Jquery Guida Per Lo Sviluppatore Hoepli Informatica

The Uncertain WebXML for the World Wide WebC# 4. Guida completa per lo sviluppatoreWindows 8 For DummiesXML in a NutshellExercises in Programming StyleASP.NET Core 2Front-End Reactive ArchitecturesModern X86 Assembly Language ProgrammingPro Express.jsASP.NET 4.5 E ASP.NET MVC 4 IN C# E VBCreating a Website: The Missing ManualASP.NET Core 3 and Angular 9Joomla!The Modern WebPractical Modern JavaScriptPython For EveryoneThe Majesty of Vue.jsPractical Node.jsMastering SVGLearning C# by Developing Games with Unity 2019JavaScript Step by StepC# 8.0 and .NET Core 3.0 – Modern Cross-Platform DevelopmentC# 8.0 in a NutshellWeb2Py ManualThe Node Beginner BookRuby on Rails TutorialJavaScript Pocket ReferenceEloquent JavaScriptjQueryThe Book of CSS3Beginning HTML and CSSJavaScript: The Definitive GuidePHP & MySQL: The Missing ManualPro Client Development for ASP.NET Core MVC DevelopersRapid BeagleBoard Prototyping with MATLAB and SimulinkProfessional jQueryLearning PHP & MySQLJavaScriptASP.NET Core 2 and Angular 5

The Uncertain Web

If you can build websites with CSS and JavaScript, this book takes you to the next level—creating dynamic, database-driven websites with PHP and MySQL. Learn how to build a database, manage your content, and interact with users. With step-by-step tutorials, this completely revised edition gets you started with expanded coverage of the basics and takes you deeper into the world of server-side programming. The important stuff you need to know: Get up to speed quickly. Learn how to install PHP and MySQL, and get them running on both your computer and a remote server. Gain new techniques. Take advantage of the all-new chapter on integrating PHP with HTML web pages. Manage your content. Use the file system to access user data, including images and other binary files. Make it dynamic. Create pages that change with each new viewing. Build a good database. Use MySQL to store user information and other data. Keep your site working. Master the tools for fixing things that go wrong. Control operations. Create an administrative interface to oversee your site.

XML for the World Wide Web

CSS3 is behind most of the eye-catching visuals on the Web today, but the official documentation can be dry and hard to follow and browser implementations are scattershot at best. The Book of CSS3 distills the dense technical language of the CSS3 specification into plain English and shows you what CSS3 can do right now, in all major browsers. With real-world examples and a focus on the principles of good design, it extends your CSS skills, helping you transform ordinary markup into stunning, richly-styled web pages. You'll master the latest cutting-edge CSS3 features and learn how to: –Stylize text

with fully customizable outlines, drop shadows, and other effects –Create, position, and resize background images on the fly – Spice up static web pages with event-driven transitions and animations –Apply 2D and 3D transformations to text and images –Use linear and radial gradients to create smooth color transitions –Tailor a website's appearance to smartphones and other devices A companion website includes up-to-date browser compatibility charts and live CSS3 examples for you to explore. The Web can be an ugly place—add a little style to it with The Book of CSS3.

C# 4. Guida completa per lo sviluppatore

Learn how to use reactive architectures on the front-end. There are many technologies using a reactive approach on the back end, but this book teaches you how the reactive manifesto can be used to benefit your front-end programming as well. You will discover what reactive programming is, what the current front-end ecosystem looks like, and how to use a range of frameworks and libraries. You will also apply specific reactive architectures in your own projects. Each concept is taught with a mix of technical explanations and real-world code implementations. The future of front-end programming and architecture is reactive – don't get left behind: Add Front-End Reactive Architectures to your library today. What You'll Learn Understand when and why you should use a reactive architecture Apply a specific reactive architecture in a project Manage different reactive architectures Who This Book Is For Mid-senior front-end developers, tech leads, and solutions architects

Windows 8 For Dummies

Scritta per guidare gli sviluppatori alla scoperta di ASP.NET Core 2, il nuovo framework per il web cross platform e open source rilasciato da Microsoft, questa guida completa include tutte le ultime novità introdotte da ASP.NET Core e dalle tecnologie a corredo di applicazioni web, come Angular o l'accesso ai database. Dalle basi di ASP.NET Core 2 ai concetti legati ad ASP.NET Core MVC, all'accesso ai dati, passando per identity e arrivando fino a JavaScript, Angular e tecnologie client-side, questo libro - con uno stile pratico e ricco di esempi - accompagna il lettore alla scoperta di tutte le caratteristiche che rendono ASP.NET Core uno dei toolkit più interessanti per sviluppare applicazioni web.

XML in a Nutshell

Provides information on Web development for multiple devices, covering such topics as structure and semantics, device APIs, multimedia, and Web apps.

Exercises in Programming Style

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

ASP.NET Core 2

PHP and MySQL are quickly becoming the de facto standard for rapid development of dynamic, database-driven web sites. This book is perfect for newcomers to programming as well as hobbyists who are intimidated by harder-to-follow books. With concepts explained in plain English, the new edition starts with the basics of the PHP language, and explains how to work with MySQL, the popular open source database. You then learn how to put the two together to generate dynamic content. If you come from a web design or graphics design background and know your way around HTML, Learning PHP & MySQL is the book you've been looking for. The content includes: PHP basics such as strings and arrays, and pattern matching A detailed discussion of the variances in different PHP versions MySQL data fundamentals like tables and statements Information on SQL data access for language A new chapter on XHTML Error handling, security, HTTP authentication, and more Learning PHP & MySQL explains everything from fundamental concepts to the nuts and bolts of performing specific tasks. As part of O'Reilly's bestselling Learning series, the book is an easy-to-use resource designed specifically for beginners. It's a launching pad for future learning, providing you with a solid foundation for more advanced development.

Front-End Reactive Architectures

jQuery is one of the hottest emerging web development technologies. Fully supported by Microsoft, Google, and a who's who list of companies and platforms, it simplifies the development of standards-based interactive websites. This bookprovides a complete, in- depth look at jQuery and related technologies, providing you with a single source of all the information you need to maximize your web development skills. As the book progresses, it delves deeper into other topics, providing lessons and examples to accomplish tasks common to both basic and advanced web development techniques.

Modern X86 Assembly Language Programming

Everything you need to build websites with the newestversions of HTML and CSS If you develop websites, you know that the goal posts keepmoving, especially now that your website must work on not onlytraditional desktops, but also on an ever-

changing range ofsmartphones and tablets. This step-by-step book efficiently guidesyou through the thicket. Teaching you the very latest bestpractices and techniques, this practical reference walks youthrough how to use HTML5 and CSS3 to develop attractive, modernwebsites for today's multiple devices. From handling text, forms,and video, to implementing powerful JavaScript functionality, thisbook covers it all. Serves as the ultimate beginners guide for anyone who wants tobuild websites with HTML5 and CSS3, whether as a hobbyist oraspiring professional developer Covers the basics, including the different versions of HTML andCSS and how modern websites use structure and semantics to describetheir contents Explains core processes, such as marking up text, images,lists, tables, forms, audio, and video Delves into CSS3, teaching you how to control or change the wayyour pages look and offer tips on how to create attractivedesigns Explores the jQuery library and how to implement powerfulJavaScript features, such as tabbed content, image carousels, andmore Get up to speed on HTML5, CSS3, and today's website design withthis practical guide. Then, keep it on your desk as areference!

Pro Express.js

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 lanaguages, 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.

ASP.NET 4.5 E ASP.NET MVC 4 IN C# E VB

Nato dall'esperienza diretta degli autori, tutti quali ficati professionisti che lavorano da anni nel settore, ASP.NET 4.5 e ASP.

NET MVC 4 in C# e VB è una guida completa dedicata all'ultima versione della tecnologia di Microsoft per lo sviluppo di applicazioni web. Con uno stile pratico e ricco di esempi, il libro guida il lettore all'interno delle caratteristiche di ASP.NET 4.5, spiegando a fondo tutte le novità introdotte nell'ultima versione. Dalla costruzione dei layout, passando per databinding, custom control, fino alle novità dei controlli, di Entity Framework, JavaScript, mobile e ASP.NET MVC 4, questa guida tratta in modo esauriente e approfondito tutti gli argomenti fondamentali che servono a programmatori e progettisti per costruire e gestire una buona applicazione basata sull'ultima release di ASP.NET. PUNTI DI FORZA Tutte le novità introdotte da ASP.NET 4.5 Le basi e i concetti avanzati legati ad ASP.NET Web Forms Databinding e novità di ASP.NET Web Forms Introduzione e uso di ASP.NET MVC Sfruttare i meccanismi di caching Modi ficare il comportamento del runtime Sicurezza, aree protette e accesso via social network AJAX e tecniche di programmazione client-side Distribuzione delle applicazioni e Windows Azure

Creating a Website: The Missing Manual

Se volete creare siti web che si basino su standard e che siano interattivi, dovete essere in grado di sfruttare una delle più importanti ed emergenti tecnologie di sviluppo. Questo libro vi permette di capire a fondo i più importanti strumenti di jQuery per risolvere qualunque problema il Web vi presenti. Il testo si focalizza sulla libreria principale e su come integrare jQuery nelle vostre pagine web. In seguito apprenderete l'uso di jQuery UI, lo sviluppo dei plugin, dei template, i pattern di design di JavaScript e molto altro ancora. Con queste informazioni sarete così in grado di affrontare e superare tutti i compiti più critici che dovrete affrontare per creare siti web potenti e interattivi. jQuery. Guida per lo sviluppatore o Spiega come manipolare gli elementi del DOM e lavorare con i dati o Affronta i vari step per utilizzare i form HTML, AJAX e JSON o Fornisce tutte le competenze per animare gli elementi e le proprietà CSS, creando fantastici effetti visivi o Analizza le best practice per scrivere codice jQuery efficiente, sviluppare plugin, ottimizzare il vostro sito ed estendere gli oggetti JavaScript

ASP.NET Core 3 and Angular 9

Questa guida completa a Joomla! presenta le tecniche impiegate dagli esperti per sfruttare appieno le potenzialità di questo sofisticato sistema CMS. Scritto da Dan Rahmel, autore di numerosi bestseller, questo libro assiste in tutti gli aspetti della creazione di contenuti con Joomla! e consente di spingere al massimo le potenzialità dei vostri siti web.

Joomla!

Python for Everyone, 3rd Edition is an introduction to programming designed to serve a wide range of student interests and abilities, focused on the essentials, and on effective learning. It is suitable for a first course in programming for computer

scientists, engineers, and students in other disciplines. This text requires no prior programming experience and only a modest amount of high school algebra. Objects are used where appropriate in early chapters and students start designing and implementing their own classes in Chapter 9. New to this edition are examples and exercises that focus on various aspects of data science.

The Modern Web

Demonstrates XML basics while explaining how to design Web sites, format text, add multimedia effects, and create forms, tables, lists, and style sheets.

Practical Modern JavaScript

Using a simple computational task (term frequency) to illustrate different programming styles, Exercises in Programming Style helps readers understand the various ways of writing programs and designing systems. It is designed to be used in conjunction with code provided on an online repository. The book complements and explains the raw code in a way that is accessible to anyone who regularly practices the art of programming. The book can also be used in advanced programming courses in computer science and software engineering programs. The book contains 33 different styles for writing the term frequency task. The styles are grouped into nine categories: historical, basic, function composition, objects and object interactions, reflection and metaprogramming, adversity, data-centric, concurrency, and interactivity. The author verbalizes the constraints in each style and explains the example programs. Each chapter first presents the constraints of the style, next shows an example program, and then gives a detailed explanation of the code. Most chapters also have sections focusing on the use of the style in systems design as well as sections describing the historical context in which the programming style emerged.

Python For Everyone

This book is a fast-paced guide with practical, hands-on recipes which will show you how to prototype Beagleboard-based audio/video applications using Matlab/Simlink and Sourcery Codebench on a Windows host.Beagleboard Embedded Projects is great for students and academic researchers who have practical ideas and who want to build a proof-of-concept system on an embedded hardware platform quickly and efficiently. It is also useful for product design engineers who want to ratify their applications and reduce the time-to-market. It is assumed that you are familiar with Matlab/Simulink and have some basic knowledge of computer hardware. Experience in Linux is favoured but not necessary, as our software development is purely on a Windows host.

The Majesty of Vue.js

Take the plunge and develop cross-browser-compatible and responsive web designs with SVG Key Features Master the art of custom animations and visualizations with SVG, CSS, and JavaScript Combine SVG with third-party libraries and frameworks such as React, JQuery, D3, and Snap.svg for GUI-rich apps Create an awesome user experience with high-performance graphics for your web applications Book Description SVG is the most powerful image format in use on the web. In addition to producing resolution-independent images for today's multi-device world, SVG allows you to create animations and visualizations to add to your sites and applications. The simplicity of cross-platform markup, mixed with familiar modern web languages, such as CSS and JavaScript, creates a winning combination for designers and developers alike. In this book, you will learn how to author an SVG document using common SVG features, such as elements and attributes, and serve SVG on the web using simple configuration tips for common web servers. You will also use SVG elements and images in HTML documents. Further, you will use SVG images for a variety of common tasks, such as manipulating SVG elements, adding animations using CSS, mastering the basic JavaScript SVG (API) using Document Object Model (DOM) methods, and interfacing SVG with common libraries and frameworks, such as React, jQuery, and Angular. You will then build an understanding of the Snap.svg and SVG.js APIs, along with the basics of D3, and take a look at how to implement interesting visualizations using the library. By the end of the book, you will have mastered creating animations with SVG. What you will learn Deliver the elements that make up an SVG image Replace your old CSS sprites with SVG Understand animation and data visualization with SVG are explained in pure JavaScript and using common libraries Use SVG to scale images across multiple devices easily Harness the power of CSS animations and transformations to manipulate your SVG images in a replicable, remixable way Interface SVG with common libraries and frameworks, such as jQuery, React, and Angular Who this book is for This book is for web developers and designers looking to add animation to their projects. Some experience with HTML, CSS, and JavaScript is required.

Practical Node.js

A revised and updated edition offers comprehensive coverage of ECMAScript 5 (the new JavaScript language standard) and also the new APIs introduced in HTML5, with chapters on functions and classes completely rewritten and updated to match current best practices and a new chapter on language extensions and subsets. Original.

Mastering SVG

The bestselling tech book of all time, now updated for Windows 8 Microsoft Windows is the operating system that runs nearly 90 percent of the world's computers. Windows 8 will offer new interface updates, cloud-based services, and much

more. This update of Andy Rathbone's bestselling Windows guide covers all the basics, plus the enhancements unique to Windows 8. Whether you're meeting Windows for the first time or upgrading from an earlier version, this book shows you how to navigate the interface, work with files, browse the Internet, set up e-mail, manage media, and more. Combined editions of this book, all by Microsoft MVP Andy Rathbone, have sold more than 15 million copies worldwide, making Windows For Dummies the #1 bestselling technology book of all time Covers all the basics of using Windows 8--core desktop components, managing files and folders, saving files, using Windows search, printing, and working in the cloud Shows how to get online, set up and use e-mail, use the latest version of Internet Explorer, set up security and virus protection, add music to the media player, organize photos, and edit media Includes coverage on using Windows 8's new start screen on both a desktop computer and a touchscreen device Windows 8 For Dummies has what all Windows newbies need to know as well as complete coverage of the new version's bells and whistles.

Learning C# by Developing Games with Unity 2019

Mastering client development is essential to truly mastering the MVC Framework. The benefits of using the MVC pattern on the server-side are now well understood and have become hugely popular. However to fully reap the advantages of MVC you must also understand what is happening on the client-side. Modern client browsers are extremely feature rich and capable of doing a great deal of processing and communication work for your application. If used correctly, they will streamline your data and application workflows, making your code appear both faster and more responsive to your users. By using client-side processing you reduce the load on your servers and save both bandwidth and CPU costs. In this book best-selling .NET author, Adam Freeman, shows you how to craft the HTML, JavaScript and CSS elements of your application to make the client-side of your MVC applications as slick and responsive as the server-side code they compliment. You'll learn how to use JavaScript to maintain your application's user experience independently of the server, how SignalR can provide real-time updates and how the Azure Cloud provides push-notifications to any client device. Put together these techniques will speed your development times, create a rich and responsive interface and seamlessly integrate your client-side code with the MVC pattern you're employing on the server. Starting with the nuts-and-bolts you'll be shown everything you need to know from first-principals through to advanced features. Pro ASP.NET MVC Client Development goes in-depth to give you the knowledge you need. Each topic is covered clearly and concisely and is packed with the details you need to be truly effective.

JavaScript Step by Step

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of

the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

C# 8.0 and .NET Core 3.0 – Modern Cross-Platform Development

Understand the fundamentals of C# programming and get started with coding from ground up in an engaging and practical manner Key Features Beginner's guide to getting started with software development concepts from a macro level Leverage the power of the latest C# in solving the complex programming problems Learn to script and customize your 3D games and implement animation techniques to make them engaging Book Description Learning to program in today's technical landscape can be a daunting task, especially when faced with the sheer number of languages you have to choose from. Luckily, Learning C# with Unity 2019 removes the guesswork and starts you off on the path to becoming a confident, and competent, programmer using game development with Unity. You'll start off small by learning the building blocks of programming, from variables, methods, and conditional statements to classes and object-oriented systems. After you have the basics under your belt you'll explore the Unity interface, creating C# scripts, and translating your newfound knowledge into simple game mechanics. Throughout this journey, you'll get hands-on experience with programming best practices and macro-level topics such as manager classes and flexible application architecture. By the end of the book, you'll be familiar

with intermediate C# topics like generics, delegates, and events, setting you up to take on projects of your own. What you will learn Understand programming fundamentals with practice examples in C# Explore the interface and features of Unity 2019 Learn C# programming syntax from scratch Create a game design document and prototype level Explore intermediate programming topics and best practices Implement game mechanics, interactions, and UI elements with C# Who this book is for The book caters to developers and programmers who want to get started with C# programming in a fun and engaging manner. Anyone who wants to build games and script in C# language and Unity can take this book up. No prior programming or Unity experience is required.

C# 8.0 in a Nutshell

Web2Py Manual

The Node Beginner Book

Create fast front-end applications and increase the performance of your existing projects with Vue.js integration About This Book Learn about computed properties, components, filters, routing, ES6, and workflow automation This book will show you how easy Vue.js is to grasp, and that its integration can save you a lot of time and effort This book will guide you through the path of the rapidly spreading JavaScript Framework Vue.js Who This Book Is For This book is for anyone interested in learning to use a lightweight and simple JavaScript framework. No excessive knowledge is required, though it would be good to be familiar with HTML and JavaScript. This book is also useful for those who already know their way around Vue.js and want to expand their knowledge. What You Will Learn Get to know the fundamentals of Vue.js Consume an API using Vue Resource Explore components, filters, methods, and computed properties are and find out how to use them to build robust applications Break your applications into Single File Components Build Single Page Applications using Vue Router Automate your workflow using Vue.js In Detail Vue.js is a library to build interactive web interfaces. The aim is to provide the benefits of reactive data binding and composable view components with an API that is as simple as possible. This book will teach you how to efficiently implement Vue.js in your projects. It starts with the fundamentals of Vue.js to building large-scale applications. You will find out what components, filters, methods, and computed properties are and how to use them to build robust applications. Further on, you will become familiar with ES6, single file components, module bundlers, and workflow automation. The best way to learn to code is to write it, so there's an exercise at the end of most of the chapters for you to solve and actually test yourself on what you have learned. You can solve these in order to gain a better understanding of Vue.js. By the end of this book, you will be able to create fast front-end applications and increase the

performance of your existing projects with Vue.js integration. Style and approach The book is written in an informal, intuitive, and easy-to-follow format, and all examples are detailed enough to provide adequate guidance to everyone.

Ruby on Rails Tutorial

Pro Express.js is for the reader who wants to quickly get up-to-speed with Express.js, the flexible Node.js framework. Author Azat Mardan clearly explains how to start developing with Express.js with a basic 'Hello World', and then delves into a deep API reference, before looking at common and abstract development problems. Lastly, you will learn how to build a series of real-world apps in order to cement your knowledge. In order to get the best from this book, you will be familiar with Node.js scripts and able to install packages using npm. In the deep API reference, each aspect of the Express.js API is explained clearly with a simple exercise to demonstrate its usage. This includes configuration, settings and environments; different middleware and its uses; templating engines; extracting parameters and routing; request and response; error handling; and running an app. In the next part you'll delve into abstraction, streams, authentication, multithreading, Socket.io, security, and more complex modules. You will also learn about smaller frameworks built using Express.js, such as Sails.js, and Derby. Finally you'll build real-world apps including a REST API, Todo App, and Instagram gallery. Express.js is used by a range of well-known companies such as MySpace and Storify, and it's becoming more and more likely that it'll be a required skill for new developers. With this book you can skip learning via complicated documentation, and get the information from a developer who's been using Express.js for long enough to explain things well. Add Pro Express.js to your library today.

JavaScript Pocket Reference

Learn the fundamentals, practical applications, and latest features of C# 8.0 and .NET Core 3.0 from expert teacher Mark J. Price. Key Features Build modern, cross-platform applications with .NET Core 3.0 Get up to speed with C#, and up to date with all the latest features of C# 8.0 Start creating professional web applications with ASP.NET Core 3.0 Book Description In C# 8.0 and .NET Core 3.0 – Modern Cross-Platform Development, Fourth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with new chapters on Content Management Systems (CMS) and machine learning with ML.NET. The book covers all the topics you need. Part 1 teaches the fundamentals of C#, including object-oriented programming, and new C# 8.0 features such as nullable reference types, simplified switch pattern matching, and default interface methods. Part 2 covers the .NET Standard APIs, such as managing and querying data, monitoring and improving performance, working with the filesystem, async streams, serialization, and encryption. Part 3 provides examples of cross-platform applications you can build and deploy, such as web apps using ASP.NET Core or mobile apps using Xamarin.Forms. The book introduces three technologies for building Windows desktop

applications including Windows Forms, Windows Presentation Foundation (WPF), and Universal Windows Platform (UWP) apps, as well as web applications, web services, and mobile apps. What you will learn Build cross-platform applications for Windows, macOS, Linux, iOS, and Android Explore application development with C# 8.0 and .NET Core 3.0 Explore ASP.NET Core 3.0 and create professional web applications Learn object-oriented programming and C# multitasking Query and manipulate data using LINQ Use Entity Framework Core and work with relational databases Discover Windows app development using the Universal Windows Platform and XAML Build mobile applications for iOS and Android using Xamarin.Forms Who this book is for Readers with some prior programming experience or with a science, technology, engineering, or mathematics (STEM) background, who want to gain a solid foundation with C# 8.0 and .NET Core 3.0.

Eloquent JavaScript

JavaScript--the powerful, object-based scripting language that can be embedded directly into HTML pages--has earned its place in the web developer's toolkit, to the extent that it's now considered required knowledge for web developers. You can use JavaScript to create dynamic, interactive applications that run completely within a web browser. JavaScript is also the language of choice for developing Dynamic HTML content. Because its syntax is based on the popular programming languages C, C++, and Java, JavaScript is familiar and easy to learn for experienced programmers. At the same time, it's an interpreted scripting language, providing a flexible, forgiving programming environment for new programmers. The JavaScript Pocket Reference, 2nd Edition, provides a complete overview of the core JavaScript language and client-side scripting environment, as well as quick-reference material on core and client-side objects, methods, and properties. The new edition has been revised to cover JavaScript 1.5, and is particularly useful for developers working with the standards-compliant web browsers, such as Internet Explorer 6, Netscape 7, and Mozilla. Ideal as an introduction for beginners and a quick reference for advanced developers, this pocket-sized book is easy to take anywhere and serves as the perfect companion volume to the bestselling JavaScript: The Definitive Guide, 4th Edition. O'Reilly's Pocket References have become a favorite among developers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point and need to get to the answer quickly, the new JavaScript Pocket Reference is the book you'll want close at hand.

jQuery

Your hands-on guide to JavaScript fundamentals Expand your expertise—and teach yourself the fundamentals of JavaScript. If you have previous programming experience but are new to JavaScript, this tutorial delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to: Work with JavaScript syntax, variables, and data types Master techniques for building cross-browser programs Speed up and simplify app development with jQuery

Quickly retrieve data from a server using AJAX requests Adapt your app for mobile devices with jQuery Mobile Build Windows 8 apps using HTML, CSS, and JavaScript

The Book of CSS3

Build a simple, yet fully-functional modern web application using .NET Core 3.1, Entity Framework Core and Angular 9 Key Features Explore the latest edition of the bestselling book ASP.NET Core 2 and Angular 5 Design, build and deploy a Single Page Application or Progressive Web App with ASP.NET Core and Angular Adopt a full stack approach to handle data management, Web APIs, application design, testing, SEO, security and deployment Book Description Learning full stack development calls for knowledge of both frontend and backend web development. By covering the impressive capabilities of ASP.NET Core 3.1 and Angular 9, right from project setup through to the deployment phase, this book will help you to develop your skills effectively. The book will get you started with using the .NET Core framework and Web API Controllers to implement API calls and server-side routing in the backend. Next, you will learn to build a data model with Entity Framework Core and configure it using either a local SQL Server instance or cloud-based data stores such as Microsoft Azure. The book will also help you handle user input with Angular reactive forms and frontend and backend validators for maximum effect. You will later explore the advanced debugging and unit testing features provided by xUnit.net (.NET Core) and Jasmine, as well as Karma for Angular. Finally, you will implement various authentication and authorization techniques with the ASP.NET Core Identity system and the new IdentityServer, as well as deploy your apps on Windows and Linux servers using IIS, Kestrel, and Nginx. By the end of this book, you will be equipped with the skills you need to create efficient web applications using ASP.NET Core and Angular. What you will learn Implement a Web API interface with ASP.NET Core and consume it with Angular using RxJS Observables Create a data model using Entity Framework Core with code-first approach and migrations support Set up and configure a SQL database server using a local instance or a cloud data store on Azure Perform C# and JavaScript debugging using Visual Studio 2019 Create TDD and BDD unit test using xUnit, Jasmine, and Karma Implement authentication and authorization using ASP.NET Identity, IdentityServer4, and Angular API Build Progressive Web Apps and explore Service Workers Who this book is for This book is for experienced ASP.NET developers who already know about ASP.NET Core and Angular and are looking to learn more about them and understand how to use them together to create production-ready Single Page Applications (SPAs) or Progressive Web Applications (PWAs). However, the fully-documented code samples (also available on GitHub) and the step-by-step implementation tutorials make this book easy-to-understand - even for beginners and developers who are just getting started.

Beginning HTML and CSS

Develop a simple, yet fully-functional modern web application using ASP.NET Core MVC, Entity Framework and Angular 5.

About This Book Based on the best-selling book ASP.NET Core and Angular 2 Easily build a complete single page application with two of the most impressive frameworks in modern development, ASP.NET Core and Angular Bring together the capabilities and features of both Angular 5 and ASP.NET Core 2 for full stack development Discover a comprehensive approach to building your next web project-From managing data, to application design, through to SEO optimization and security Who This Book Is For This book is for seasoned ASP.NET developers who already know about ASP.NET Core and Angular in general, but want to know more about them and/or understand how to blend them together to craft a production-ready SPA. What You Will Learn Use ASP.NET Core to its full extent to create a versatile backend layer based on RESTful APIs Consume backend APIs with the brand new Angular 5 HttpClient and use RxJS Observers to feed the frontend UI asynchronously Implement an authentication and authorization layer using ASP.NET Identity to support user login with integrated and third-party OAuth 2 providers Configure a web application in order to accept user-defined data and persist it into the database using server-side APIs Secure your application against threats and vulnerabilities in a time efficient way Connect different aspects of the ASP. NET Core framework ecosystem and make them interact with each other for a Full-Stack web development experience In Detail Become fluent in both frontend and backend web development by combining the impressive capabilities of ASP.NET Core 2 and Angular 5 from project setup right through the deployment phase. Full-stack web development means being able to work on both the frontend and backend portions of an application. The frontend is the part that users will see or interact with, while the backend is the underlying engine, that handles the logical flow: server configuration, data storage and retrieval, database interactions, user authentication, and more. Use the ASP.NET Core MVC framework to implement the backend with API calls and server-side routing. Learn how to put the frontend together using top-notch Angular 5 features such as two-way binding, Observables, and Dependency Injection, build the Data Model with Entity Framework Core, style the frontend with CSS/LESS for a responsive and mobile-friendly UI, handle user input with Forms and Validators, explore different authentication techniques, including the support for third-party OAuth2 providers such as Facebook, and deploy the application using Windows Server, SQL Server, and the IIS/Kestrel reverse proxy. Style and approach More than just a technical manual, this guide takes you through the most important technical facets of developing with these two hugely popular frameworks and then demonstrates how to put those skills into practice. It's a book that recognizes that what's really important is the end product.

JavaScript: The Definitive Guide

JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful, effective code.

PHP & MySQL: The Missing Manual

When you have questions about C# 8.0 or .NET Core, this best-selling guide has the answers you need. C# is a language of unusual flexibility and breadth, but with its continual growth there's so much more to learn. In the tradition of the O'Reilly Nutshell guides, this thoroughly updated edition is simply the best one-volume reference to the C# language available today. Organized around concepts and use cases, C# 8.0 in a Nutshell provides intermediate and advanced programmers with a concise map of C# and .NET knowledge that also plumbs significant depths. Get up to speed on C#, from syntax and variables to advanced topics such as pointers, closures, and patterns Dig deep into LINQ with three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including regular expressions, networking, serialization, spans, reflection, and cryptography Delve into Roslyn, the modular C# compiler as a service

Pro Client Development for ASP.NET Core MVC Developers

Modern X86 Assembly Language Programming shows the fundamentals of x86 assembly language programming. It focuses on the aspects of the x86 instruction set that are most relevant to application software development. The book's structure and sample code are designed to help the reader quickly understand x86 assembly language programming and the computational capabilities of the x86 platform. Please note: Book appendixes can be downloaded here: http://www.apress.com/9781484200650 Major topics of the book include the following: 32-bit core architecture, data types, internal registers, memory addressing modes, and the basic instruction set X87 core architecture, register stack, special purpose registers, floating-point encodings, and instruction set MMX technology and instruction set Streaming SIMD extensions (SSE) and Advanced Vector Extensions (AVX) including internal registers, packed integer arithmetic, packed and scalar floating-point arithmetic, and associated instruction sets 64-bit core architecture, data types, internal registers, memory addressing modes, and the basic instruction set 64-bit extensions to SSE and AVX technologies X86 assembly language optimization strategies and techniques

Rapid BeagleBoard Prototyping with MATLAB and Simulink

A reference to the fundamental rules of XML details tags, grammar, placement, element names, attributes, and syntax.

Professional jQuery

Learning PHP & MySQL

To get the most out of modern JavaScript, you need learn the latest features of its parent specification, ECMAScript 6 (ES6). This book provides a highly practical look at ES6, without getting lost in the specification or its implementation details. Armed with practical examples, author Nicolas Bevacqua shows you new ways to deal with asynchronous flow control, declare objects or functions, and create proxies or unique sets, among many other features. The first title in Bevacqua's Modular JavaScript series, Practical Modern JavaScript prepares JavaScript and Node.js developers for applied lessons in modular design, testing, and deployment in subsequent books. This book explains: How JavaScript and its standards development process have evolved Essential ES6 changes, including arrow functions, destructuring, let and const Class syntax for declaring object prototypes, and the new Symbol primitive How to handle flow control with Promises, iterators, generators, and async functions ES6 collection built-in types for creating object maps and unique sets How and when to use the new Proxy and Reflect built-ins Changes to Array, Math, numbers, strings, Unicode, and regular expressions, and other improvements since ES5

JavaScript

You can easily create a professional-looking website with nothing more than an ordinary computer and some raw ambition. Want to build a blog, sell products, create forums, or promote an event? No problem! This friendly, jargon-free book gives you the techniques, tools, and advice you need to build a site and get it up on the Web. The important stuff you need to know: Master the basics. Learn HTML5, the language of the Web. Design good-looking pages. Use styles to build polished layouts. Get it online. Find a reliable web host and pick a good web address. Use time-saving tools. Learn free tools for creating web pages and tracking your visitors. Attract visitors. Make sure people can find your site through popular search engines like Google. Build a community. Encourage repeat visits with social media. Bring in the cash. Host Google ads, sell Amazon's wares, or push your own products that people can buy via PayPal. Add pizzazz. Include audio, video, interactive menus, and a pinch of JavaScript.

ASP.NET Core 2 and Angular 5

What's the best way to develop for a Web gone wild? That's easy. Simply scrap the rules you've relied on all these years and embrace uncertainty as a core tenet of design. In this practical book, veteran developer Rob Larsen outlines the principles out what he calls The Uncertain Web, and shows you techniques necessary to successfully make the transition. By combining web standards, progressive enhancement, an iterative approach to design and development, and a desire to question the status quo, your team can create sites and applications that will perform well in a wide range of present and

future devices. This guide points the way. Topics include: Navigating thousands of browser/device/OS combinations Focusing on optimal, not absolute solutions Feature detection, Modernizr, and polyfills RWD, mobile first, and progressive enhancement UIs that work with multiple user input modes Image optimization, SVG, and server-side options The horribly complex world of web video The Web we want to see in the future

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION