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Ready to learn Windows 8 programming? Start Here! Learn the fundamentals of Windows 8 programming—and begin creating apps for desktops, laptops, tablets, and other devices. If you have previous experience

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with HTML5 and
JavaScript—simply start
here! This book introduces
must-know concepts and
getting-started techniques
through easy-to-follow
explanations, examples, and
exercises. Here's where you
start learning Windows 8 app
development Build on your
knowledge of HTML5, CSS, and
JavaScript Create photo and
media galleries with built-
in HTML widgets Interact
with the system through live
tiles, contracts, and view
state detection Store and
access data on the local
device and via the Internet
Access webcam, GPS, and
other sensors embedded in
the device Create your first

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programs and publish them to
the Windows Store

Take advantage of

JavaScript's power to build
robust web-scale or
enterprise applications that
are easy to extend and
maintain. By applying the
design patterns outlined in
this practical book,
experienced JavaScript
developers will learn how to
write flexible and resilient
code that's easier—yes,
easier—to work with as your
code base grows. JavaScript
may be the most essential
web programming language,
but in the real world,
JavaScript applications
often break when you make
changes. With this book,

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author Eric Elliott shows
you how to add client- and
server-side features to a

large JavaScript application
without negatively affecting
the rest of your code.

Examine the anatomy of a
large-scale JavaScript

application Build modern web
apps with the capabilities
of desktop applications

Learn best practices for
code organization,
modularity, and reuse

Separate your application
into different layers of
responsibility Build

efficient, self-describing
hypermedia APIs with Node.js

Test, integrate, and deploy
software updates in rapid
cycles Control resource

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access with user
authentication and
authorization Expand your
application's reach through

internationalization

If you're a web developer interested in building scalable single-page applications—full-stack, browser-based apps that connect to a backend—this practical guide shows you how to use Ember.js, the popular JavaScript framework based on the model-view-controller (MVC) architectural pattern.

Through the course of the book, you'll learn how to build a prototype Ember application (a musician index called Rock'n'Roll

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Call), using routers,
templates, models,
controllers, and views.

Programmers
You'll also understand how
Ember's convention over
configuration approach helps
you persist data, build
backend technologies, and
create widgets for
developing production-
capable applications that
behave like desktop
software. Set up workflow
management and boilerplate
code creation Learn how
Ember's "developer
ergonomics" help you use
less code Write templates
for the book's prototype
with Handlebars.js Use
routers to manage
application states without

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Event For Javascript
Programmers

reloading the page Connect
controllers and views with
events, and sync data with
data-binding Build an Ember
backend with a RESTful API
or Ruby on Rails Use the
Ember-Data library to
persist data and talk to the
backend Write reusable
encapsulated widgets to
extend your applications
This book is Open Access
under a CC BY licence. This
book constitutes the
proceedings of the 22nd
International Conference on
Fundamental Approaches to
Software Engineering, FASE
2019, which took place in
Prague, Czech Republic in
April 2019, held as Part of
the European Joint

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Conferences on Theory and
Practice of Software, ETAPS

2019. The 24 papers presented
in this volume were

carefully reviewed and
selected from 94

submissions. The papers are
organized in topical

sections named: software
verification; model-driven

development and model
transformation; software

evolution and requirements
engineering; specification,

design, and implementation
of particular classes of

systems; and software
testing.

Getting Started with p5.js

Interactive 3D Graphics

Programming with WebGL

Pro IOS and Android Apps for

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Business
Get Programming with
JavaScript
Verification and Evaluation
Programmers

of Computer and
Communication Systems
Modern JavaScript
Applications
Visualize, Program, and
Create with JavaScript in
p5.js

Explains how to utilize
the Mozilla development
framework to create cross-
platform applications
using JavaScript,
Cascading Style Sheets,
and XUL (XML-based User-
interface Language), along
with other technologies.
Original. (Intermediate)

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Generative design, once known only to insiders as a revolutionary method of creating artwork, models, and animations with programmed algorithms, has in recent years become a popular tool for designers. By using simple languages such as JavaScript in p5.js, artists and makers can create everything from interactive typography and textiles to 3D-printed furniture to complex and elegant infographics. This updated volume gives a jump-start on coding strategies, with step-by-

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Build Javascript Project And
step tutorials for
Dynamic Web Site Quickly
creating visual
Easily For Javascript
experiments that explore
Programmers
the possibilities of

color, form, typography,
and images. Generative
Design includes a gallery
of all-new artwork from a
range of international
designers—fine art
projects as well as
commercial ones for Nike,
Monotype, Dolby
Laboratories, the musician
Bjork, and others.

Provides a variety of
solutions for common
JavaScript questions and
problems.

This book constitutes the

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proceedings of the Third International Workshop on Emerging Technologies for Authorization and Authentication, ETAA 2020, held in Guildford, UK, in September 2020. The 10 full papers presented in this volume were carefully reviewed and selected from 15 submissions. The conference was planned at University of Surrey, Guildford, UK. Due to COVID-19 outbreak, ESORICS conference and affiliated workshop will be held online. The workshop presents new techniques for biometric and

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behavioral based
authentication, and
authorization in the IoT
and in distributed systems

in general, and much more.

How to Code Safely in the
World's Most Dangerous
Language

Building Web Apps with
Ember.js

Robust Web Architecture
with Node, HTML5, and
Modern JS Libraries

Building Data-Driven
Applications with Danfo.js

Reliable JavaScript

Developing Backbone.js
Applications

Web Applications with
Javascript or Java

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Programmer**

**Customize the SAS Stored
Process web application to create
amazing tools for end users. This
book shows you how to use stored
processes—SAS programs stored
on a server and executed as
required by requesting
applications. Never before have
there been so many ways to turn
data into information and build
applications with SAS. This book
teaches you how to use the web
technologies that you frequently
see used on impressive websites.
By using SAS Stored Processes,
you will be able to build
applications that exploit CSS,
JavaScript, and HTML libraries
and enable you to build powerful
and impressive web applications
using SAS as the backend. While
this approach is not common with**

SAS users, some have had amazing results. People who have SAS skills usually do not have web development skills, and those with web development skills usually do not have SAS skills. Some people have both skills but are unaware of how to connect them with the SAS Stored Process web application. This book shows you how to leverage your skills for success. What You Will Learn Know the benefits of stored processes Write your own tools in SAS Make a stored process generate its own HTML menu Pass data between stored processes Use stored processes to generate pure JavaScript Utilize data generated by SAS Convert a SAS program into a stored process Who This

Book Is For SAS programmers looking to improve their existing programming skills to develop web applications, and programming managers who want to make better use of the SAS software they already license

If you want to build your site's frontend with the single-page application (SPA) model, this hands-on book shows you how to get the job done with Backbone.js. You'll learn how to create structured JavaScript applications, using Backbone's own flavor of model-view-controller (MVC) architecture. Start with the basics of MVC, SPA, and Backbone, then get your hands dirty building sample applications—a simple Todo list app, a RESTful book library app,

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Project Examples

**and a modular app with
Backbone and RequireJS. Author
Addy Osmani, an engineer for
Google's Chrome team, also
demonstrates advanced uses of
the framework. Learn how
Backbone.js brings MVC benefits
to the client-side Write code that
can be easily read, structured,
and extended Work with the
Backbone.Marionette and Thorax
extension frameworks Solve
common problems you'll
encounter when using
Backbone.js Organize your code
into modules with AMD and
RequireJS Paginate data for your
Collections with the
Backbone.Paginator plugin
Bootstrap a new Backbone.js
application with boilerplate code
Use Backbone with jQuery Mobile**

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Build Javascript Project And
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and resolve routing problems
between the two Unit-test your
Backbone apps with Jasmine,
QUnit, and SinonJS

Get the best out of Node.js by
mastering its most powerful
components and patterns to
create modular and scalable
applications with ease About This
Book Create reusable patterns
and modules by leveraging the
new features of Node.js .

Understand the asynchronous
single thread design of node and
grasp all its features and patterns
to take advantage of various
functions. This unique guide will
help you get the most out of
Node.js and its ecosystem. Who
This Book Is For The book is
meant for developers and
software architects with a basic

working knowledge of JavaScript who are interested in acquiring a deeper understanding of how to design and develop enterprise-level Node.js applications. Basic knowledge of Node.js is also helpful to get the most out of this book. What You Will Learn

Design and implement a series of server-side JavaScript patterns so you understand why and when to apply them in different use case scenarios

Become comfortable with writing asynchronous code by leveraging constructs such as callbacks, promises, generators and the async-await syntax

Identify the most important concerns and apply unique tricks to achieve higher scalability and modularity in your Node.js application

Untangle your

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modules by organizing and connecting them coherently
Reuse well-known techniques to solve common design and coding issues Explore the latest trends in Universal JavaScript, learn how to write code that runs on both Node.js and the browser and leverage React and its ecosystem to implement universal applications In Detail Node.js is a massively popular software platform that lets you use JavaScript to easily create scalable server-side applications. It allows you to create efficient code, enabling a more sustainable way of writing software made of only one language across the full stack, along with extreme levels of reusability, pragmatism,

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simplicity, and collaboration.

Dynamic Web Site Quickly
Node.js is revolutionizing the web
and the way people and
companies create their software.

In this book, we will take you on a
journey across various ideas and
components, and the challenges
you would commonly encounter
while designing and developing
software using the Node.js
platform. You will also discover
the "Node.js way" of dealing with
design and coding decisions. The
book kicks off by exploring the
basics of Node.js describing it's
asynchronous single-threaded
architecture and the main design
patterns. It then shows you how
to master the asynchronous
control flow patterns, and the
stream component and it
culminates into a detailed list of

Node.js implementations of the most common design patterns as well as some specific design patterns that are exclusive to the Node.js world. Lastly, it dives into more advanced concepts such as Universal Javascript, and scalability' and it's meant to conclude the journey by giving the reader all the necessary concepts to be able to build an enterprise grade application using Node.js. Style and approach
This book takes its intended readers through a comprehensive explanation to create a scalable and efficient real-time server-side apps.

Debunk the myth that JavaScript is not easily testable. Whether you use Node.js, Express, MongoDB, jQuery, AngularJS, or

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directly manipulate the DOM, you can test-drive JavaScript. Learn the craft of writing meaningful, deterministic automated tests with Karma, Mocha, and Chai. Test asynchronous JavaScript, decouple and properly mock out dependencies, measure code coverage, and create lightweight modular designs of both server-side and client-side code. Your investment in writing tests will pay high dividends as you create code that's predictable and cost-effective to change. Design and code JavaScript applications with automated tests. Writing meaningful tests is a skill that takes learning, some unlearning, and a lot of practice, and with this book, you'll hone that skill. Fire up the editor and get hands-

on through practical exercises for effective automated testing and designing maintainable, modular code. Start by learning when and why to do manual testing vs. automated verification. Focus tests on the important things, like the pre-conditions, the invariants, complex logic, and gnarly edge cases. Then begin to design asynchronous functions using automated tests. Carefully decouple and mock out intricate dependencies such as the DOM, geolocation API, file and database access, and Ajax calls to remote servers. Step by step, test code that uses Node.js, Express, MongoDB, jQuery, and AngularJS. Know when and how to use tools such as Chai, Istanbul, Karma, Mocha, Protractor, and Sinon.

Create tests with minimum effort and run them fast without having to spin up web servers or

manually edit HTML pages to run in browsers. Then explore end-to-end testing to ensure all parts are wired and working well together.

Don't just imagine creating testable code, write it. What You Need: A computer with a text editor and your favorite browser.

The book provides instructions to install the necessary automated testing-related tools.

Designing and Developing Robust Instructional Apps

JavaScript Web Applications

30th European Symposium on Programming, ESOP 2021, Held as Part of the European Joint Conferences on Theory and Practice of Software, ETAPS

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101 Essential Tips, Tricks &
Hacks

**A practical guide to data analysis
and machine learning using
JavaScript**

**Third International Workshop,
ETAA 2020, Guildford, UK,
September 18, 2020, Proceedings**

**How I taught Katy Perry (and
others) to program in JavaScript**

Today, web applications are the most important type of software applications. This textbook shows how to design and implement them, using a model-based engineering approach that covers general information

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management concepts and techniques and the two most relevant technology platforms: JavaScript and Java. The book provides an in-depth tutorial for theory-underpinned and example-based learning by doing it yourself, supported by quiz questions and practice projects. Volume 1 provides an introduction to web technologies and model-based web application engineering, discussing the information management concepts of constraint-based data validation, enumerations and special datatypes. Volume 2 discusses the advanced

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information management concepts of associations and inheritance in class hierarchies.

Web apps are designed using UML class diagrams and implemented with two technologies: JavaScript for front-end (and distributed NodeJS) apps, and Java (with JPA and JSF) for back-end apps. The six example apps discussed in the book can be run, and their source code downloaded, from the book's website.

The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most comprehensive book on the

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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,

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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

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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

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code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly.

"JavaScript 50 Useful Programs" is a useful book for JavaScript programmers. Using these programs, you'll be able to build JavaScript projects quicker and easier than ever, you can use these programs to create a dynamic web site fast. "JavaScript 50 Useful Program" can help you with:

- * Form and validation
- * Username and password check
- * Filter ungraceful words
- * Forbid copying photo or text
- * Email format check
- * Form submit

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check* Movement and
animation* Text and visual
effects* Prevent malicious
input** And much more.

Research and Evidence in
Software Engineering: From
Empirical Studies to Open
Source Artifacts introduces
advanced software engineering
to software engineers,
scientists, postdoctoral
researchers, academicians,
software consultants,
management executives,
doctoral students, and
advanced level postgraduate
computer science students. This
book contains research articles
addressing numerous software

engineering research challenges associated with various software development-related activities, including programming, testing, measurements, human factors (social software engineering), specification, quality, program analysis, software project management, and more. It provides relevant theoretical frameworks, empirical research findings, and evaluated solutions addressing the research challenges associated with the above-mentioned software engineering activities. To foster collaboration among the software engineering

research community, this book also reports datasets acquired systematically through scientific methods and related to various software engineering aspects that are valuable to the research community. These datasets will allow other researchers to use them in their research, thus improving the quality of overall research. The knowledge disseminated by the research studies contained in the book will hopefully motivate other researchers to further innovation in the way software development happens in real practice.

Emerging Technologies for

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Building Cross-Platform Mobile
and Web Apps for Engineers
and Scientists: An Active
Learning Approach

JavaScript for Impatient
Programmers

Creating Applications with
Mozilla

22nd International Conference,
FASE 2019, Held as Part of the
European Joint Conferences on
Theory and Practice of
Software, ETAPS 2019, Prague,
Czech Republic, April 6-11,
2019, Proceedings

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13th International Conference,
VECoS 2019, Porto, Portugal,
October 9, 2019, Proceedings

**'Reliable JavaScript'
demonstrates how to create
test-driven development for
large-scale JavaScript
applications that will stand the
test of time and stay accurate
through long-term use and
maintenance**

**With Pro iOS and Android Apps
for Business, you can take your
web development experience
and apply it toward creating a
full-featured business app,
from soup to nuts. Frank
Zammetti shows you how to
create a client app using
jQuery Mobile wrapped in**

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**PhoneGap, and how to create a
node.js-based server that uses
MongoDB as its data store.**

***You never have to deal with
learning Objective-C, Java or
any other difficult-to-learn
language. Instead, you can
build on your existing HTML5,
JavaScript and CSS experience
to quickly and effectively build
any app your business needs.
You can apply this knowledge
to iOS and Android apps as
well as other mobile platforms
since the technologies used
support most modern mobile
platforms as well. You'll learn:
How to design a full-featured
app, including requirements
like offline access How to build***

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***the client-side of the app using
jQuery Mobile, including
adding stub code for calling
the node.js server How to
create a simple server with
node.js and interact with it
using REST How to use
MongoDB with node.js for data
storage How to use PhoneGap
to ready your app for mobile
deployment How to test and
debug your app on iOS and
Android Pro iOS and Android
Apps for Business is for
experienced web developers
who need to get up to speed
quickly in building iOS and
Android apps for business. Are
you ready to join the mobile
revolution using the same***

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***technologies you already use
to build great web
applications? If so, this is the
book for you! What you'll learn
How to design a full-featured
app, including requirements
like offline access How to build
the client-side of the app using
jQuery Mobile, including
adding stub code for calling
the node.js server How to
create a simple server with
node.js and interact with it
using REST How to use
MongoDB with node.js for data
storage How to use PhoneGap
to ready your app for mobile
deployment How to test and
debug your app on iOS and
Android Who this book is for***

Experienced web devs who need to get up to speed quickly in building iOS and Android apps for business.

HTML/CSS/JavaScript experience highly

recommended. Table of

ContentsPart I: The Client

Chapter 1 - Designing My

Mobile Organizer Chapter 2 -

Introducing jQuery and jQuery

Mobile Chapter 3 - Writing the Application with jQuery

Mobile, Part I Chapter 4 -

Writing the Application with

jQuery Mobile, Part II Part II:

The Server Chapter 5 -

Introducing node.js Chapter 6 -

Introducing MongoDB Chapter

7 - Writing the Server with

**node.js and MongoDB, Part I
Chapter 8 - Writing the Server
with node.js and MongoDB,
Part II Part III: Putting It All
Together Chapter 9 -
Introducing Phonegap Chapter
10 - The Final Build: Going
Mobile With Phonegap**
**Get hands-on with building
data-driven applications using
Danfo.js in combination with
other data analysis tools and
techniques Key Features Build
microservices to perform data
transformation and ML model
serving in JavaScript Explore
what Danfo.js is and how it
helps with data analysis and
data visualization Combine
Danfo.js and TensorFlow.js for**

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machine learningBook
**Description Most data analysts
use Python and pandas for
data processing for the**

**convenience and performance
these libraries provide.**

**However, JavaScript developers
have always wanted to use
machine learning in the
browser as well. This book
focuses on how Danfo.js brings
data processing, analysis, and
ML tools to JavaScript
developers and how to make
the most of this library to build
data-driven applications.**

**Starting with an overview of
modern JavaScript, you'll cover
data analysis and
transformation with Danfo.js**

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and Dnotebook. The book then shows you how to load different datasets, combine and analyze them by performing operations such as handling missing values and string manipulations. You'll also get to grips with data plotting, visualization, aggregation, and group operations by combining Danfo.js with Plotly. As you advance, you'll create a no-code data analysis and handling system and create-react-app, react-table, react-chart, Draggable.js, and tailwindcss, and understand how to use TensorFlow.js and Danfo.js to build a

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recommendation system.

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Finally, you'll build a Twitter analytics dashboard powered by Danfo.js, Next.js, node-nlp, and Twit.js. By the end of this app development book, you'll be able to build and embed data analytics, visualization, and ML capabilities into any JavaScript app in server-side Node.js or the browser. What you will learn

Perform data experimentation and analysis with Danfo.js and Dnotebook

Build machine learning applications using Danfo.js integrated with TensorFlow.js

Connect Danfo.js with popular database applications to aid data

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***analysis Create a no-code data
analysis and handling system
using internal libraries Develop
a recommendation system with
Danfo.js and
TensorFlow.js Build a Twitter
analytics dashboard for
sentiment analysis and other
types of data insights Who this
book is for This book is for
data analysts, data scientists,
and JavaScript developers who
want to create data-driven
applications in the
JavaScript/Node.js
environment. Intermediate-
level knowledge of JavaScript
programming and data science
using pandas is expected.
This book constitutes the***

*refereed proceedings of the
33rd Annual IFIP WG 11.3
Conference on Data and
Applications Security and
Privacy, DBSec 2019, held in
Charleston, SC, USA, in July
2018. The 21 full papers
presented were carefully
reviewed and selected from 52
submissions. The papers
present high-quality original
research from academia,
industry, and government on
theoretical and practical
aspects of information
security. They are organized in
topical sections on attacks,
mobile and Web security,
privacy, security protocol
practices, distributed systems,*

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**source code security, and
malware.**

Generative Design

The JavaScript Anthology

SAS Stored Processes

Creating Mobile Apps with

jQuery Mobile - Second Edition

Single Page Web Applications

Programming Windows Store

Apps with HTML, CSS, and

JavaScript

For JavaScript Programmers

Testing JavaScript Applications teaches you

how to implement an automated testing

plan for JavaScript-based web applications.

Summary Automated testing will help you

write high-quality software in less time, with

more confidence, fewer bugs, and without

constant manual oversight. Testing

JavaScript Applications is a guide to building

a comprehensive and reliable JS application

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testing suite, covering both how to write tests and how JS testing tools work under the hood. You ' ll learn from Lucas de Costa, a core contributor to popular JS testing libraries, as he shares a quality mindset for making testing decisions that deliver a real contribution to your business. You ' ll benefit from informative explanations and diagrams, easily-transferable code samples, and useful tips on using the latest and most consolidated libraries and frameworks of the JavaScript ecosystem. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Automated testing is essential to delivering good JavaScript applications every time. A complete testing strategy needs to cover functions in isolation, integration between different parts of your code, and correctness from the end user ' s perspective. This book will teach you how to deliver reliable

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software quickly and confidently. About the
book Testing JavaScript Applications
teaches you how to implement an
automated testing plan for JavaScript-based
web applications. It describes practical
testing strategies, covers useful tools and
libraries, and explains how to foster a culture
of quality. In this clearly-written, example-
rich book, you ' ll explore approaches for
both backend and frontend applications and
learn how to validate your software much
more quickly and reliably. What's inside
Unit, end-to-end, and integration testing
Managing test cost and complexity
Practicing test-driven development Dealing
with external dependencies Tools like like
Jest and Cypress About the reader For
junior JavaScript developers. About the
author Lucas da Costa is a core maintainer
of Chai and Sinon.JS, two of the most
popular testing tools in the JavaScript
ecosystem, and contributed to numerous

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other open-source projects, including Jest.

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JAVASCRIPT APPLICATIONS 1 An introduction to automated testing 2 What to test and when? Part 2 - WRITING TESTS 3 Testing techniques 4 Testing backend applications 5 Advanced backend testing techniques 6 Testing frontend applications 7 The React testing ecosystem 8 Testing React applications 9 Test-driven development 10 UI-based end-to-end testing 11 Writing UI-based end-to-end tests PART 3 - BUSINESS

IMPACT 12 Continuous integration and continuous delivery 13 A culture of quality

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This open access book constitutes the proceedings of the 30th European Symposium on Programming, ESOP 2021, which was held during March 27 until April 1, 2021, as part of the European Joint Conferences on Theory and Practice of Software, ETAPS 2021. The conference was planned to take place in Luxembourg and changed to an online format due to the COVID-19 pandemic. The 24 papers included in this volume were carefully reviewed and selected from 79 submissions. They deal with fundamental issues in the specification, design, analysis, and implementation of programming languages and systems.

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using Entity Framework Core, a RESTful service using ASP.NET Core, and then you will build a web application following the MVC pattern, also using ASP.NET Core. The resulting application is an example e-commerce site using the most appropriate capabilities in .NET Core for building a line of business applications. The second half of Building Web Applications with .NET Core 2.1 and JavaScript is dedicated to teaching you how to develop applications on the client with JavaScript, Bootstrap, and related tooling such as TypeScript, WebPack, NPM, and more. Each JavaScript

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framework will build the same UI as the ASP.NET Core web application from the first half of the book, leveraging the same ASP.NET Core RESTful service and Entity Framework Core data access layer. Building the same UI in the different JavaScript frameworks provides the context and knowledge to reasonably compare and contrast the tools. What You Will Learn Ramp up quickly on Entity Framework Core and ASP.NET Core Use TypeScript to deliver better JavaScript Manage your JavaScript build process Know how to build UIs with ASP.NET Core MVC, Angular, and React to make better decisions on which

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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

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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:
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SERVER The web server The
server database Readying our
SPA for production

Provides information on creating
Web applications with
JavaScript, covering such topics
as structure, frameworks,
templating, and communicating
with the server.

As a Java programmer, how can
you tackle the disruptive client-
server approach to web
development? With this
comprehensive guide, you'll
learn how today's client-side
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with various Java tools. Author
Casimir Saternos provides the

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big picture of client-server development, and then takes you through many practical client-server architectures. You'll work with hands-on projects in several chapters to get a feel for the topics discussed. User habits, technologies, and development methods have drastically altered web app design in recent years. But the Web itself hasn't changed. This book shows you how to build apps that conform to the web's underlying architecture. Learn the advantages of using separate client and server tiers, including code organization and speedy prototyping Explore the major tools, frameworks, and starter

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to traditional packaging methods
and application server

deployment Build projects with
lightweight servers, using jQuery
with Jython, and Sinatra with
Angular Create client-server web
apps with traditional Java web
application servers and libraries

Volume 2: Associations and
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Test-Driving JavaScript
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Data and Applications Security
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Making Interactive Graphics in
JavaScript and Processing

With p5.js, you can think of your entire Web browser as your canvas for sketching with code! Learn programming the fun way--by sketching with interactive computer graphics! Getting Started with p5.js contains techniques that can be applied to creating games, animations, and interfaces. p5.js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects, including text, input, video, webcam, and sound. Like its older sibling

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Processing, p5.js makes coding accessible for artists, designers, educators, and beginners. Written by the lead p5.js developer and the founders of Processing, this book provides an introduction to the creative possibilities of today's Web, using JavaScript and HTML. With Getting Started with p5.js, you'll:

- Quickly learn programming basics, from variables to objects
- Understand the fundamentals of computer graphics
- Create interactive graphics with easy-to-follow projects
- Learn to apply data visualization techniques
- Capture and manipulate webcam audio and video feeds in the browser

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

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This book constitutes the proceedings of the 13th International Conference on Verification and Evaluation of Computer and Communication Systems (VECoS 2019), held in Porto, Portugal, in October 2019. The 7 full papers in this volume, presented together with two invited talks, were carefully reviewed and selected from 13 submissions. The aim of the VECoS conference is to bring together researchers and practitioners in the areas of verification, control, performance, and dependability evaluation in order to discuss state of the art and challenges in modern computer and communication systems in which functional and extra-functional properties are strongly interrelated. Thus, the main motivation for VECoS is to encourage

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the cross-fertilization between
various formal verification and
evaluation approaches, methods and
techniques, and especially those
developed for concurrent and
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systems.

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connection. About the Author John
Larsen is a mathematics and
computing teacher with an interest in
educational research. He has an MA
in mathematics and an MSc in
information technology. He started
programming in 1982, writing simple
programs for teaching mathematics
in 1993, building websites in 2001,
and developing data-driven web-
based applications for education in
2006. Table of Contents PART 1 CORE
CONCEPTS ON THE CONSOLE
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Variables: storing data in your
program Objects: grouping your data
Functions: code on demand

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Arguments: passing data to functions
Return values: getting data from
functions Object arguments:
functions working with objects Arrays:
putting data into lists Constructors:
building objects with functions
Bracket notation: flexible property
names PART 2 ORGANIZING YOUR
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Conditions: choosing code to run
Modules: breaking a program into
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Views: displaying data Controllers:
linking models and views PART 3
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building web pages Controls: getting
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placeholders with data XHR: loading
data Conclusion: get programming
with JavaScript BONUS ONLINE
CHAPTERS Node: running JavaScript
outside the browser Express: building

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an API Polling: repeating requests
with XHR Socket.IO: real-time
messaging

WebGL Programming Guide

Developing Hybrid Applications for
the iPhone

JavaScript Bible

From Empirical Studies to Open
Source Artifacts

Programming JavaScript Applications
Leveraging Modern JavaScript
Frameworks

Using HTML, CSS, and JavaScript to
Build Dynamic Apps for the iPhone

Javascript is a powerful,
object-based scripting
language;JavaScript programs
can be embedded directly in
HTML web pages. When
combined with the Document
Object Model (DOM) defined
by a web browser, Javascript

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allows you to create Dynamic HTML (DHTML) content and interactive client-side web applications. JavaScript syntax is similar to that of other popular programming languages such as C, C++ and Java, which makes it easy to learn for experienced programmers. At the same time, JavaScript is an interpreted scripting language, providing a flexible, forgiving environment in which new programmers can learn. There's no need to buy a JavaScript compiler or interpreter---the JavaScript interpreter is shipped as part of your Internet Browser.

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Using WebGL®, you can create sophisticated interactive 3D graphics inside web browsers, without plug-ins. WebGL makes it possible to build a new generation of 3D web games, user interfaces, and information visualization solutions that will run on any standard web browser, and on PCs, smartphones, tablets, game consoles, or other devices. WebGL Programming Guide will help you get started quickly with interactive WebGL 3D programming, even if you have no prior knowledge of HTML5, JavaScript, 3D graphics, mathematics, or OpenGL. You'll learn step-by-step, through realistic

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examples, building your skills as you move from simple to complex solutions for building visually

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WebGL best practices, it will give you a library of code to jumpstart your own projects. Coverage includes:

- WebGL's origin, core concepts, features, advantages, and integration with other web standards
- How and basic WebGL functions work together to deliver 3D graphics
- Shader development with OpenGL ES Shading Language (GLSL ES)
- 3D scene drawing: representing user views, controlling space volume, clipping, object creation, and perspective
- Achieving greater realism through

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techniques: object

manipulation, heads-up

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shader switching, and more •

Valuable reference

appendixes covering key

issues ranging from

coordinate systems to

matrices and shader loading

to web browser settings This

is the newest text in the

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QuickConnect and PhoneGap

frameworks to create secure,

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Barney walks you through the

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Xcode together to create

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iPhone's Maps application

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