

## JavaScript Reference

Special Edition Using JavaScript covers the following topics: An Overview of JavaScript Programming Fundamentals Basic Objects Working with Browser Windows Working with the Document Object Working with Forms Dynamic HTML

A guide to the Beta release of Adobe Integrated Runtime explains how to build and deploy HTML and JavaSript-based Web applications to the desktop.

JavaScript Quick Syntax Reference is a condensed syntax reference to the JavaScript language. It presents the essentials of JavaScript in a well-organized format that can be used as a handy reference. This includes the latest ECMAScript 5, JSON (JavaScript Object Notation) and DOM (Document Object Model) specifications and implementations. You won't find any technical jargon, bloated samples, drawn out history lessons or witty stories in this book. What you will find is a JavaScript reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any JavaScript programmer or Web developer. In JavaScript Quick Syntax Reference, you will find a concise reference to JavaScript programming language syntax; has short, simple and focused code examples; and includes a well laid out table of contents and a comprehensive index allowing easy review.

Create dynamic, interactive Web pages with the latest upgrade to this flexible development tool. Coverage includes event handling, object oriented programming, IE specific content, XML, and sample code that lets you work through projects and provides groundwork for your own creations. Provides information for new and non-professional developers and also more advanced coverage for experienced JS developers who want a comprehensive reference.

Activate Your Web Pages

JavaScript Bible

JavaScript by Example

JavaScript

JavaScript Programmer's Reference is an invaluable resource that won't stray far from your desktop (or your tablet!). It contains detailed information on every JavaScript object and command, and combines that reference with practical examples showcasing how you can use those commands in the real world. Whether you're just checking the syntax of a method or you're starting out on the road to JavaScript mastery, the JavaScript Programmer's Reference will be an essential aid. With a detailed and informative tutorial section giving you the ins and outs of programming with JavaScript and the DOM followed by a command-by-command reference, your next project will pop with interactivity and keep your audience coming back for more. JavaScript Programmer's Reference is your one-stop source for everything you'll need to know to become a cutting edge web developer using the latest tools and techniques available today. In depth explanations and activities to explain not just the command in question, but why it is used in that way Progressive learning curve to not overwhelm and confuse you Handy and extremely informative quick-reference of every command within the JavaScript & DOM specifications

JavaScript is the ubiquitous programming language of the Web, and for more than 15 years. JavaScript: The Definitive Guide has been the bible of JavaScript programmers around the world. Ideal for JavaScript developers at any level, this book is an all-new excerpt of The Definitive Guide,

collecting the essential parts of that hefty volume into this slim yet dense pocket reference. The first 9 chapters document the latest version (ECMAScript 5) of the core JavaScript language, covering: Types, values, and variables Operators, expressions, and statements Objects and arrays

Functions and classes The next 5 chapters document the fundamental APIs for using JavaScript with HTML5 and explain how to: Interact with web browser windows Script HTML documents and document elements Modify and apply CSS styles and classes Respond to user input events Communicate with web

servers Store data locally on the user's computer This book is a perfect companion to jQuery Pocket Reference.

Provides an overview of the scripting language, covering topics including JavaScript objects, methods, properties, and events.

The book is for anyone who wants to learn how to modify Minecraft--no previous programming experience required! The book uses JavaScript, a popular programming language for creating websites and scripting. Aimed at kids who already play Minecraft, this guide will teach coding through a series

of "Recipes" (the term used in-game when crafting new objects). For example, in the game, one of the first things any player must do is create a Workbench, or Crafting Table, which will in turn enable the player to create sophisticated tools. Recipe 1 in the book (the term Recipe and Chapter

is interchangeable) is 'A modding Workbench' and its ingredients are the tools the reader will need to begin modding. The goal of each Recipe/chapter is to introduce a new JavaScript concept or expand upon a previously introduced concept. The author will present each recipe as a useful

addition to the game while gently introducing programming concepts in an approachable style. This unique approach gets over the problem of introducing JavaScript in an interesting way and avoids spending 3 or 4 chapters explaining JavaScript core concepts in a vacuum. Several Recipes will be

covered, including Rolling Dice, Snowball Fight, Piggie Pandemonium, Advanced Modding, and more.

JavaScript Application Cookbook

Adobe Photoshop CS2 Official JavaScript Reference

Dreamweaver CS4: The Missing Manual

HTML, CSS, JavaScript, Perl, Python, and PHP

A valuable resource for Webmasters presents a number of readytogo JavaScript applications, along with thorough documentation, to help provide additional functionality to Web sites of all kinds. Original. (Beginning/Intermediate)

Since 1996, JavaScript: The Definitive Guide has been the bible for JavaScript programmers—a programmer's guide and comprehensive reference to the core language and to the client-side JavaScript APIs defined by web browsers. The 6th edition covers HTML5 and ECMAScript 5. Many chapters have been completely rewritten to bring them in line with today's best web development practices. New chapters in this edition document jQuery and server side JavaScript. It's recommended for experienced programmers who want to learn the programming language of the Web, and for current JavaScript programmers who want to master it. "A must-have reference for expert JavaScript programmers...well-organized and detailed." —Brendan Eich, creator of JavaScript, CTO of Mozilla "I made a career of what I learned from JavaScript: The Definitive Guide." —Andrew Hedges, Tapulous

Tucking a few JavaScript statements in among the HTML code that makes up your Web pages makes a dramatic difference. Enhanced, more interactive navigation buttons, user input validation, and scrolling messages are but a few of the improvements that you can make with JavaScript. Now, with JavaScript For Dummies Quick Reference, all the JavaScript statements and examples of how to use them are right at your fingertips. Internet technology expert Emily A. Vander Veer not only organizes all the relevant HTML and JavaScript topics for easy access but also points out potential pitfalls, offers neat tricks, and provides complete code for doing such things as interacting with cookies, displaying pop-up messages, and making your script compatible with JavaScript-challenged Web browsers. Best of all, JavaScript For Dummies Quick Reference features handy cross-references to topics covered in greater depth in JavaScript For Dummies.

JavaScript Pocket Reference"O'Reilly Media, Inc."

The Official MooTools Reference for JavaScript and Ajax Development

The New Toys

The Definitive Guide

JavaScript Quick Syntax Reference

A project based guide to help you get started with web development by building real-world and modern web applications About This Book Learn JavaScript from scratch by building clones of popular web applications Understand the core concepts and techniques surrounding JavaScript with this power-packed hands-on guide Explore modern JavaScript frameworks and libraries such as Node, React and Webpack Who This Book Is For The target audience for this book is developers with little or basic knowledge of working with JavaScript. If you are an emerging web developer with experience in building static web pages using HTML and CSS, this book will teach you to add JavaScript elements to make your website interactive and dynamic. What You Will Learn A strong understanding of web application development with JavaScript and ES6. A firm foundation on which to master other JavaScript frameworks and libraries. Write maintainable and scalable code by organizing functions into modules. Importance of tools such as Node, NPM, Babel, and Webpack in Front-end development. Work with real-time data such as incoming video streams, texts, and so on Integrate React with JavaScript to build large-scale applications. Utilize Redux to manage data across React components and greatly speed up the development process In Detail JavaScript is the programming language that all web developers need to learn. The first item on our JavaScript to-do list is building g a To-do list app, which you'll have done by the end of the first chapter. You'll explore DOM manipulation with JavaScript and work with event listeners. You'll work with images and text to build a Meme creator. You will also learn about ES (ECMAScript) classes, and will be introduced to layouts using the CSS3 Flexbox. You'll also develop a responsive Event Registration form that allows users to register for your upcoming event and use charts and graphics to display registration data. You will then build a weather application, which will show you different ways perform AJAX requests and work with dynamic, external data. WebRTC enables real-time communication in a web browser; you'll learn how to use it when you build a real-time video-call and chat application later in the book. Towards the end of the book, you will meet React, Facebook's JavaScript library for building user interfaces. You'll throw together a blog with React, and get a feel for why this kind of JavaScript framework is used to build large-scale applications. To make your blog more maintainable and scalable, you'll use Redux to manage data across React components. Style and approach This project-based guide will teach you all the facets of JavaScript through real-world app examples.

Written by the engineers and scripting experts at Adobe now available for the first time in printthis book is an essential reference guide for developers who want to extend the capabilities of Adobe GoLive CS2 using JavaScript and the special markup tags that the GoLive CS2 SDK (Software Developer's Kit) provides. If you're familiar with GoLive, JavaScript, and C and C++ programming, you'll find the information you need to create custom tools and extensions tailored to your specific GoLive tasks. For example, you can create floating palettes and task-specific dialogs that include text, graphics, and controls; add custom HTML elements that can be edited in an Inspector palette; add new controls to the Objects paletteanything that helps streamline your company's GoLive workflow. And since nearly all of the user commands in GoLive are made available in JavaScript, you can use JavaScript to automate repetitive tasks, for example, editing all the documents on your site automatically, or to customizing menu items in GoLive according to the contents of a specific database. You'll find plenty of reference information about the markup tags and JavaScript objects that the GoLive CS2 SDKwhich ships with every copy of Adobe GoLive CS2provides.

Are you a creative professional? Do you spend too much time doing repetitive production tasks such as placing and replacing images, resizing them, dragging them from one document to another, and preparing images for printing instead of being creative? Do you use Adobe Illustrator CS2 and have some experience with scripting? Then this book is for you. Virtually every repetitive or time-consuming task that creative professionals have to do in the Adobe Creative Suite can be streamlined with the help of a script. This book describes how to use JavaScript to manipulate and extend Adobe Illustrator within Adobe Creative Suite 2, and provides reference information for the JavaScript objects, properties, and functions defined by Adobe's applications. Available in print for the first time, this scripting reference provides the information experienced JavaScript user needs to create custom scripts for the Illustrator, whether you're looking to capture and automate parts of the printing process; manipulate swatches to create new patterns, gradients and spot colors; or create a script that applies formatting to selected text or changes a selected path's shape. These are just a few examples of how you can use Illustrator CS2's built-in scripting capabilities to save you from hours of repetitive tasks.

Web designers and programmers, add JavaScript to your HTML5 development toolkit without fear Modern websites are complex, and some of the most exciting features - things like geolocation, canvas, portability to mobile and more - require JavaScript to leverage what HTML5 can create. Don't know JavaScript? That's where HTML5 Programming with JavaScript For Dummies comes in. Rather than walking you through JavaScript as a programming language, it approaches JavaScript as a tool to help you enhance web pages. Helps web designers and programmers tap the full power of HTML5 by leveraging JavaScript, even if they have no prior knowledge of JavaScript Enables readers to produce modern websites with today's technology essentials:

portability to mobile devices, animation, the use of Libraries, the Canvas component, and more Emphasizes practical uses and offers many short examples for illustration Discover basic to complex ways to use JavaScript programming syntax to harness the full power of HTML5 and CSS3.

Google Maps JavaScript API Cookbook

Beginning Windows Store Application Development: HTML and JavaScript Edition

Professional Visual Studio 2013

JavaScript The Complete Reference 3rd Edition

All of JavaScript's newest features, in depth, made easy to understand. JavaScript is a rapidly changing language and it can be challenging to keep up with all the new toys being added. JavaScript: The New Toys explores the newest features of the world's most popular programming language while also showing readers how to track what's coming next. After setting the stage by covering who manages the process of improving JavaScript, how new features get introduced, terminology, and a high-level overview of new features, it details each new or updated item in depth, with example uses, possible pitfalls, and expert recommendations for updating old habits in light of new features. JavaScript: The New Toys: Covers all the additions to JavaScript in ES2015-ES2019 plus a preview of ES2020 (and beyond) Explores the latest syntax: nullish coalescing, optional chaining, let and const, class syntax, private methods, private fields, new.target, numeric separators, BigInt, destructuring, default parameters, arrow functions, async functions, await, generator functions, ... (rest and spread), template literals, binary and octal literals, \*\* (exponentiation), computed property/method names, for-of, for-await-of, shorthand properties, and others Details the new features and patterns including modules, promises, iteration, generators, Symbol, Proxy, reflection, typed arrays, Atomics, shared memory, WeakMap, WeakSet, and more Highlights common pitfalls and explains how to avoid them Shows how to follow the improvements process and even participate in the process yourself Explains how to use new features even before they're widely supported With its comprehensive coverage and friendly, accessible style, JavaScript: The New Toys provides an invaluable resource for programmers everywhere, whether they work in web development, Node.js, Electron, Windows Universal Apps, or another JavaScript environment.

Learn everything about utilizing the JavaScript language with the next generation of Rich Internet Applications from the accessible information in JavaScript Programmer's Reference, both a tutorial and a reference guide for web developers. Master methods for using Java with applications like Microsoft's Silverlight, Ajax, Flex, Flash and AIR by practicing with hands-on examples with practical, usable code. Employ this complete JavaScript reference to help you understand JavaScript Data Types, Variables, Operators, Expressions and Statements, work with JavaScript Frameworks and data, and improve performance with Ajax.

This invaluable resource offers tutorials and real-world examples as well as thorough language references for Web markup languages (HTML/XHTML and CSS), and popular scripting languages (JavaScript, Perl, and PHP) Examines the role of JavaScript, CGI (with examples in Perl and Python), and PHP on the Web and shows how to best use them all Includes a valuable reference section on each technology that can be used for review and consultation

Comprehensive guide to Visual Studio 2013 Visual Studio is your essential tool for Windows programming. Visual Studio 2013 features important updates to the user interface and to productivity. In Professional Visual Studio 2013, author, Microsoft Certified Trainer, and Microsoft Visual C# MVP Bruce Johnson brings three decades of industry experience to guide you through the update, and he doesn't just gloss over the basics. With his unique IDE-centric approach, he steers into the nooks and crannies to help you use Visual Studio 2013 to its maximum potential. Choose from more theme options, check out the new icons, and make your settings portable Step up your workflow with hover colors, auto brace completion, peek, and CodeLens Code ASP.NET faster than ever with new shortcuts Get acquainted with the new SharePoint 2013 environment Find your way around the new XAML editor for Windows Store apps Visual Studio 2013 includes better support for advanced debugging techniques, vast improvements to the visual database tools, and new support for UI testing for Windows Store apps. This update is the key to smoother, quicker programming, and Professional Visual Studio 2013 is your map to everything inside.

The Complete Reference

HTML5 Programming with JavaScript For Dummies

JavaScript: The Complete Reference, 2nd edition

**The essential JavaScript resource—fully updated Design, debug, and publish high-performance web pages and applications using tested techniques and best practices from expert developers. The all-new edition of this comprehensive guide has been thoroughly revised and expanded to cover the latest JavaScript features, tools, and programming methods. JavaScript: The Complete Reference, Third Edition provides illustrative examples, line-by-line code samples, and practical development advice—from the core of the language to the various standard and emerging APIs supported by modern web browsers. This in-depth resource covers everything you need to know, whether you're trying to understand the fundamentals of weak typing in JavaScript, reduce your confusion over closures, or perform common tasks like form validation or Ajax calls. Explore core JavaScript syntax and data types Investigate often confusing concepts such as weak typing and closures Use object-oriented programming the JavaScript way See what changes come from ECMAScript 5 Perform dynamic content updates using DOM methods Handle user-generated events with modern event models Modernize form handling with HTML5 and JavaScript Use the XMLHttpRequest object to create Ajax applications Control animation and multimedia content with JavaScript Generate bitmap graphics with the Canvas API Learn methods to handle the challenges of cross-browser coding Discover defensive development and error handling Building Windows 8 Apps with JavaScript is the definitive guide for every experienced developer who wants to create, ship, and profit from Windows 8 apps built with HTML5 and JavaScript. Written by Chris Sells, former Visual Studio Principal Program Manager who led the team that built Microsoft's official Windows 8 JavaScript app templates, and Brandon Satrom, expert web/mobile developer, this book covers every facet of development with Microsoft's new JavaScript framework and WinRT. The authors guide you through building full-featured Windows Store apps that merge the best aspects of desktop, web, and mobile apps into a single user and developer experience. You'll learn how to leverage the full power of the Windows 8 platform and integrate services ranging from client-side state to offline storage. Leveraging these techniques, you can deliver information to users faster, more clearly, and more concisely, on whatever devices they prefer. Through complete example projects, Building Windows 8 Apps with JavaScript covers Understanding powerful new improvements in Windows 8 developer experience Using Windows 8's more flexible binding to update the UI as underlying data changes Creating layouts and typography that fit Windows 8 style and leverage its advantages Working with audio, video, captured media, animation, and HTML5 graphics Making your app "connectable" with PlayTo Integrating WinJS navigation services to improve UI control Maintaining app states built up over time, and sharing them across devices Writing highly responsive async apps Supporting true-touch metaphors and interactions, location data, and sensors Designing apps for the Windows 8 design language Extending JavaScript code to integrate existing C/C++ code or to access Windows capabilities that WinRT doesn't expose Discovering best practices for monetizing Windows Store apps All of the downloadable examples can be created and run with Microsoft's free Visual Studio 2012 Express for Windows 8, which includes all you need to build, package, and deploy your Windows Store apps.** Do you spend too much time doing repetitive production tasks such as placing and replacing images, resizing them, dragging them from one document to another, and preparing images for printing instead of being creative? Do you use Adobe Acrobat and have a strong working knowledge of JavaScript? Then you're in luck. Since Adobe Creative Suite 2 was created with built-in support for

scripting, virtually every repetitive or time-consuming task that creative professionals have to do in Acrobat can be streamlined or automated with the help of a script. This book describes how to use JavaScript to manipulate and extend Adobe Acrobat, and provides reference information for the JavaScript objects, properties, and functions defined by Adobe's applications. Now available in print for the first time, this book doesn't teach you how to write code in JavaScript, but if you're familiar with the scripting language, and want to start writing scripts for Acrobat, you'll appreciate having the most definitive, up-to-date reference available.

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.

**Dreamweaver CS6: The Missing Manual**

**JavaScript For Dummies Quick Reference**

**Special Edition Using JavaScript**

**Building Windows 8 Apps with JavaScript**

Google Maps API Cookbook follows a fast-paced, high-level, structured cookbook approach, with minimal theory and an abundance of practical, real-world examples explained in a thorough yet concise manner to help you learn quickly and efficiently. Google Maps API Cookbook is for developers who wish to learn how to do anything from adding a simple embedded map to a website to developing complex GIS applications with the Google Maps JavaScript API. It is targeted at JavaScript developers who know how to get by but who are also seeking the immediacy of recipe-based advice.

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

JavaScript lets you supercharge your HTML with animation, interactivity, and visual effects—but many web designers find the language hard to learn. This jargon-free guide covers JavaScript basics and shows you how to save time and effort with the jQuery library of prewritten JavaScript code. You'll soon be building web pages that feel and act like desktop programs, without having to do much programming. The important stuff you need to know: 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. Improve your user interface. Learn how the pros make websites fun and easy to use. Collect data with web forms. Create easy-to-use forms that ensure more accurate visitor responses. Add a dash of Ajax. Enable your web pages to communicate with a web server without a page reload. Practice with living examples. Get step-by-step tutorials for web projects you can build yourself.

The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most comprehensive book on the market, the JavaScript Bible is a classic bestseller that keeps you up to date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. Part tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes: JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tools JavaScript Essentials Your First JavaScript Script Browser and Document Objects Scripts and HTML Documents Programming Fundamentals Window and Document Objects Forms and Form Elements Strings, Math, and Dates Scripting Frames and Multiple Windows Images and Dynamic HTML The String Object The Math, Number, and Boolean Objects The Date Object The Array Object JSON - Native JavaScript Object Notation E4X - Native XML Processing Control Structures and Exception Handling JavaScript Operators Function Objects and Custom Objects Global Functions and Statements Document Object Model Essentials Generic HTML Element Objects Window and Frame Objects Location and History Objects Document and Body Objects Link and Anchor Objects Image, Area, Map, and Canvas Objects Event Objects Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly.

InfoWorld

A Beginner's Guide to Writing Minecraft Plugins in JavaScript

MooTools Essentials

Adobe Acrobat 7 Official JavaScript Reference

Mootools is a light, modular JavaScript framework that makes adding Ajax, animations, and interactive elements to your site a breeze. But it's more than fancy effects and shortcuts: Mootools enhances the JavaScript language and makes writing clean, object-oriented code almost pleasant. Unlocking the power of Mootools, and therefore JavaScript, isn't that hard, but knowing where to start can be. Mootools Essentials aims to help you accomplish that task with the following: Illustrations of nearly every class and function in the library Real-world examples of how to use them Written by Mootools user/contributor and Mootorial author, Aaron Newton. See how Mootools makes JavaScript more powerful!

Do you spend too much time doing repetitive production tasks such as placing and replacing images, resizing them, dragging them from one document to another, and preparing images for printing instead of being creative? Do you use Adobe Photoshop CS2 and have some experience with scripting? You're in luck. Since Adobe Creative Suite 2 was created with built-in support for scripting, virtually every repetitive or time-consuming task that creative professionals have to do in the Adobe Creative Suite can be streamlined with the help of a script. This book describes how to use JavaScript to manipulate and extend Adobe Photoshop within Adobe Creative Suite 2, and provides reference information for the JavaScript objects, properties, and functions defined by Adobe's applications. Now available in print for the first time, this scripting reference provides the information experienced JavaScript users need to create custom scripts for Photoshop, whether you're looking to automate Camera Raw options and settings, automatically resize and export large batches of images into your page-layout application, or want to automatically add metadata, like a copyright notice, to selected image files. These are just a few examples of how you can use Photoshop CS2's built-in scripting capabilities to save you from hours of repetitive tasks.

When it comes to building professional websites, Dreamweaver CS4 is capable of doing more than any other web design program -- including previous versions of Dreamweaver. But the software's sophisticated features aren't simple. Dreamweaver CS4: The Missing Manual will help you master this program quickly, so you can bring stunning, interactive websites to life. Under the expert guidance of bestselling author and teacher David McFarland, you'll learn how to build professional-looking websites quickly and painlessly. McFarland has loaded the book with over 150 pages of hands-on tutorials to help you create database-enabled PHP pages, use Cascading Style Sheets (CSS) for cutting-edge design, add XML-based news feeds, include dynamic effects with JavaScript and AJAX, and more. This witty and objective book offers jargon-free language and clear descriptions that will help you: Learn how to control the appearance of your web pages with CSS, from the basics to advanced techniques Design dynamic database-driven websites, from blogs to product catalogs, and from shopping carts to newsletter signup forms Add interactivity to your website with ready-to-use JavaScript programs from Adobe's Spry Framework Effortlessly control the many helper files that power your website and manage thousands of pages Examine web-page components and Dreamweaver's capabilities with the book's "live examples" Perfect for beginners who need step-by-step guidance, and for longtime Dreamweaver designers who need a handy reference to the new version, this thoroughly updated edition of our bestselling Missing Manual is your complete guide to designing, organizing, building, and deploying websites. It's the ultimate atlas for Dreamweaver CS4.

Beginning Windows Store Application Development - HTML and JavaScript Edition introduces you to the Windows 8 modern app design paradigm and the new Windows 8 programming model developed around this paradigm. You'll learn to build rich, immersive applications designed to run on the many devices powered by Windows 8. The authors draw on their extensive practical experience to provide not only a comprehensive introduction to the model and its features, but guidance on best practices and a real-world sample application that you develop over the course of the book. Beginning Windows Store Application Development - HTML and JavaScript Edition also emphasizes how devices will be used and applications will be built in a world that has become far more connected. The book takes you beyond the syntax of any development language and examines factors such as application design, user experience, social integration, and maintaining data and settings across multiple devices.

Adobe Illustrator CS2 Official JavaScript Reference

JavaScript: The Definitive Guide

JavaScript & jQuery: The Missing Manual

JavaScript Pocket Reference

The HTML5 Programmer 's Reference aims to provide everything a programmer needs for understanding and using the new HTML5 family of standards. Previous HTML standards were focused on defining tags for marking up documents. The HTML5 family of standards not only includes new semantic tags but also defines exciting new JavaScript APIs that can be used to build rich, interactive web applications for both mobile and desktop platforms. The HTML5 Programmer 's Reference focuses on providing real-world non-trivial examples to demonstrate concepts. Chapters include both in-depth discussions and full references for all HTML5 features, as well as extras like how to find the standards, the history of their evolution, and other examples and helpful resources. With this book the reader will learn everything they need to know to build the next generation of web applications.

Dreamweaver CS6 is the most capable website design and management program yet, but there 's no printed guide to its amazing features. That 's where Dreamweaver CS6: The Missing Manual comes in. You ' ll learn to use every facet of this versatile program, through jargon-free explanations and 13 hands-on tutorials. The important stuff you need to know: Get A to Z guidance. Go from building simple web pages to creating rich, interactive websites. Learn state-of-the-art design. Create dynamic, visually appealing sites using JavaScript and CSS, and see how HTML5 and CSS3 fit in. Add instant interactivity. Use Dreamweaver ' s unique Spry technology to easily add complex layout options, like drop-down menus. Use timesaving features. Take advantage of Dreamweaver ' s libraries, templates, and hundreds of extensions. Go mobile. Design sites for smartphones, tablets, and desktop PCs, using the same HTML. Simplify site management. Check for broken links, streamline site-wide changes, and reorganize your site in a snap.

A guide for experienced programmers demonstrates the core JavaScript language, offers examples of common tasks, and contains an extensive reference to JavaScript commands, objects, methods, and properties.

Demonstrates interactive Web programming techniques using JavaScript, discussing core features, object models, language, client-side services, and how to use JavaScript in the real world.

JavaScript Programmer's Reference

Adobe Integrated Runtime (AIR) for JavaScript Developers Pocket Reference

Pocket Reference

Web Standards Programmer's Reference