approach and demonstrates that it is possible to reuse development tools, so that they behave in the same way across all supported programming languages. In addition, it provides convenient means to reuse and even mix software libraries and frameworks written in different languages without breaking the debugging experience.

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