

O'Reilly Javascript The Definitive Guide

Most programming languages contain good and bad parts, but JavaScript has more than its share of the bad, having been developed and released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented programming language—ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making its popularity almost completely independent of its qualities as a programming language. In *JavaScript: The Good Parts*, Crockford finally digs through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including: Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult any other JavaScript book. With *JavaScript: The Good Parts*, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to get Ajax to run fast. If you develop sites or applications for the Web, this book is an absolute must. Soon after its launch, Ant succeeded in taking the Java world by storm, becoming the most widely used tool for building applications in Java environments. Like most popular technologies, Ant quickly went through a series of early revision cycles. With each new version, more functionality was added, and more complexity was introduced. Ant evolved from a simple-to-learn build tool into a full-fledged testing and deployment environment. Ant: The Definitive Guide has been reworked, revised and expanded upon to reflect this evolution. It documents the new ways that Ant is being applied, as well as the array of optional tasks that Ant supports. In fact, this new second edition covers everything about this extraordinary build management tool from downloading and installing, to using Ant to test code. Here are just of a few of the features you'll find detailed in this comprehensive, must-have guide: Developing conditional builds, and handling error conditions Automatically retrieving source code from version control systems Using Ant with XML files Using Ant with JavaServer Pages to build Web applications Using Ant with Enterprise JavaBeans to build enterprise applications Far exceeding its predecessor in terms of information and detail, Ant: The Definitive Guide, 2nd Edition is a must-have for Java developers unfamiliar with the latest advancements in Ant technology. With this book at your side, you'll soon be up to speed on the premiere tool for cross-platform development. Author Steve Holzner is an award-winning author who's been writing about Java topics since the language first appeared; his books have sold more than 1.5 million copies worldwide.

Manage the humONGous amount of data collected through your web application with MongoDB. This authoritative introduction—written by a core contributor to the project—shows you the many advantages of using document-oriented databases, and demonstrates how this reliable, high-performance system allows for almost infinite horizontal scalability. This updated second edition provides guidance for database developers, advanced configuration for system administrators, and an overview of the concepts and use cases for other people on your project. Ideal for NoSQL newcomers and experienced MongoDB users alike, this guide provides numerous real-world schema design examples. Get started with MongoDB core concepts and vocabulary Perform basic write operations at different levels of safety and speed Create complex queries, with options for limiting, skipping, and sorting results Design an application that works well with MongoDB Aggregate data, including counting, finding distinct values, grouping documents, and using MapReduce Gather and interpret statistics about your collections and databases Set up replica sets and automatic failover in MongoDB Use sharding to scale horizontally, and learn how it impacts applications Delve into monitoring, security and authentication, backup/restore, and other administrative tasks

Whether you need full-text search or real-time analytics of structured data—or both—the Elasticsearch distributed search engine is an ideal way to put your data to work. This practical guide not only shows you how to search, analyze, and explore data with Elasticsearch, but also helps you deal with the complexities of human language, geolocation, and relationships. If you're a newcomer to both search and distributed systems, you'll quickly learn how to integrate Elasticsearch into your application. More experienced users will pick up lots of advanced techniques. Throughout the book, you'll follow a problem-based approach to learn why, when, and how to use Elasticsearch features. Understand how Elasticsearch interprets data in your documents Index and query your data to take advantage of search concepts such as relevance and word proximity Handle human language through the effective use of analyzers and queries Summarize and group data to show overall trends, with aggregations and analytics Use geo-points and geo-shapes—Elasticsearch's approaches to geolocation Model your data to take advantage of Elasticsearch's horizontal scalability Learn how to configure and monitor your cluster in production

JavaScript: The Definitive Guide

Distributed Data at Web Scale

Quick, Comprehensive, Indispensable

WebAssembly: The Definitive Guide

Creating Dynamic Web Pages

Kafka: The Definitive Guide

How prepared are you to build fast and efficient web applications? This eloquent book provides what every web developer should know about the network, from fundamental limitations that affect performance to major innovations for building even more powerful browser applications—including HTTP 2.0 and XHR improvements, Server-Sent Events (SSE), WebSocket, and WebRTC. Author Ilya Grigorik, a web performance engineer at Google, demonstrates performance optimization best practices for TCP, UDP, and TLS protocols, and explains unique wireless and mobile network optimization requirements. You'll then dive into performance characteristics of technologies such as HTTP 2.0, client-side network scripting with XHR, real-time streaming with SSE and WebSocket, and P2P communication with WebRTC. Deliver superlative TCP, UDP, and TLS performance Speed up network performance over 3G/4G mobile networks Develop fast and energy-efficient mobile applications Address bottlenecks in HTTP 1.x and other browser protocols Plan for and deliver the best HTTP 2.0 performance Enable efficient real-time streaming in the browser Create efficient peer-to-peer videoconferencing and low-latency applications with real-time WebRTC transports

Get the definitive guide on Gatsby, the JavaScript framework for building blazing fast websites and applications. Used by Nike, Costa Coffee, and other companies worldwide, Gatsby is emerging as one of the key technologies in the Jamstack (JavaScript, APIs, and markup) ecosystem. With this comprehensive guide, you'll learn how to architect, build, and deploy Gatsby sites independently or with CMSs, commerce systems, and other data sources. Author Preston So begins by showing you how to set up a Gatsby site from scratch. From there, you'll learn ways to use Gatsby's declarative rendering and GraphQL API, build complex offline-enabled sites, and continuously deploy Gatsby sites on a variety of platforms, including Gatsby Cloud. Discover how Gatsby integrates with many data sources and plug-ins Set up, configure, and architect Gatsby sites using Gatsby's CLI, React, JSX, and GraphQL with high performance out of the box Build an independent Gatsby site based on Markdown and data- and content-driven Gatsby sites that integrate with CMSs and commerce platforms Deploy Gatsby sites with full CI/CD and test coverage on a variety of platforms, including Netlify, Vercel, and Gatsby Cloud WebAssembly: The Definitive Guide is a thorough and accessible introduction to one of the most transformative technologies hitting our industry. What started as a way to use languages other than JavaScript in the browser has evolved into a comprehensive path toward portability, performance, increased security, and greater code reuse across an impressive collection of deployment targets. Author Brian Sletten introduces elements of this technology incrementally while building to several concrete, code-driven examples of practical, cutting-edge WebAssembly uses. Whether you work with enterprise software or embedded systems, or in entertainment, scientific computing, or startup environments, you'll learn how WebAssembly can have a positive impact on the way you develop software. Use WebAssembly designs to increase code portability across platforms Reuse more of your software assets in a wider number of deployment targets Learn how WebAssembly increases protection against prominent security attacks Use WebAssembly to deploy legacy code in web environments Increase your user base across languages and development environments Integrate JavaScript code with other languages and environments to improve performance, security, and productivity Learn how WebAssembly will affect your career as software developer

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

Ajax

Making Your JavaScript Applications Scale

WebAssembly: the Definitive Guide

High Performance Browser Networking

Safe, Fast, and Portable Code

Visual Presentation for the Web

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.

Learn how to use, deploy, and maintain Apache Spark with this comprehensive guide, written by the creators of the open-source cluster-computing framework. With an emphasis on improvements and new features in Spark 2.0, authors Bill Chambers and Matei Zaharia break down Spark topics into distinct sections, each with unique goals. You'll explore the basic operations and common functions of Spark's structured APIs, as well as Structured Streaming, a new high-level API for building end-to-end streaming applications. Developers and system administrators will learn the fundamentals of monitoring, tuning, and debugging Spark, and explore machine learning techniques and scenarios for employing MLlib, Spark's scalable machine-learning library. Get a gentle overview of big data and Spark Learn about DataFrames, SQL, and Datasets—Spark's core APIs—through worked examples Dive into Spark's low-level APIs, RDDs, and execution of SQL and DataFrames Understand how Spark runs on a cluster Debug, monitor, and tune Spark clusters and applications Learn the power of Structured Streaming, Spark's stream-processing engine Learn how you can give MLlib to a variety of problems, including classification or recommendation

The upcoming Java 9 module system will affect existing applications and offer new ways of creating modular and maintainable applications. With this hands-on book, Java developers will learn not only about the joys of modularity, but also about the patterns needed to create truly modular and reliable applications. Authors Sander Mak and Paul Bakker teach you the concepts behind the Java 9 module system, along with the new tools it offers. You'll also gain learn how to modularize existing code and how to build new Java applications in a modular way. Understand Java 9 module system concepts Master the patterns and practices for building truly modular applications Migrate existing applications and libraries to Java 9 modules Use JDK 9 tools for modular development and migration

A guide for beginners offers an overview of JavaScript basics and explains how to create Web pages, identify browsers, and integrate sound, graphics, and animation into Web applications

Closure: The Definitive Guide

Programming TypeScript

The Good Parts

MongoDB: The Definitive Guide

Powerful and Scalable Data Storage

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

The Canvas element is a revolutionary feature of HTML5 that enables powerful graphics for rich Internet applications, and this pocket reference provides the essentials you need to put this element to work. If you have working knowledge of JavaScript, this book will help you create detailed, interactive, and animated graphics -- from charts to animations to video games -- whether you're a web designer or a programmer interested in graphics. Canvas Pocket Reference provides both a tutorial that covers all of the element's features with plenty of examples and a definitive reference to each of the Canvas-related classes, methods, and properties. You'll learn how to: Draw lines, polygons, and curves Apply colors, gradients, patterns, and transparency Use transformations to smoothly rotate and resize drawings Work with text in a graphic environment Apply shadows to create a sense of depth Incorporate bitmapped images into vector graphics Perform image processing operations in JavaScript

Covers topics including HTTP methods and status codes, optimizing proxies, designing web crawlers, content negotiation, and load-balancing strategies.

Demonstrates the control and flexibility Cascading Style Sheets bring to Web design, covering selectors and structure, units, text manipulation, colors, backgrounds, borders, visual formatting, and positioning.

Dojo: The Definitive Guide

JavaScript

Asterisk: The Definitive Guide

The Future of Telephony Is Now

Designing with Javascript

HTTP

With more than 700,000 copies sold to date, Java in a Nutshell from O'Reilly is clearly the favorite resource amongst the legion of developers and programmers using Java technology. And now, with the release of the 5.0 version of Java, C "in a Nutshell" category another impressive tune-up. In this latest revision, readers will find Java in a Nutshell, 5th Edition, does more than just cover the extensive changes implicit in 5.0, the newest version of Java. It's undergone a complete coverage--in order to more closely meet the needs of the modern Java programmer. To wit, Java in a Nutshell, 5th Edition now places less emphasis on coming to Java from C and C++, and adds more discussion on tools and frameworks. In addition, it covers the working of APIs, and, of course, extensive coverage of Java 5.0. But faithful readers take comfort: it still hasn't lost any of its core elements that made it such a classic to begin with. This handy reference gets right to the heart of the Javaprogramming language and its key APIs--ideal for developers wishing to start writing code right away. And, as was the case in previous editions, Java in a Nutshell, 5th Edition is once again chock-full of poignant tips, techniques, examples, and more. Java has existed, Java in a Nutshell has helped developers maximize the capabilities of the program's newest versions. And this latest edition is no different.

Learn how to build dynamic web applications with Express, a key component of the Node/JavaScript development stack. In this hands-on guide, author Ethan Brown teaches you the fundamentals through the development of a fictional app and a RESTful API. You'll also learn web architecture best practices to help you build single-page, multi-page, and hybrid web apps with Express. Express strikes a balance between a robust framework and no framework at all, allowing you a free choice of tools. This book, frontend and backend engineers familiar with JavaScript will discover new ways of looking at web development. Create webpage templating system for rendering dynamic data Dive into request and response objects, middleware, and error handling Build a test environment for testing and development Focus on persistence with document databases, particularly MongoDB Make your resources available to other programs with RESTful APIs Build secure apps with authentication, authorization, and geolocation, and other third-party services Implement a plan for launching and maintaining your app Learn critical debugging skills This book covers Express 4.0.

A guide to Ruby programming covers such topics as datatypes and objects, expressions, classes and modules, control structures, and the Ruby platform.

Master the Shiny web framework—and take your R skills to a whole new level. By letting you move beyond static reports, Shiny helps you create fully interactive web apps for data analyses. Users will be able to jump between datasets, explore data, and build models with parameter values of their choosing, customize visualizations, and much more. Hadley Wickham from RStudio shows data scientists, data analysts, statisticians, and scientific researchers with no knowledge of HTML, CSS, or JavaScript how to use R. This in-depth guide provides a learning path that you can follow with confidence, as you go from a Shiny beginner to an expert developer who can write large, complex apps that are maintainable and performant. Get started: Discover how to use Shiny together Put Shiny in action: Explore Shiny functionality with a focus on code samples, example apps, and useful techniques Master reactivity: Go deep into the theory and practice of reactive programming and examine reactive graph components and useful techniques for making your Shiny apps work well in production

The Definitive Guide

Spark: The Definitive Guide

What every web developer should know about networking and web performance

Head First JavaScript

Patterns and Practices for Developing Maintainable Applications

Hadoop: The Definitive Guide

If you're a web designer or app developer interested in sophisticated page styling, improved accessibility, and saving time and effort, this book is for you. This revised edition provides a comprehensive guide to CSS implementation, along with a thorough review of the latest CSS specifications. CSS is a constantly evolving language for describing the presentation of web content on screen, printers, speech synthesizers, screen readers, and chat windows. It is used by all browsers on all screen sizes on all types of IoT devices, including phones, tablets, computers, video games, televisions, watches, kiosks, and auto consoles. Authors Eric Meyer and Estelle Weyl show you how to improve user experience, speed development, avoid potential bugs, and add life and depth to your applications through layout, transitions and animations, borders, backgrounds, text properties, and many other tools and techniques. This guide covers: Selectors, specificity, and the cascade Values, units, fonts, and text properties Padding, borders, outlines, and margins Colors, backgrounds, and gradients Floats and positioning tricks Flexible box layout The new Grid layout system 2D and 3D transforms, transitions, and animation Filters, blending, clipping, and masking Media and feature queries

After years of using spacer GIFs, layers of nested tables, and other improvised solutions for building your web sites, getting used to the more stringent standards-compliant design can be intimidating. HTML and XHTML Pocket Reference is the perfect little book when you need answers immediately. Jennifer Niederst-Robbins, author of Web Design in a Nutshell, has revised and updated the fourth edition of this pocket guide by taking the top 20% of vital reference information from her Nutshell book, augmenting it judiciously, cross-referencing everything, and organizing it according to the most common needs of web developers. The result is a handy book that offers the bare essentials on web standards in a small, concise format that you can use carry anywhere for quick reference. HTML and XHTML Pocket Reference features easy-to-find listings of every HTML and XHTML tag, and every Cascading Style Sheet value. It's an indispensable reference for any serious web designer, author, or programmer who needs a fast on-the-job resource when working with established web standards.

WebAssembly: The Definitive Guide is a thorough and accessible introduction to one of the most transformative technologies hitting our industry. What started as a way to use languages other than JavaScript in the browser has evolved into a comprehensive path toward portability, performance, increased security, and greater code reuse across an impressive collection of deployment targets. Author Brian Sletten introduces elements of this technology incrementally while building to several concrete, code-driven examples of practical, cutting-edge WebAssembly uses. Whether you work with enterprise software or embedded systems, or in entertainment, scientific computing, or startup environments, you'll learn how WebAssembly can have a positive impact on the way you develop software. Use WebAssembly to increase code portability across platforms Reuse more of your software assets in a wider number of deployment targets Learn how WebAssembly increases protection against prominent security attacks Use WebAssembly to deploy legacy code in web environments Increase your user base across languages and development environments Integrate JavaScript code with other languages and environments to improve performance, security, and productivity Learn how WebAssembly will affect your career as software developer For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript material on the market. The seventh edition represents a significant update, with new information for ECMAScript 2020, and new chapters on language-specific features. JavaScript: The Definitive Guide is ideal for experienced programmers who want to learn the programming language of the web, and for current JavaScript programmers who want to master it.

Cassandra: The Definitive Guide

HTML & XHTML Pocket Reference

Mastering Shiny

Leveraging the JavaScript Stack

Cascading Style Sheets

Gatsby: The Definitive Guide

Of all the Ajax-specific frameworks that have popped up in recent years, one clearly stands out as the industrial strength solution. Dojo is not just another JavaScript toolkit—it's the JavaScript toolkit—and Dojo: The Definitive Guide demonstrates how to tame Dojo's extensive library of utilities so that you can build rich and responsive web applications like never before. Dojo founder Alex Russell gives a foreword that explains the "why" of Dojo and of this book. Dojo provides an end-to-end solution for development in the browser, including everything from the core JavaScript library and turnkey widgets to build tools and a testing framework. Its vibrant open source community keeps adding to Dojo's arsenal, and this book provides an ideal companion to Dojo's official documentation. Dojo: the Definitive Guide gives you the most thorough overview of this toolkit available, showing you everything from how to create complex layouts and form controls closely resembling those found in the most advanced desktop applications with stock widgets, to advanced JavaScript idioms to AJAX and advanced communication transports. With this definitive reference you get: Get a concise introduction to Dojo that's good for all 1.x versions Well-explained examples, with scores of tested code samples, that let you see Dojo in action A comprehensive reference to Dojo's standard JavaScript library (including fundamental utilities in Base, Dojo's tiny but powerful kernel) that you'll wonder how you ever lived without An extensive look at additional Core features, such as animations, drag-and-drop, back-button handling, animations like wipe and slide, and more Exhaustive coverage of out-of-the-box Dijits (Dojo widgets) as well as definitive coverage on how to create your own, either from scratch or building on existing ones An itemized inventory of DojoX subprojects, the build tools, and the DOH, Dojo's unit-testing framework that you can use with Dojo—or anywhere else If you're a DHTML-toting web developer, you need to read this book—whether you're a one-person operation or part of an organization employing scores of developers. Dojo packs the standard JavaScript library you've always wanted, and Dojo: The Definitive Guide helps you transform your ideas into working applications quickly by leveraging design concepts you already know.

Ready to unlock the power of your data? With this comprehensive guide, you'll learn how to build and maintain reliable, scalable, distributed systems with Apache Hadoop. This book is ideal for programmers looking to analyze datasets of any size, and for administrators who want to set up and run Hadoop clusters. You'll find illuminating case studies that demonstrate how Hadoop is used to solve specific problems. This third edition covers recent changes to Hadoop, including material on the new MapReduce API, as well as MapReduce 2 and its more flexible execution model (YARN). Store large datasets with the Hadoop Distributed File System (HDFS) Run distributed computations with MapReduce Use Hadoop's data and I/O building blocks for compression, data integrity, serialization (including Avro), and persistence Discover common pitfalls and advanced features for writing real-world MapReduce programs Design, build, and administer a dedicated Hadoop cluster—or run Hadoop in the cloud Load data from relational databases into HDFS, using Sqoop Perform large-scale data processing with the Pig query language Analyze datasets with Hive, Hadoop's data warehousing system Take advantage of HBase for structured and semi-structured data, and ZooKeeper for building distributed systems

Every enterprise application creates data, whether it's log messages, metrics, user activity, outgoing messages, or something else. And how to move all of this data becomes nearly as important as the data itself. If you're an application architect, developer, or production engineer new to Apache Kafka, this practical guide shows you how to use this open source streaming platform to handle real-time data feeds. Engineers from Confluent and LinkedIn who are responsible for developing Kafka explain how to deploy production Kafka clusters, write reliable event-driven microservices, and build scalable stream-processing applications with this platform. Through detailed examples, you'll learn Kafka's design principles, reliability guarantees, key APIs, and architecture details, including the replication protocol, the controller, and the storage layer. Understand publish-subscribe messaging and how it fits in the big data ecosystem. Explore Kafka producers and consumers for writing and reading messages Understand Kafka patterns and use-case requirements to ensure reliable data delivery Get best practices for building data pipelines and applications with Kafka Manage Kafka in production, and learn to perform monitoring, tuning, and maintenance tasks Learn the most critical metrics among Kafka's operational measurements Explore how Kafka's stream delivery capabilities make it a perfect source for stream processing systems

Why reinvent the wheel every time you run into a problem with JavaScript? This cookbook is chock-full of code recipes that address common programming tasks, as well as techniques for building web apps that work in any browser. Just copy and paste the code samples into your project—you'll get the job done faster and learn more about JavaScript in the process. You'll also learn how to take advantage of the latest features in ECMAScript 5 and HTML5, including the new cross-domain widget communication technique, HTML5's video and audio elements, and the drawing canvas. You'll find recipes for using these features with JavaScript to build high-quality application interfaces. Create interactive web and desktop applications Work with JavaScript objects, such as String, Array, Number, and Math Use JavaScript with Scalable Vector Graphics (SVG) and the canvas element Store data in various ways, from the simple to the complex Program the new HTML5 audio and video elements Implement concurrent programming with Web Workers Use and create jQuery plug-ins Use ARIA and JavaScript to create fully accessible rich internet applications

Canvas Pocket Reference

A Distributed Real-Time Search and Analytics Engine

JavaScript Cookbook

Understanding ECMAScript 6

Big Data Processing Made Simple

Master the World's Most-Used Programming Language

ECMAScript 6 represents the biggest update to the core of JavaScript in the history of the language. In Understanding ECMAScript 6, expert developer Nicholas C. Zakas provides a complete guide to the object types, syntax, and other exciting changes that ECMAScript 6 brings to JavaScript. Every chapter is packed with example code that works in any JavaScript environment so you'll be able to see new features in action. You'll learn: -How ECMAScript 6 class syntax relates to more familiar JavaScript concepts -What makes iterators and generators useful -How arrow functions differ from regular functions -Ways to store data with sets, maps, and more -The power of inheritance -How to improve asynchronous programming with promises -How modules change the way you organize code Whether you're a web developer or a Node.js developer, you'll find Understanding ECMAScript 6 indispensable on your journey from ECMAScript 5 to ECMAScript 6.

Design a complete Voice over IP (VoIP) or traditional PBX system with Asterisk, even if you have only basic telecommunications knowledge. This bestselling guide makes it easy, with a detailed roadmap that shows you how to install and configure this open source software, whether you're upgrading your existing phone system or starting from scratch. Ideal for Linux administrators, developers, and power users, this updated edition shows you how to write a basic dialplan step-by-step, and brings you up to speed on the features in Asterisk 11, the latest long-term support release from Digium. You'll quickly gain working knowledge to build a simple yet inclusive system. Integrate Asterisk with analog, VoIP, and digital telephony systems Build an interactive dialplan, using best practices for more advanced features Delve into voicemail options, such as storing messages in a database Connect to external services including Google Talk, XMPP, and calendars Incorporate Asterisk features and functions into a relational database to facilitate information sharing Learn how to use Asterisk's security, call routing, and faxing features Monitor and control your system with the Asterisk Manager Interface (AMI) Plan for expansion by learning tools for building distributed systems

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.

The Definitive Guide to HTML5 provides the breadth of information you'll need to start creating the next generation of HTML5 websites. It covers all the base knowledge required for standards-compliant, semantic, modern website creation. It also covers the full HTML5 ecosystem and the associated APIs that complement the core HTML5 language. The Definitive Guide to HTML5 begins by tackling the basics of HTML5, ensuring that you know best practices and key uses of all of the important elements, including those new to HTML5. This section also covers extended usage of CSS3, JavaScript, and DOM manipulation, making you proficient in all core aspects of modern website creation. The final part of the book covers the associated W3C APIs that surround the HTML5 specification. You will achieve a thorough working knowledge of the Geolocation API, web storage, creating offline applications, and the new drag and drop functionality. The Definitive Guide to HTML5 also dives into the key media enhancements of HTML5 and its surrounding technologies: Canvas, video and audio.

Elasticsearch: The Definitive Guide

Complete Build Management for Java

The Definitive Guide for JavaScript Developers

Java 9 Modularity

Web Development with Node and Express

Java in a Nutshell

Provides information on scripting Web applications with JavaScript.

Perform fast interactive analytics against different data sources using the Trino high-performance distributed SQL query engine. With this practical guide, you'll learn how to conduct analytics on data where it lives, whether it's Hive, Cassandra, a relational database, or a proprietary data store. Analysts, software engineers, and production engineers will learn how to manage, use, and even develop with Trino. Initially developed by Facebook, open source Trino is now used by Netflix, Airbnb, LinkedIn, Twitter, Uber, and many other companies. Matt Fuller, Manfred Moser, and Martin Traverso show you how a single Trino query can combine data from multiple sources to allow for analytics across your entire organization. Get started: Explore Trino's use cases and learn about tools that will help you connect to Trino and query data Go deeper: Learn Trino's internal workings, including how to connect to and query data sources with support for SQL statements, operators, functions, and more Put Trino in production: Secure Trino, monitor workloads, tune queries, and connect more applications; learn how other organizations apply Trino

Imagine what you could do if scalability wasn't a problem. With this hands-on guide, you'll learn how the Cassandra database management system handles hundreds of terabytes of data while remaining highly available across multiple data centers. This expanded second edition—updated for Cassandra 3.0—provides the technical details and practical examples you need to put this database to work in a production environment. Authors Jeff Carpenter and Eben Hewitt demonstrate the advantages of Cassandra's non-relational design, with special attention to data modeling. If you're a developer, DBA, or application architect looking to solve a database scaling issue or future-proof your application, this guide helps you harness Cassandra's speed and flexibility. Understand Cassandra's distributed and decentralized structure Use the Cassandra Query Language (CQL) and cqlsh—the CQL shell Create a working data model and compare it with an equivalent relational model Develop sample applications using client drivers for languages including Java, Python, and Node.js Explore cluster topology and learn how nodes exchange data Maintain a high level of performance in your cluster Deploy Cassandra on site, in the Cloud, or with Docker Integrate Cassandra with Spark, Hadoop, Elasticsearch, Solr, and Lucene

Provides information on the basics of Ajax to create Web applications that function like desktop programs.

Google Tools to Add Power to Your JavaScript

Ant: The Definitive Guide

The Definitive Guide, 7th Edition

Scripted Graphics for HTML5

The Definitive Guide to HTML5

JavaScript Pocket Reference

If you're ready to use Closure to build rich web applications with JavaScript, this hands-on guide has precisely what you need to learn this suite of tools in depth. Closure makes it easy for experienced JavaScript developers to write and maintain large and complex codebases—as Google has demonstrated by using Closure with Gmail, Google Docs, and Google Maps. Author and Closure contributor Michael Bolin has included numerous code examples and best practices, as well as valuable information not available publicly until now. You'll learn all about Closure's Library, Compiler, Templates, testing framework, and Inspector—including how to minify JavaScript code with the Compiler, and why the combination of the Compiler and the Library is what sets Closure apart from other JavaScript toolkits. Learn how the Compiler significantly reduces the amount of JavaScript users have to download when visiting your site Discover several ways to use the Compiler as part of your build process Learn about type expressions, primitives, and common utilities Understand how Closure emulates classes and class-based inheritance Use Closure Templates on the server and the client from either JavaScript or Java Test and debug your JavaScript code, even when it's compiled

JavaScript: The Definitive GuideMaster the World's Most-Used Programming LanguageO'Reilly Media

For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript reference section on the market. The seventh edition represents a significant update, with new material for ECMAScript 2017 (ES8), and new chapters on language-specific features. JavaScript: The Definitive Guide is ideal for experienced programmers who want to learn the programming language of the web, and for current JavaScript programmers who want to master it.

Any programmer working with a dynamically typed language will tell you how hard it is to scale to more lines of code and more engineers. That's why Facebook, Google, and Microsoft invented gradual static type layers for their dynamically typed JavaScript and Python code. This practical book shows you how one such type layer, TypeScript, is unique among them: it makes programming fun with its powerful static type system. If you're a programmer with intermediate JavaScript experience, author Boris Cherny will teach you how to master the TypeScript language. You'll understand how TypeScript can help you eliminate bugs in your code and enable you to scale your code across more engineers than you could before. In this book, you'll: Start with the basics: Learn about TypeScript's different types and type operators, including what they're for and how they're used Explore advanced topics: Understand TypeScript's sophisticated type system, including how to safely handle errors and build asynchronous programs Dive in hands-on: Use TypeScript with your favorite frontend and backend frameworks, migrate your existing JavaScript project to TypeScript, and run your TypeScript application in production

The Ruby Programming Language

Trino: The Definitive Guide

Real-Time Data and Stream Processing at Scale

JavaScript: The Good Parts

CSS: The Definitive Guide