

Data Push Apps With HTML5 SSE: Pragmatic Solutions For Real World Clients

Prepare for Microsoft Exam 70-482—and help demonstrate your real-world mastery of building Windows Store apps with HTML5 and JavaScript. Designed for experienced developers ready to advance their status, Exam Ref focuses on the critical-thinking and decision-making acumen needed for success at the MCS5 level. Focus on the expertise measured by these objectives: Develop Windows Store apps Discover and interact with devices Program user interaction Enhance the user interface Manage data and security Prepare for a solution deployment This Microsoft Exam Ref: Organizes its coverage by exam objectives. Features strategic, what-if scenarios to challenge you.

Provides information on how to develop, install, configure, test, and integrate mobile content using WordPress, Joomla!, and Drupal.

With 90 detailed hacks, expert web developers Jesse Cravens and Jeff Burtoft demonstrate intriguing uses of HTML5-related technologies. Each recipe provides a clear explanation, screenshots, and complete code examples for specifications that include Canvas, SVG, CSS3, multimedia, data storage, web workers, WebSockets, and geolocation. You'll also find hacks for HTML5 markup elements and attributes that will give you a solid foundation for creative recipes that follow. The last chapter walks you through everything you need to know to get your HTML5 app off the ground, from Node.js to deploying your server to the cloud. Here are just a few of the hacks you'll find in this book: Make iOS-style card flips with CSS transforms and transitions Replace the background of your video with the Canvas tag Use Canvas to create high-res Retina Display-ready media Make elements on your page user-customizable with editable content Cache media resources locally with the filesystem API Reverse-geocode the location of your web app user Process image data with pixel manipulation in a dedicated web worker Push notifications to the browser with Server-Sent Events

The Truth About HTML5 is for web designers, web developers, and front-end coders who want to get up to speed with HTML5. The book isn't afraid to point out what everyone gets wrong about HTML5's new markup, so you don't make the same mistakes. It will show you what rocks in HTML5 today and what the future holds. Marking up a basic web page shouldn't be a quasi-religious exercise where the high priests of HTML5 must be consulted for their interpretation of the holy texts (the HTML5 spec). Don't waste hours trawling through confusing, poorly researched, and often flat-out wrong information on the Internet. Get the truth on HTML5's markup here. You'll also find out about HTML5's new microdata standard that's being used on major websites, such as eBay and IMDB, right now, and get the low-down on the Canvas object and what it can and can't do for you. The book also covers how HTML5 affects CMSs and web apps, what HTML5 means for mobile, and what the future holds. HTML5 isn't one big blob of technology that will be "finished" at some point in the future. It's a grab bag of cool stuff, much of which has been around for years. Learn what's well supported and ready to go today. Now that the initial wave of hype is over, it's time to learn the truth about HTML5.

This 88-page primer unveils the key features of Microsoft's eagerly anticipated Windows 8 operating system. Windows 8 contains Microsoft's revolutionary new application framework for building dynamic and responsive touch-enabled applications that target both desktops and mobile devices. Experienced author Adam Freeman invites you to take a crash course in Windows 8 development. Using the open standards of HTML5 and JavaScript, he ensures you understand the changes that are being made to Windows development practices and puts you on the right course to creating innovative and elegant applications for this latest evolution of the world's most successful operating system.

Information Systems Architecture and Technology: Proceedings of 36th International Conference on Information Systems Architecture and Technology - ISAT 2015 - Part II

The Truth About HTML5

Single Page Web Applications

Emerging Perspectives on the Mobile Content Evolution

Beginning Windows 8 Data Development

Develop for Android using HTML5, CSS3 & JavaScript

This book is for web developers who want to learn and implement WebSocket to create interesting apps for modern browsers, leveraging the capabilities of HTML5 with WebSockets.

Take your JavaScript knowledge as far as it can go JavaScript has grown up, and it's a hot topic. Newer and faster JavaScript VMs and frameworks built upon them have increased the popularity of JavaScript for server-side web applications, and richJS applications are being developed for mobile devices. This book delivers a compelling tutorial, showing you how to build a real-world app from the ground up. Experienced developers who want to master the latest techniques and redefine their skills will find this deep dive into JavaScript's hidden functionalities gives them the tools to create truly amazing and complex applications. JavaScript has evolved into much more than simple client-side scripting; this book delves into advanced topics not generally found in other more intermediate JS development books Expert author delivers an in-depth tutorial showing how to build a real-world app that is loosely coupled, with each component built to exist separately Explores how to build a backbone app, the importance of JavaScript templates, Node.js and MongoDB, 3D Canvas using WebGL /Three.js, how to convert a desktop app into a dedicated mobile app, and much more Ideal for experienced developers with a deep knowledge of JavaScript as well as online developers with strong graphic design skills who are experienced in HTML/CSS and want to develop their front-end skills JavaScript Programming: Pushing the Limits will arm you with the skills to create killer apps for the 21st Century. Describes what Web 2.0 is, looks at its core patterns and architecture, and offers information on developing applications and software for it.

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

The IBM® Worklight® mobile application platform helps you to develop, deploy, host, and manage mobile enterprise applications. It also enables companies to integrate security into their overall mobile application lifecycle. This IBM Redbooks® publication describes the security capabilities offered by Worklight to address mobile application security objectives. The book begins with an overview of IBM MobileFirst and its security offerings. The book also describes a business scenario illustrating where security is needed in mobile solutions, and how

Worklight can help you achieve it. This publication then provides specific, hands-on guidance about how to integrate Worklight with enterprise security. It also provides step-by-step guidance to implementing mobile security features, including direct update, remote disable, and encrypted offline cache. Integration between Worklight and other IBM security technologies is also covered, including integration with IBM Security Access Manager and IBM WebSphere® DataPower®. This Redbooks publication is of interest to anyone looking to better understand mobile security, and to learn how to enhance mobile security with Worklight. Related blog posts 5 Things To Know About Securing Mobile Apps with IBM Worklight Security made easy. IBM Worklight JSONStore

Mobile Web Framework for JavaScript and HTML5

App Development and Distribution

What Entrepreneurs and Information Architects Need to Know

Pragmatic Solutions for Real-World Clients

Windows 8 Application Development with HTML5 For Dummies

JavaScript Programming

Make sure your website or web application users get content updates right now with minimal latency. This concise guide shows you how to push new data from the server to clients with HTML5 Server-Sent Events (SSE), an exceptional technology that doesn't require constant polling or user interaction. You'll learn how to build a real-world SSE application from start to finish that solves a demanding domain problem. You'll also discover how to increase that application's desktop and mobile browser support from 60% to 99%, using different fallback solutions. If you're familiar with HTML, HTTP, and basic JavaScript, you're ready to get started. Determine whether SSE, WebSockets, or data pull is best for your organization Develop a working SSE application complete with backend and frontend solutions Address error handling, system recovery, and other issues to make the application production-quality Explore two fallback solutions for browsers that don't support SSE Tackle security issues, including authorization and "disallowed origin" Develop realistic, repeatable data that's useful in test-driven SSE design Learn SSE protocol elements not covered in the example application

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

Make sure your website or web application users get content updates right now with minimal latency. This concise guide shows you how to push new data from the server to clients with Html5 Server-Sent Events (Sse), an exceptional technology that doesn't require constant polling or user interaction. You'll learn how to build a real-world Sse application from start to finish that solves a demanding domain problem. You'll also discover how to increase that application's desktop and mobile browser support from 60% to 99%, using different fallback solutions. If you're familiar with Html, Http, and basic JavaScript, you're ready to get started.

With Beginning Android Web Apps Development, you'll learn how to apply HTML5, CSS3, JavaScript, Ajax and other Web standards for use on the Android mobile platform, by building a variety of fun and visually stimulating games and other web applications! If you've done some basic web development, and you want to build your skills to create exceptional web apps, you'll find everything you seek in the discussions and examples in this book. Each application you'll build in Beginning Android Web Application Development will show you solutions that you can apply to many of your own projects. Each example shares techniques and coding solutions that will inspire your own work. You'll learn how to tie your Android apps into Twitter through two apps that you'll build: Who's that Tweet?!, a quiz game based on celebrity accounts, and I Love Ham, a coding investigation into search phrases and rhyming. Your Android web app development skills will then proceed in another direction, as you discover the power of HTML5 in two game apps: Scavenger Hunt, which introduces you to the HTML5 GPS location API, and Spies!, a location-based application that shows you how to use CSS3, Ajax, and HTML5 within multi-player environments. You'll also create an Android web application which checks the arrival time of buses and light-rails through the use of Portland, Oregon's open Tri-Met data API! This app is a great template for other apps you may want to build in the future, and showcases the important techniques for incorporating cloud-based apps into web games. After reading Beginning Android Web Apps Development, you will have built real apps and developed along the way the skills you'll need to create highly interactive, professional web applications... and, your journey will be engaging and enjoyable!

This four volume set of books constitutes the proceedings of the 36th International Conference Information Systems Architecture and Technology 2015, or ISAT 2015 for short, held on September 20–22, 2015 in Karpacz, Poland. The conference was organized by the Computer Science and Management Systems Departments, Faculty of Computer Science and Management, Wroclaw University of Technology, Poland. The papers included in the proceedings have been subject to a thorough review process by highly qualified peer reviewers. The accepted papers have been grouped into four parts: Part I—addressing topics including, but not limited to, systems analysis and modeling, methods for managing complex planning environment and insights from Big Data research projects. Part II—discussing about topics including, but not limited to, Web systems, computer networks, distributed computing, and multi-agent systems and Internet of Things. Part III—discussing topics including, but not limited to, mobile and Service Oriented Architecture systems, high performance computing, cloud computing, knowledge discovery, data mining and knowledge based management. Part IV—dealing with topics including, but not limited to, finance, logistics and market problems, and artificial intelligence methods.

Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours

Securing Your Mobile Business with IBM Worklight

Exam Ref 70-481 Essentials of Developing Windows Store Apps Using HTML5 and JavaScript (MCSD)

Reaching Users on iPhone, Android, BlackBerry, Windows Phone, and more

Developing Windows Store Apps with Html5 and JavaScript

Using HTML5 and JavaScript

WordPress is much more than a blogging platform. As this practical guide clearly demonstrates, you can use WordPress to build web apps of any type—not mere content sites, but full-blown apps for specific tasks. If you have PHP experience with a smattering of HTML, CSS, and JavaScript, you ' ll learn how to use WordPress plugins and themes to develop fast, scalable, and secure web apps, native mobile apps, web services, and even a network of multiple WordPress sites. The authors use examples from their recently released SchoolPress app to explain concepts and techniques throughout the book. All code examples are available on GitHub. Compare WordPress with traditional app development frameworks Use themes for views, and plugins for backend functionality Get suggestions for choosing WordPress plugins—or build your own Manage user accounts and roles, and access user data Build asynchronous behaviors in your app with jQuery Develop native apps for iOS and Android, using wrappers Incorporate PHP libraries, external APIs, and web service plugins Collect payments through ecommerce and membership plugins Use techniques to speed up and scale your WordPress app With the second edition of this popular book, you ' ll learn how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi-touch screens, offline storage, and other features in today ' s smartphones, tablets, and feature phones. The market for mobile apps continues to evolve at a breakneck pace, and this book is the most complete reference available for the mobile web. Author and mobile

development expert Maximiliano Firtman shows you how to develop a standard app core that you can extend to work with specific devices. This updated edition covers many recent advances in mobile development, including responsive web design techniques, offline storage, mobile design patterns, and new mobile browsers, platforms, and hardware APIs. Learn the particulars and pitfalls of building mobile websites and apps with HTML5, CSS, JavaScript and responsive techniques Create effective user interfaces for touch devices and different resolution displays Understand variations among iOS, Android, Windows Phone, BlackBerry, Firefox OS, and other mobile platforms Bypass the browser to create native web apps, ebooks, and PhoneGap applications Build apps for browsers and online retailers such as the App Store, Google Play Store, Windows Store, and App World

This book is a hands-on guide that follows a step-by-step tutorial approach which discusses Windows 8 application development with HTML5, CSS3, and JavaScript. This book is great for developers who want to start developing for Windows 8 and it also targets developers who want to get introduced to powerful advancements in standards-based web technology, while using it to build Windows Store apps, as well as leveraging their existing skills and code assets in web development.

Developing applications for Android and other mobile devices using web technologies is now well within reach. When the capabilities of HTML5 are combined with CSS3 and JavaScript, web application developers have an opportunity to develop compelling mobile applications using familiar tools. Not only is it possible to build mobile web apps that feel as good as native apps, but to also write an application once and have it run a variety of different devices. While the HTML5 specification is still evolving, there is a lot that can be used right now to build mobile web apps. Mobile web apps are now starting to provide many of the features that were once only available to native-language-based apps in Java, Objective-C, etc. Pro Android Web Apps teaches developers already familiar with web application development, how to code and structure a web app for use on the Android mobile platform. Understand both the why and how of mobile web app development, focusing on the Android platform. Learn how to structure mobile web apps through a number of practical, real-world application examples. Discover what cloud platforms such as Google AppEngine have to offer Android web apps, for both hosting web apps and providing device to cloud data synchronization solutions. Get a real picture of the status of HTML5 on Android and other mobile devices, including some things to watch out for when building your own applications. Understand the capabilities of the web application stack, and how to complement those with native bridging frameworks such as PhoneGap to access native features of the device. Gain an understanding of the different UI frameworks that are available for building mobile web apps. Learn how to include mapping and leverage location-based services in mobile web apps to create engaging mobile experiences. Enable social integration with your Android web app and gain access to millions of potential users. After reading this book, you will not only have a greater understanding of the world of web apps on Android, but also how to leverage additional tools and frameworks to increase the reach of your mobile web apps. Additionally, through the practical samples in the book you will have been given solid exposure of where both the opportunities and challenges lie when building mobile apps the web way.

Presents information on using HTML5 to create dynamic, data-rich Web pages, covering such topics as geolocation, 2D drawing, Web storages, and Web workers.

Data Push Apps with HTML5 SSE

HTML5 & CSS3 for the Real World

Digital Marketing

No Core Title Available

Head First HTML5 Programming

Using C# and JavaScript

With scores of practical recipes you can use in your projects right away, this cookbook helps you gain hands-on experience with HTML5 's versatile collection of elements. You get clear solutions for handling issues with everything from markup semantics, web forms, and audio and video elements to related technologies such as geolocation and rich JavaScript APIs. Each informative recipe includes sample code and a detailed discussion on why and how the solution works. Perfect for intermediate to advanced web and mobile web developers, this handy book lets you choose the HTML5 features that work for you—and helps you experiment with the rest. Test browsers for HTML5 support, and use techniques for applying unsupported features Discover how HTML5 makes web form implementation much simpler Overcome challenges for implementing native audio and video elements Learn techniques for using HTML5 with ARIA accessibility guidelines Explore examples that cover using geolocation data in your applications Draw images, use transparencies, add gradients and patterns, and more with Canvas Bring HTML5 features to life with a variety of advanced JavaScript APIs

Now in its seventh edition, 'Digital Marketing' provides comprehensive, practical guidance on how companies can get the most out of digital media and technology to meet their marketing goals.

The fast and easy guide for creating Windows 8 apps using popular technologies! This book offers a primer for building HTML5, CSS3 and JavaScript applications for Windows 8. It includes an up-to-date guide for dusting off an aging HTML skill set and adapting to the Windows 8 apps and provides a reference for Windows and .NET programmers not familiar with HTML5. The overall design principles of MetroUI (the new design paradigm for Windows) are discussed. The book also addresses visual design with HTML and CSS, which are the visual design languages to bring MetroUI applications to the screen. Finally, there is a section on using JavaScript for inter- and intra-functional components. Contains the design principles for MetroUI, the new design paradigm for Windows The author is an enterprise architect, seasoned programmer and web developer who specializes in implementing Microsoft solutions at his client sites Shows how to develop HTML5, CSS3, and JavaScript applications for Windows 8 This is the ideal resource for current Microsoft developers who need a primer or refresher for developing in HTML and JavaScript for Windows.

Microsoft Press is pleased to offer the second edition of Kraig Brockschmidt's in-depth ebook on writing Windows Store apps using HTML, CSS3, and JavaScript on the Windows 8.1 platform. The ebook includes 20 chapters and 4 appendices. Download the PDF (30.1 MB) <http://aka.ms/611111pdf> Download the EPUB file (71.2 MB)

<http://aka.ms/611111epub> Download the Mobi for Kindle file (113 MB) <http://aka.ms/611111mobi> Download Companion Files (132 MB) <http://aka.ms/611111files>

Make sure your website or web application users get content updates right now with minimal latency. This concise guide shows you how to push new data from the server to

clients with HTML5 Server-Sent Events (SSE), an exceptional technology that doesn't require constant polling or user interaction. You'll learn how to build a real-world SSE application from start to finish that solves a demanding domain problem. You'll also discover how to increase that application's desktop and mobile browser support from 60% to 99%, using different fallback solutions. If you're familiar with HTML, HTTP, and basic JavaScript, you're ready to get started. Determine whether SSE, WebSockets, or data pull is best for your organization Develop a working SSE application complete with backend and frontend solutions Address error handling, system recovery, and other issues to make the application production-quality Explore two fallback solutions for browsers that don't support SSE Tackle security issues, including authorization and "disallowed origin" Develop realistic, repeatable data that's useful in test-driven SSE design Learn SSE protocol elements not covered in the example application.

Tips & Tools for Creating Interactive Web Applications

Native Interactivity and Animation for the Web

Building HTML5 Applications: From Desktop to Mobile

Beginning PhoneGap

Solutions & Examples for HTML5 Developers

WebSocket Essentials – Building Apps with HTML5 WebSockets

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

Summary In Single Page Web Applications you'll learn to build modern browser-based apps that take advantage of stronger client platforms and more predictable bandwidth. You'll learn the SPA design approach, and then start exploring new techniques like structured JavaScript and responsive design. And you'll learn how to capitalize on trends like server-side JavaScript and NoSQL data stores, as well as new frameworks that make JavaScript more manageable and testable as a first-class language. About this Book If your website is a jumpy collection of linked pages, you are behind. Single page web applications are your next step: pushing UI rendering and business logic to the browser and communicating with the server only to synchronize data, they provide a smooth user experience, much like a native application. But, SPAs can be hard to develop, manage, and test. Single Page Web Applications shows how your team can easily design, test, maintain, and extend sophisticated SPAs using JavaScript end-to-end, without getting locked into a framework. Along the way, you'll develop advanced HTML5, CSS3, and JavaScript skills, and use JavaScript as the language of the web server and the database. This book assumes basic knowledge of web development. No experience with SPAs is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Design, build, and test a full-stack SPA Best-in-class tools like jQuery, TaffyDB, Node.js, and MongoDB Real-time web with web sockets and Socket.IO Touch controls for tablets and smartphones Common SPA design mistakes About the Authors The authors are architects and engineering managers. Michael Mikowski has worked on many commercial SPAs and a platform that processes over 100 billion requests per year. Josh Powell has built some of the most heavily trafficked sites on the web. Table of Contents PART 1: INTRODUCING SPAS Our first single page application Reintroducing JavaScript PART 2: SPA CLIENT Develop the Shell Add feature modules Build the Model Finish the Model and Data modules PART 3: THE SPA SERVER The web server The server database Readyng our SPA for production

Build and Distribute Your Game Using an HTML5 Game Engine As mobile hardware improves, HTML5 is gradually being used for gaming apps and a growing industry of game engines has begun to support it. HTML5 Game Engines: App Development and Distribution presents an introduction to development with HTML5 game engines as well as an in-depth look at popular engines. Along with downloadable example projects for each engine, the book provides techniques for packaging and distributing the final app to all the major platforms. Get Hands-On Guidance through Practical Techniques and Examples The book is divided into three parts. The first one covers the essentials of HTML5, discusses development strategies and techniques, and takes you through a basic pong game running in the browser with no dependencies. The second part implements four games using the Crafty, EaselJS, Impact, and Turbulenz game engines. In the third part, the author describes how several of these games are distributed on

platforms, such as the Chrome Web Store, Apple iOS App Store, Google Play Store, and Facebook.

In less than a decade, mobile technology has revolutionized our cultures, societies, and economies by impacting both personal and professional aspects of human life. Mobile technology has therefore become the fastest diffusing technology in history, expanding and transforming existent possibilities by making technology accessible and ubiquitous. Emerging Perspectives on the Mobile Content Evolution seeks a better understanding of the centrality of mobile content in the recent and coming evolution of both the ICT ecosystem and the media industry. This publication appeals to a broad audience within the interdisciplinary field of media studies, covering topic areas such as journalism, marketing and advertising, broadcasting, information management, media management, media economics, media- and technology-related public policies, media sociology, audience/consumption studies, and arts. This publication presents a multi-disciplinary discussion through a collection of academic chapters covering topics such as mobile communications and entrepreneurship, reflection on wearables and innovation, personal and mobile healthcare, mobile journalism and innovation, and behavioral targeting in the mobile ecosystem.

This book introduces novice developers to a range of data access strategies for storing and retrieving data both locally and remotely. It provides you with a range of fully working data access solutions and the insight you need to know when, and how, to apply each of the techniques to best advantage. Focussing specifically on how the Windows 8 app developer can work with the Windows Runtime (often called Windows RT) framework this book provides careful analysis of the many options you have open to you, along with a comparison of their strengths and weaknesses under different conditions. With the days of a single database being the right choice for almost all development projects long gone. You will learn that the right choice for your app now depends on a variety of factors and getting it right will be critical to your customer's end user experience. We cover a range of data access strategies ranging from storing and retrieving data locally using the JET API, to using the most popular open and closed source database products like SQLite and SQL Server. We look at how lightweight HTML and JavaScript apps work well with equally feather-weight data stores like IndexedDB. We'll also introduce you to more advanced data access techniques like REST (JSON), WCF RIA Services, ASP.NET MVC 4 Web API and Windows Azure that can hugely expand the horizons of what it is possible for your app to do as storage - and even processing - are taken beyond the confines of your user's device. By the time you have read this book you will be familiar with the key data access considerations you will need to evaluate as you build your apps and you will be able to confidently select the data access architecture that is most appropriate to the app you want to build. What you'll learn Understand the data access capability of WinRT Explore the various data access strategies Understand local storage in Windows 8 Apps Discover how to use HTML5 indexedDB as an offline database Use SQLite and SQL Server with Windows 8 Apps Develop ASP.NET MVC 4 Web API data stores Learn how to consume data through a WCF Service Integrate your app with Public Web Services using REST See how SQL Azure can extend your Windows 8 Apps Who this book is for This book is for all the .NET, iOS, Android and Windows Phone app developers looking to develop data driven Windows 8 style apps. You should be comfortable with basic programming concepts and have worked with simple data stores previously. Table of Contents Introducing Windows 8 development from a data perspective Windows 8 Modern app data access strategies Selecting the right strategy for your app Local Data Access I : JET API Local Data Access: II: IndexedDB Dealing with Application Data WCF RIA Services ASP.NET Web API SQL Databases Windows Phone 8 Data Access

Enterprise Web Development

HTML5 Canvas

Exam Ref 70-482 Advanced Windows Store App Development using HTML5 and JavaScript (MCSD)

Pro Windows 8 Development with HTML5 and JavaScript

Advanced Windows Store App Development using HTML5 and JavaScript

Flash is fading fast as Canvas continues to climb. The second edition of this popular book gets you started with HTML5 Canvas by showing you how to build interactive multimedia applications. You'll learn how to draw, render text, manipulate images, and create animation—all in the course of building an interactive web game throughout the book. Updated for the latest implementations of Canvas and related HTML5 technologies, this edition includes clear and reusable code examples to help you quickly pick up the basics—whether you currently use Flash, Silverlight, or just HTML and JavaScript. Discover why HTML5 is the future of innovative web development. Create and modify 2D drawings, text, and bitmap images Use algorithms for math-based movement and physics interactions Incorporate and manipulate video, and add audio Build a basic framework for creating a variety of games Use bitmaps and tile sheets to develop animated game graphics Go mobile: build web apps and then modify them for iOS devices Explore ways to use Canvas for 3D and multiplayer game applications

Apps are at the heart of Windows 8, bringing rich and engaging experiences to both tablet and desktop users. Windows 8 uses the Windows Runtime (WinRT), a complete reimagining of Windows development that supports multiple programming languages and is built on HTML5, CSS and JavaScript. These applications are the future of Windows development and JavaScript is perfect language to take advantage of this exciting and flexible environment. Seasoned author Adam Freeman explains how to get the most from WinRT and Windows 8 by focusing on the features you need for your project. He starts with the nuts-and-

bolts and shows you everything through to advanced features, going 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 learn to be truly effective. The most important features are given a no-nonsense in-depth treatment and chapters contain examples that demonstrate both the power and the subtlety of Windows 8, Windows Runtime and Javascript.

Write Windows 8 Metro apps capable of running on one billion devices -- and do it with familiar HTML5 and JavaScript technologies! Sams Teach Yourself Windows 8 Metro Apps with JavaScript and HTML5 in 24 Hours is the fastest way for web and Windows developers to profit from the massive new Windows 8/Metro opportunity. Microsoft MVP Chad Carter teaches every facet of HTML5/Javascript Metro development simply and clearly, through 24 concise, hands-on lessons focused on knowledge you can apply immediately. Each lesson builds on what's come before, helping you get practical results fast! You'll learn how HTML5, JavaScript, and CSS3 fit into Metro development... how to quickly master Metro design and start using Microsoft's powerful Metro templates... what you need to know about WinRT and WinJS... how to build high-performance Metro apps... how to handle tablet and smartphone form factors, touch, and sensors... how to bind data to apps, and store it locally or remotely... how to manage app lifecycle events... how to make the most of Metro's innovative UI features... and much more. Carter walks you through constructing apps and games from start to finish, and even shows how to get them certified for sale at the Windows Store. Step-by-step instructions walk readers through key tasks... Q-and-As, Quizzes, and Exercises test their knowledge... "Did You Know?" tips offer insider advice... "Watch Out!" alerts help them avoid problems. By the time they're finished, readers will be comfortable with every phase of Windows 8 Metro development -- from planning apps through earning revenue!

Data Push Apps With Html5 Sse

This book assumes a basic level of experience with standard web development. If you've used jQuery Mobile before, you're good to go. Otherwise, you can pick it up along the way.

HTML5 Data and Services Cookbook

Pro Android Web Apps

Pushing the Limits

Web 2.0 Architectures

JavaScript end-to-end

Beginning Android Web Apps Development

A practical approach with hands on recipes to learn more about HTML5 Data and Services, its features and techniques when building websites or web applications. This book is for programmers and developers who work with a lot of backend code and want to get fast tracked into the world of HTML5 and Javascript. It is also for JavaScript developers who would like to update their knowledge with new techniques and capabilities made possible with HTML5. Some experience in HTML and jQuery is assumed.

Provides information on using HTML5, JavaScript, and W3C specifications to create mobile and desktop Web applications for all browsers and devices.

PhoneGap is a growing and leading open-source mobile web apps development framework that lets developers build JavaScript and HTML5-based web applications with native wrappers for more than six mobile platforms, including iOS, Android, and BlackBerry. This framework lets you build HTML- and JavaScript-based apps and still take advantage of native mobile device capabilities like camera, localStorage, geolocation, storage and much more, irrespective of the mobile platform you target. It also lets you use more specialized JavaScript frameworks like jQuery Mobile and more. Beginning PhoneGap is a definitive, one-of-a-kind book that teaches the fundamentals and strategies behind cross-platform mobile application development. Instead of learning languages like Objective-C, focus on building apps from day one for Android, iOS, BlackBerry, WebOS and Symbian—without the complexities of these platforms. This book shows how to build apps which makes use of Google Local Search to create a Restaurant finder apps (which uses Maps to layout locations and uses internal database to store your favorite restaurants. Furthermore, you'll learn how to extend PhoneGap's functionality by using PhoneGap plugins to write apps like Dropbox (syncing files in the background outside HTML/JavaScript code and in native code). By the time you finish Beginning PhoneGap, you'll know PhoneGap inside and out, and, consequently, be able to develop mobile web apps faster and more efficiently than ever before. Make more money in less time!

Fully updated! Prepare for Microsoft Exam 70-481 - and help demonstrate your real-world mastery of Windows Store app development using HTML5 and JavaScript. Designed for experienced developers ready to advance their status, Exam Ref focuses on the critical-thinking and decision-making acumen needed for success at the MCS5 level. Focus on the expertise measured by these objectives: Design Windows Store apps Develop Windows Store apps Create the user interface Program user interaction Manage security and data This Microsoft Exam Ref: Is fully updated for Windows 8.1 and Visual Studio 2013 Organizes its coverage by objectives for Exam 70-481 Features strategic, what-if scenarios to challenge you Requires a minimum of two to five years of experience developing HTML, CSS, and JavaScript applications, including one or more years developing applications that conform to the Windows Store app guidelines

Sie möchten Apps für Windows 8 entwickeln? Dieses Buch leitet Sie sicher vom Grundaufbau bis zum Einstellen Ihrer ersten App in den Windows Store. Sie erfahren beispielsweise, wie Sie Oberflächen, Navigationen und Animationen erstellen, Touch- und Sensoren-Events von Tablets verarbeiten und Ihre Apps testen und debuggen. Das Buch bietet Ihnen eine ausführliche Einführung in die App-Entwicklung mit C# bzw. VB und XAML, es wird jedoch auch auf die Entwicklung mit JavaScript/HTML5 und sogar mit C++ eingegangen. Wenn Sie also über Vorkenntnisse in der .NET- oder der Web-Entwicklung verfügen, werden Sie schon bald Ihre eigenen Windows 8-Apps entwickeln!

Programming Windows Store Apps with HTML, CSS, and JavaScript

Building Web Apps with WordPress

HTML5 Cookbook

Creating Mobile Apps with jQuery Mobile - Second Edition

HTML5 and JavaScript Web Apps

Data Push Apps With Html5 Sse

In just 24 sessions of one hour or less, learn how to build rich, robust mobile apps that run on smartphones, tablets, and other devices and interact with users in powerful new ways. Using this book's straightforward, step-by-step approach, you'll master leading-edge practical skills you can use whether you're developing for the iPad/iPhone or Android. Discover how to quickly build new mobile apps and upgrade older apps, provide cutting-edge media content, leverage advanced features ranging from geolocation to the semantic web, and even simplify complex back-end development. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common HTML5 mobile development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did you Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Work with the new HTML5 tags most valuable for mobile development Get started fast with HTML5 features already supported by today's browsers Detect mobile devices and HTML5 support and upgrade sites to support them Style and build more efficient, usable mobile pages Use jQuery Mobile to quickly create mobile apps Leverage HTML5's breakthrough drawing and typography features Efficiently integrate media content into your apps Add meaning with HTML5 sectioning and semantic elements Implement drag-and-drop more easily than ever Build offline applications and other apps that use local storage Detect and work with location data via the GeoLocation API Use microformats and microdata to make web pages friendlier to computers Add powerful back-end functionality with WebSockets, Web Workers, and File APIs Improve user navigation with the History API

Develop for Android using HTML5, CSS3, and JavaScript

Professional Mobile Web Development with WordPress, Joomla! and Drupal

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