

Head First JQuery Ryan Benedetti

Want to create animated graphics for iPhone, iPad and the Web, using familiar Adobe features? You've come to the right guide. Adobe Edge Preview 5: The Missing Manual shows you how to build HTML5 and JavaScript graphics with Adobe multimedia tools. No programming experience? No problem. Adobe Edge writes all the code for you. With this book, you'll be designing great-looking web apps in no time. The important stuff you need to know: Get to know the workspace. Learn how Adobe Edge Preview 5 performs its magic. Create and import graphics. Make drawings with Edge's tools, or use art you designed in other programs. Work with text. Build menus, label buttons, provide instructions, and perform other tasks. Jump into animation. Master Edge's elements, properties, and timeline panels. Make it interactive. Use triggers and actions to give users control over their web experience. Peek behind the curtain. Understand how HTML and CSS documents work. Dig into JavaScript. Customize your projects by tweaking your code.

Summary Go Web Programming teaches you how to build scalable, high-performance web applications in Go using modern design principles. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Go language handles the demands of scalable, high-performance web applications by providing clean and fast compiled code, garbage collection, a simple concurrency model, and a fantastic standard library. It's perfect for writing microservices or building scalable, maintainable systems. About the Book Go Web Programming teaches you how to build web applications in Go using modern design principles. You'll learn how to implement the dependency injection design pattern for writing test doubles, use concurrency in web applications, and create and consume JSON and XML in web services. Along the way, you'll discover how to minimize your dependence on external frameworks, and you'll pick up valuable productivity techniques for testing and deploying your applications. What's Inside Basics Testing and benchmarking Using concurrency Deploying to standalone servers, PaaS, and Docker Dozens of tips, tricks, and techniques About the Reader This book assumes you're familiar with Go language basics and the general concepts of web development. About the Author Sau Sheong Chang is Managing Director of Digital Technology at Singapore Power and an active contributor to the Ruby and Go communities. Table of Contents PART 1 GO AND WEB APPLICATIONS Go and web applications Go Chat PART 2 BASIC WEB APPLICATIONS Handling requests Processing requests Displaying content Storing data PART 3 BEING REAL Go web services Testing your application Leveraging Go concurrency Deploying Go Take advantage of Drupal's vast collection of community-contributed modules and discover how they make this web framework unique and valuable. With this guide, you'll learn how to combine modules in interesting ways (with minimal code-wrangling) to develop several community-driven websites—including a job posting board, photo gallery, online store, product review database, and event calendar. The second edition focuses on Drupal 7, the latest version of this open source system. Each project spans an entire chapter, with step-by-step "recipes" to help you build out the precise functionality the site requires. With this book, developers new to Drupal will gain experience through a hands-on introduction, and experienced Drupal developers will learn real-world best practices. Learn Drupal's concepts and building blocks, and how everything works together Hit the ground running—build your first Drupal site hands-on Explore solutions that meet each project's requirements, and discover why specific modules were selected Understand the projects through case studies, including the client's needs and desires Learn how to configure modules with a bird's-eye view of how they work Discover new modules, including Drupal Commerce, Media, and Workbench

HTML5 is not just a replacement for plugins. It also makes the Web a first-class development environment by giving JavaScript programmers a solid foundation for building industrial-strength applications. This practical guide takes you beyond simple site creation and shows you how to build self-contained HTML5 applications that can run on mobile devices and compete with desktop apps. You'll learn powerful JavaScript tools for exploiting HTML5 elements, and discover new methods for working with data, such as offline storage and multithreaded processing. Complete with code samples, this book is ideal for experienced JavaScript and mobile developers alike. Store session data in the browser with local storage objects Save trips to the server: store larger amounts of data with IndexedDB Give browsers limited access to a user's system to read and upload files Take your app offline—and speed up page loading when it's online Use Web Workers to create multithreaded applications Transfer data between browser and server more efficiently with Web Sockets Learn about HTML5 tags for forms, multimedia, graphics, and geolocation "HTML5 is all the rage these days, but it's more than just a buzzword. Programming HTML5 Applications provides the knowledge to guide you through all the new technologies needed to make modern web applications." --Ralph Whitbeck, cohost of The Official jQuery Podcast

Read Less, Learn More

Building Web Apps with JavaScript

A Learner's Guide to Coding and Computational Thinking

Go in Action

Head First Object-Oriented Analysis and Design

Using Drupal

What will you learn from this book? If you have an idea for a killer Android app, this fully revised and updated edition will get you up and running in a jiffy. You'll go beyond syntax and how-to manuals and learn how to think like a great Android developer. This hands-on book teaches you everything from designing user interfaces to building multi-screen apps that persist data in a database. It covers the latest features of Android Jetpack, including Jetpack Compose. It's like having an experienced Android developer sitting right next to you! If you have some Kotlin know-how, you're ready to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Android Development uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Applied jQuery teaches readers how to quickly start writing application interfaces. The beautifully designed book offers practical techniques and provides lots of real-world advice and guidance. The Author, Jay Blanchard, has practical experience working in the field and wastes no time getting to the instruction, taking the reader from a beginner to a proficient interface programmer by the end of the book. Today's Web developers are expected to be well versed in many different technologies. While it is good to have a shelf full of books that focus on single technologies, having a book that shows developers how to combine these technologies is key. This book takes the reader beyond the fundamental mechanics of individual technologies to illustrate the value and power of combining jQuery and PHP with templates and layouts handled by HTML and CSS. Beginning to intermediate web developers designing and developing web application interfaces and web sites will learn how to blend these ingredient technologies, as well as how to secure jQuery.

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

HTML has been on a wild ride. Sure, HTML started as a mere markup language, but more recently HTML's put on some major muscle. Now we've got a language tuned for building web applications with Web storage, 2D drawing, offline support, sockets and threads, and more. And to speak this language you've got to go beyond HTML5 markup and into the world of the DOM, events, and JavaScript APIs. Now you probably already know all about HTML markup (otherwise known as structure) and you know all about CSS style (presentation), but what you've been missing is JavaScript (behavior). If all you know about are structure and presentation, you can create some great looking pages, but they're still just pages. When you add behavior with JavaScript, you can create an interactive experience; even better, you can create full blown web applications. Head First HTML5 Programming is your ultimate tour guide to creating web applications with HTML5 and JavaScript, and we give you everything you need to know to build them, including: how to add interactivity to your pages, how to communicate with the world of Web services, and how to use the great new APIs being developed for HTML5. Here are just some of the things you'll learn in Head First HTML5 Programming: Learn how to make your pages truly interactive by using the power of the DOM. Finally understand how JavaScript works and take yourself from novice to well-informed in just a few chapters. Learn how JavaScript APIs fit into the HTML5 ecosystem, and how to use any API in your web pages. Use the Geolocation API to know where your users are. Bring out your inner artist with Canvas, HTML5's new 2D drawing surface. Go beyond just plugging a video into your pages, and create custom video experiences. Learn the secret to grabbing five megabytes of storage in every user's browser. Improve your page's responsiveness and performance with Web workers. And much more.

Head First Networking

Applied jQuery

Sober Curious

A Brain-Friendly Guide

Adobe Edge Animate Preview 7: The Missing Manual

Adobe Edge Preview 5: The Missing Manual

"As someone who uses jQuery on a regular basis, it was surprising to discover how much of the library I'm not using. This book is indispensable for anyone who is serious about using jQuery for non-trivial applications."-- Raffaele Cecco, longtime developer of video games, including Cybernoid, Exolon, and Stormlord jQuery is the "write less, do more" JavaScript library. Its powerful features and ease of use have made it the most popular client-side JavaScript framework for the Web. Ideal for JavaScript developers at all skill levels, this book is jQuery's trusty companion: the definitive "read less, learn more" guide to the library. jQuery Pocket Reference explains everything you need to know about jQuery, completely and comprehensively. You'll learn how to: Select and manipulate document elements Alter document structure Handle and trigger events Create visual effects and animations Script HTTP with Ajax utilities Use jQuery's selectors and selection methods, utilities, plugins and more The 25-page quick reference summarizes the library, listing all jQuery methods and functions, with signatures and descriptions.

Want to learn the Python language without slogging your way through how-to manuals? With Head First Python, you'll quickly grasp Python's fundamentals, working with the built-in data structures and functions. Then you'll move on to building your very own webapp, exploring database management, exception handling, and data wrangling. If you're intrigued by what you can do with context managers, decorators, comprehensions, and generators, it's all here. This second edition is a complete learning experience that will help you become a bonafide Python programmer in no time. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Python uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Annotation This compilation of best practice jQuery solutions provides a cookbook of ready-to-go suggestions to help breathe life into any web page. It covers topics such as scrolling, animating, backgrounds, crossfaders, menus, buttons and how to write your own jQuery plug-ins.

Ideal for application developers who use SQL Server 2005, this book presents the essential SQL statements for retrieving and updating the data in a database, because that's what every application developer needs to know. It shows how to design and create a database, because application developers often end up in the role of database designer and DBA.

Head First Ajax

Programming HTML5 Applications

Visual QuickStart Guide

Head First Learn to Code

Head First WordPress

The Blissful Sleep, Greater Focus, Limitless Presence, and Deep Connection Awaiting Us All on the Other Side of Alcohol

Whether you're promoting your business or writing about your travel adventures, Head First WordPress will teach you not only how to make your blog look unique and attention-grabbing, but also how to dig into the more complex features of WordPress 3.0 to make your website work well, too. You'll learn how to move beyond the standard WordPress look and feel by customizing your blog with your own URL, templates, plugin functionality, and more. As you learn, you'll be working with real WordPress files: The book's website provides pre-fab WordPress themes to download and work with as you follow along with the text. Gain immediate experience with WordPress 3.0, the June 2010 release of the software Get your site up and running by setting up a MySQL database and creating configuration files Work with the Wordpress platform to create posts and pages, learn the difference between tags and categories, edit content, moderate comments, and manage spam Explore how to extend Wordpress with plugins and templates Convert custom designs (in HTML and CSS) into functional themes and use them in WordPress We think your time is too valuable to waste struggling with new

concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First WordPress uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

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

Head First JQuery"O'Reilly Media, Inc."

If you're developing websites, you have to know JavaScript. There's no way around it today. And this latest edition of Murach's popular book teaches you how to code modern JavaScript that conforms to the ECMAScript standards, the way the pros do. At the same time, it teaches you how to use jQuery, the classic JavaScript library, to handle the DOM scripting that gives JavaScript so much of its power. And it works no matter whether you're a web designer who's coming from a background in HTML and CSS or a server-side programmer who's coded in languages like PHP, C#, Java, and Python.

jQuery Pocket Reference

Jquery in Action

JavaScript & jQuery: The Missing Manual

Warning Miracle

Murach's JavaScript and JQuery (4th Edition)

A guide to C# 3.0 and Visual Studio 2008 covers such topics as objects, data types and references, encapsulation, interfaces, exception handling, and LINQ. What will you learn from this book? Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019, beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time you're done, you'll be a solid C# programmer--and you'll have a great time along the way! What's so special about this book? Based on the latest research in cognitive science and learning theory, Head First C# uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

"Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD accessible, usable for the practitioner." Ivar Jacobson, Ivar Jacobson Consulting "I just finished reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOA&D-to write great software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. As I read the book, I felt like I was looking over the shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore, Associate Professor, Computer Science Department, Boston College Tired of reading Object Oriented Analysis and Design books that only makes sense after you're an expert? You've heard OOA&D can help you write great software every time--software that makes your boss happy, your customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design shows you how to analyze, design, and write serious object-oriented software: software that's easy to reuse, maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use OO principles like encapsulation and delegation to build applications that are flexible Apply the Open-Closed Principle (OCP) and the Single Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to ensure that all stakeholders are communicating clearly to help you deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design compresses the time it takes to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this!

Want to create animated graphics for iPhone, iPad, and the Web, using familiar Adobe features? You've come to the right book. Adobe Edge Animate: The Missing Manual shows you how to build HTML5 graphics with Adobe visual tools. No programming experience? No problem. Adobe Edge Animate writes all of the code for you. With this book, you'll be designing great-looking web elements in no time. (Note: This book does not cover Adobe Edge Animate CC and later versions.) The important stuff you need to know: Jump into animation. Master Animate's elements, properties, and timeline panels. Create and import graphics. Make drawings with Animate's tools, or use art you've created in other programs. Work with text. Build menus, label buttons, provide instructions, and perform other tasks. Make it interactive. Use triggers and actions to give users control over their web experience. Dig into JavaScript. Customize your projects by tweaking your code. Look great at any size. Publish responsive web pages that adjust to any display, tablet, or smartphone.

A learner's guide to programming using the Python language

Choosing and Configuring Modules to Build Dynamic Websites

jQuery For Dummies

Head First PHP & MySQL

A Brain Friendly Guide to OOA&D

jQuery

100+ Practical jQuery Recipes for Solving Your Real-World Web and Mobile Development Challenges! jQuery makes it easier than ever for developers to build exceptionally robust, cross-platform websites and mobile apps. jQuery, jQuery UI, and jQuery Mobile: Recipes and Examples is a practical "cookbook," packed with realistic, easy-to-use solutions for making the most of jQuery Core, jQuery UI, plugins, and jQuery Mobile. This guide brings together more than one hundred self-contained, downloadable examples, each with an in-depth explanation of how the code works and how to adapt it for your own needs. Pioneering web/mobile developers Adriaan de Jonge and Phil Dutson present examples you can apply immediately in virtually any web or mobile app, and with any server-side platform, including PHP, .NET, Java, Ruby, Node.js, or Python. This extremely useful guide will help you Test browser support and provide for graceful degradation Fine-tune DOM element selection and manipulate your site's DOM structure Master the newest techniques for event handling and binding Communicate with web servers: AJAX, page errors, redirects, XML, and more Use advanced UI widgets, from accordions and autocomplete to sliders and tabs Build mobile-optimized sites with the jQuery Mobile library Write and smoothly incorporate new plugins Integrate powerful third-party plugins, such as the Twitter Bootstrap framework The authors' proven "code first, explain later" approach supports developers at all levels who want to start experimenting immediately. Their exceptionally readable examples never take shortcuts or compromise quality, and their detailed walk-throughs are ideal for anyone who wants to thoroughly understand their code. If you have a working knowledge of HTML, CSS, and basic JavaScript, you'll feel right at home immediately; if not, de Jonge and Dutson's careful explanations and full HTML page layout examples will get you up to speed quickly. Covers jQuery 1.6.4 and 1.7, with Tips for 1.8

Frustrated with networking books so chock-full of acronyms that your brain goes into sleep mode? Head First Networking's unique, visually rich format provides a task-based approach to computer networking that makes it easy to get your brain engaged. You'll learn the concepts by tying them to on-the-job tasks, blending practice and theory in a way that only Head First can. With this book, you'll learn skills through a variety of genuine scenarios, from fixing a malfunctioning office network to planning a network for a high-technology haunted house. You'll learn exactly what you need to know, rather than a laundry list of acronyms and diagrams. This book will help you: Master the functionality, protocols, and packets that make up real-world networking Learn networking concepts through examples in the field Tackle tasks such as planning and diagramming networks, running cables, and configuring network devices such as routers and switches Monitor networks for performance and problems, and learn troubleshooting techniques Practice what you've learned with nearly one hundred exercises, questions, sample problems, and projects Head First's popular format is proven to stimulate learning and retention by engaging you with images, puzzles, stories, and more. Whether you're a network professional with a CCNA/CCNP or a student taking your first college networking course, Head First Networking will help you become a network guru.

Learn how jQuery can make your Web page or blog stand out from the crowd! jQuery is free, open source software that allows you to extend and customize Joomla!, Drupal, AJAX, and WordPress via plug-ins. Assuming no previous programming experience, Lynn Beighley takes you through the basics of jQuery from the very start. You'll discover how the jQuery library separates itself from other JavaScript libraries through its ease of use, compactness, and friendliness if you're a beginner programmer. Written in the easy-to-understand style of the For Dummies brand, this book demonstrates how you can add unique and exciting interactivity to a Web site or WordPress blog, including photo browsers, menus, tab-based navigation, sliding sidepanels, slideshows, transition effects, fade effects, Twitter feeds, and much, much more! Walks you through the capabilities of jQuery, the number one open source JavaScript library that enables you to provide interactivity on a Web site or blog Helps you understand DOM (Document Object Model) scripting, applying CSS classes via JQuery, and adding in special effects and jQuery plug-ins to your site Shows you how to create dazzling special effects on your site, including fades, slide shows, sliding panels, tabbed navigation, and more Explains how to add customized Twitter feeds, RSS feeds to aggregate content on your site, or add a photo browser to a site or blog Introduces ways to create jQuery plug-ins for WordPress, Drupal, and more If you have queries about how you can make your blog or Web site stand apart from the crowd, jQuery For Dummies is the book for you!

Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Multi-device Web Development with HTML5, CSS3, and JavaScript

Designing Interfaces

jQuery, jQuery UI, and jQuery Mobile

Develop and Design

jQuery Fundamentals

Solutions & Examples for jQuery Developers

jQuery simplifies building rich, interactive web frontends. Getting started with this JavaScript library is easy, but it can take years to fully realize its breadth and depth; this cookbook shortens the learning curve considerably. With these recipes, you'll learn patterns and practices from 19 leading developers who use jQuery for everything from integrating simple components into websites and applications to developing complex, high-performance user interfaces. Ideal for newcomers and JavaScript veterans alike, jQuery Cookbook starts with the basics and then moves to practical use cases with tested solutions to common web development hurdles. You also get recipes on advanced topics, such as methods for applying jQuery to large projects. Solve problems involving events, effects, dimensions, forms, themes, and user interface elements Learn how to enhance your forms, and how to position and reposition elements on a page Make the most of jQuery's event management system, including custom events and custom event data Create UI elements-such as tabs, accordions, and modals-from scratch Optimize your code to eliminate bottlenecks and ensure peak performance Learn how to test your jQuery applications The book's contributors include: Cody Lindley James Padolsey Ralph Whitbeck Jonathan Sharp Michael Geary and Scott González Rebecca Murphey Remy Sharp Ariel Flesler Brian Cherne Jörn Zaefferer Mike Hostetler Nathan Smith Richard D. Worth Maggie Wachs, Scott Jehl, Todd Parker, and Patty Toland Rob Burns

jQuery was written to express, in short-order, the concepts essential to intermediate and advanced jQuery development. Its purpose is to instill in you, the reader, practices that jQuery developers take as common knowledge. Each chapter contains concepts essential to becoming a seasoned jQuery developer. This book is intended for two types of readers. The first is someone who has read introductory material on jQuery and is looking for the next logical step. The second type of reader is a JavaScript developer, already versed in another library, now trying to quickly learn jQuery. I crafted this book to be used as my own personal reference point for jQuery concepts. This is exactly the type of book I wish every JavaScript library had available. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Provides information on building interactive Web applications using Ajax.

Provides information on designing easy-to-use interfaces.

Murach's SQL Server 2005 for Developers

Head First Android Development

Building Powerful Cross-Platform Environments in JavaScript

Adobe Edge Animate: The Missing Manual jQuery Cookbook Head First HTML5 Programming

Would life be better without alcohol? It's the nagging question more and more of us are finding harder to ignore, whether we have a "problem" with alcohol or not. After all, we yoga. We green juice. We meditate. We self-care. And yet, come the end of a long work day, the start of a weekend, an awkward social situation, we drink. One glass of wine turns into two turns into a bottle. In the face of how we care for ourselves otherwise, it's hard to avoid how alcohol really makes us feel... terrible. How different would our lives be if we stopped drinking on autopilot? If we stopped drinking altogether? Really different, it turns out. Really better. Frank, funny, and always judgment free, *Sober Curious* is a bold guide to choosing to live hangover-free, from Ruby Warrington, one of the leading voices of the new sobriety movement. Drawing on research, expert interviews, and personal narrative, *Sober Curious* is a radical take down of the myths that keep so many of us drinking. Inspiring, timely, and blame free, *Sober Curious* is both conversation starter and handbook—essential reading that empowers readers to transform their relationship with alcohol, so we can lead our most fulfilling lives.

Explains how to build complex scripting functionality with minimal coding, providing coverage of functions ranging from incorporating Ajax apps and overcoming the limits of HTML and CSS to building plug-ins and using animation. Original.

Want to add more interactivity and polish to your websites? Discover how jQuery can help you build complex scripting functionality in just a few lines of code. With *Head First jQuery*, you'll quickly get up to speed on this amazing JavaScript library by learning how to navigate HTML documents while handling events, effects, callbacks, and animations. By the time you've completed the book, you'll be incorporating Ajax apps, working seamlessly with HTML and CSS, and handling data with PHP, MySQL and JSON. If you want to learn—and understand—how to create interactive web pages, unobtrusive script, and cool animations that don't kill your browser, this book is for you. Use jQuery with DOM to overcome the limitations of HTML and CSS Learn how jQuery selectors and actions work together Write functions and wire them to interface elements Use jQuery effects to create actions on the page Make your pages come alive with animation Build interactive web pages with jQuery and Ajax Build forms in web applications

Whether you are building a personal blog or a corporate website, there is a lot more to web design than div's and CSS selectors, but what do you really need to know? With this book, you'll learn the secrets of designing effective, user-friendly sites, fro

Head First Programming

Head First C#

A Brain-Friendly Guide to Creating Your Own Custom WordPress Blog

Novice to Ninja

Recipes and Examples

Head First JQuery

Want to create animated graphics for iPhone, iPad, and the Web, using familiar Adobe features? You've come to the right guide. *Adobe Edge Animate Preview 7: The Missing Manual* shows you how to build HTML5 graphics with Adobe visual tools. No programming experience? No problem. *Adobe Edge Animate* writes all the code for you. With this book, you'll be designing great-looking web elements in no time. The important stuff you need to know: Get to know the workspace. Learn how *Adobe Edge Animate* performs its magic. Create and import graphics. Make drawings with *Animate's* tools, or use art you've designed in other programs. Work with text. Build menus, label buttons, provide instructions, and perform other tasks. Jump into animation. Master *Animate's* elements, properties, and timeline panels. Make it interactive. Use triggers and actions to give users control over their web experience. Dig into JavaScript. Customize your projects by tweaking your code. Once you purchase this book, you can stay on top of future *Adobe Edge Animate Preview* releases by downloading the ebook edition on oreilly.com for free.

Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? *Head First Programming* introduces the core concepts of writing computer programs -- variables, decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts. Learn the basic tools to start writing the programs that interest you, and get a better understanding of what software can (and cannot) do. When you're finished, you'll have the necessary foundation to learn any programming language or tackle any software project you choose. With a focus on programming concepts, this book teaches you how to: Understand the core features of all programming languages, including: variables, statements, decisions, loops, expressions, and operators Reuse code with functions Use library code to save time and effort Select the best data structure to manage complex data Write programs that talk to the Web Share your data with other programs Write programs that test themselves and help you avoid embarrassing coding errors We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, *Head First Programming* uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

Provides information on scripting Web applications with JavaScript.

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

use forms that ensure more accurate visitor responses. Practice with living examples. Get step-by-step tutorials for web projects you can build yourself.

Head First Java

Head First jQuery

Go Web Programming

Head First Web Design

The Modern Web

Patterns for Effective Interaction Design

With this book, Web designers who usually turn out static Websites with HTML and CSS can make the leap to the next level of Web development--full-fledged, dynamic, database-driven Websites using PHP and SQL.

Summary Go in Action introduces the Go language, guiding you from inquisitive developer to Go guru. The book begins by introducing the unique features and concepts of Go. Then, you'll get hands-on experience writing real-world applications including websites and network servers, as well as techniques to manipulate and convert data at speeds that will make your friends jealous. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology

Application development can be tricky enough even when you aren't dealing with complex systems programming problems like web-scale concurrency and real-time performance. While it's possible to solve these common issues with additional tools and frameworks, Go handles them right out of the box, making for a more natural and productive coding experience. Developed at Google, Go powers nimble startups as well as big enterprises--companies that rely on high-performing services in their infrastructure. About the Book Go in Action is for any intermediate-level developer who has experience with other programming languages and wants a jump-start in learning Go or a more thorough understanding of the language and its internals. This book provides an intensive, comprehensive, and idiomatic view of Go. It focuses on the specification and implementation of the language, including topics like language syntax, Go's type system, concurrency, channels, and testing. What's Inside Language specification and implementation Go's type system Internals of Go's data structures Testing and benchmarking About the Reader This book assumes you're a working developer proficient with another language like Java, Ruby, Python, C#, or C++. About the Authors William Kennedy is a seasoned software developer and author of the blog GoingGo.Net. Brian Ketelsen and Erik St. Martin are the organizers of GopherCon and coauthors of the Go-based Skynet framework. Table of Contents Introducing Go Go quick-start Packaging and tooling Arrays, slices, and maps Go's type system Concurrency Concurrency patterns Standard library Testing and benchmarking

What will you learn from this book? It's no secret the world around you is becoming more connected, more configurable, more programmable, more computational. You can remain a passive participant, or you can learn to code. With Head First Learn to Code you'll learn how to think computationally and how to write code to make your computer, mobile device, or anything with a CPU do things for you. Using the Python programming language, you'll learn step by step the core concepts of programming as well as many fundamental topics from computer science, such as data structures, storage, abstraction, recursion, and modularity. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Learn to Code uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

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