

Google Apps Script Web Application Development Essentials James Ferreira

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Web 2.0 Fundamentals: With AJAX, Development Tools, and Mobile Platforms - Oswald Campesato 2011

Designed for a broad spectrum of people with technically diverse backgrounds, this book covers the most recent developments in Web 2.0 programming topics and applications. The accompanying CD-ROM and companion Web site provide code samples.

Bootstrap 4 Quick Start - Jacob Lett 2018-06-22

Want to improve the design of your website or web application without having to write CSS styles from scratch? Learning HTML and CSS is a lot more challenging than it used to be. Responsive web design adds more layers of complexity to design and develop websites. In this book you will become familiar with the new cards component, setting up the new flexbox grid layout, customizing the look and feel, how to follow the mobile-first development workflow, and more! Web designer and developer Jacob Lett has built 100+ websites and WordPress themes. Let him show you exactly how to build responsive layouts that look great in every browser and device. He shares what you can't learn from the official documentation... the process of actually building a full layout. This book is focused on the workflow and does not duplicate what you can already find in the official documentation. This book will show you how to reference the documentation and use it effectively in your projects. **BONUS:** Includes a link to download a free cheat sheets bundle and a 1 hour training video. Who is this for? You're an absolute beginner and want to become a web developer. You learned HTML and CSS 5-10 years ago but are new to responsive web design basics. You have used Bootstrap before but want to learn new techniques and workflow. What will I learn? Learn what responsive web design is, the history behind it, and how the Bootstrap 4 frontend framework makes it easier to implement. Learn the web design process and workflow necessary to make a responsive website and application with Bootstrap 4. Learn what's new in Bootstrap 4 with a deep focus on CSS3 Flexbox, Cards, and the responsive grid layout. What will I build? Responsive Marketing Homepage - Topics covered: responsive images, image cards, parallax background images, Google fonts, carousel cross-fade, and vertical centered text. Bootstrap Admin Dashboard - Topics covered: 100% height sidebar, card deck, FontAwesome icons, responsive charts and tables, and custom navigation tree menu. How is this training unique? Learn by doing as you build two professional responsive layouts examples step-by-step. Focused on the workflow vs duplicating what you can find in the official documentation. This book will show you how to reference the documentation and use it effectively in your projects. Uses hyperlinks to point to code demos, snippets, videos, and external resources. What do I need? Some experience with HTML and CSS is helpful but not necessary. Does not require knowing Sass, command line, or Photoshop. A computer with Google Chrome. A text editor like Atom and an internet connection. You want to build a beautiful website or user interface that works on all major browsers. Let Jacob show you how step by step. If you like detailed step by step guides, plenty of examples, and printable cheat sheets, then you'll love Jacob Lett's approach at how he creates responsive layouts using Bootstrap 4. Buy the Bootstrap 4 Quick Start today and start building responsive layouts in less time and with less effort!

Beginning Hybrid Mobile Application Development - Mahesh Panhale 2015-12-30

Create HTML5, JQuery, and CSS3-based hybrid applications and deploy them on multiple mobile devices, including on Android, iOS and Windows Phone. This kind of application development has the edge over native application development. Beginning Hybrid Mobile Application Development shows you how you can

convert existing web application into mobile applications with minimal effort. You'll see how hybrid applications can give many web applications a larger audience by making them available as mobile applications. What You Will Learn Understand the basics of hybrid application development Discover the platforms and frameworks used for hybrid application development Master hybrid application development using the available APIs Access data in hybrid application See the role of JSON versus XML in hybrid applications Secure your code Who This Books Is For Mobile and web application developers.

Google Visualization API Essentials - Traci L. Ruthkoski 2013-04-15

This book is a step-by-step tutorial full of diagrams, core concept explanations, best practice tips, and links to working book examples. This book will show you how create web-ready data visualizations using Google's infrastructure. Some HTML knowledge is the only requirement, although some JavaScript knowledge is also helpful.

Web Development with the Mac - Aaron Vegh 2010-02-25

Everything you need to know to create Web sites using your Mac Create and deploy striking Web sites and apps on a Mac for your own business or for clients using the essential techniques in this focused guide. While most Web site how-tos are geared toward either designers or programmers, this detailed book covers both aspects, helping you develop the complete skill sets that you'll need professionally. Tap all of the out-of-the-box perks that Apple has to offer for Web development with these techniques and insights from a seasoned Mac Web developer. Takes you through everything that Macs have to offer for Web development, such as a Web server, PHP, and Ruby on Rails; Macs come with these right out of the box, making setting up a Web development environment pushbutton-easy Reveals the science and the artistry behind creating beautiful and intuitive Web pages using Apple technology Covers the technical elements of Web page construction with HTML, CSS, Javascript, PHP, and Rails; then goes beyond to show you how to add creative flair using Photoshop Turn your design and development skills into marketable assets with this essential guide for Apple users. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Python API Development Fundamentals - Jack Chan 2019-11-21

Learn all that's needed to build a fully functional web application from scratch. Key Features Delve deep into the principle behind RESTful API Learn how to build a scalable web application with the RESTful API architecture and Flask framework Know what are the exact tools and methodology to test your applications and how to use them Book Description Python is a flexible language that can be used for much more than just script development. By knowing the Python RESTful APIs work, you can build a powerful backend for web applications and mobile applications using Python. You'll take your first steps by building a simple API and learning how the frontend web interface can communicate with the backend. You'll also learn how to serialize and deserialize objects using the marshmallow library. Then, you'll learn how to authenticate and authorize users using Flask-JWT. You'll also learn how to enhance your APIs by adding useful features, such as email, image upload, searching, and pagination. You'll wrap up the whole book by deploying your APIs to the cloud. By the end of this book, you'll have the confidence and skill to leverage the power of RESTful APIs and Python to build efficient web applications. What you will learn Understand the concept of a RESTful API Build a RESTful API using Flask and the Flask-Restful extension Manipulate a database using Flask-SQLAlchemy and Flask-Migrate Send out plaintext and HTML format emails using the Mailgun API

Implement a pagination function using Flask-SQLAlchemy Use caching to improve API performance and efficiently obtain the latest information Deploy an application to Heroku and test it using Postman Who this book is for This book is ideal for aspiring software developers who have a basic-to-intermediate knowledge of Python programming and who want to develop web applications using Python. Knowledge of how web applications work will be beneficial but is not essential.

How to Speak Tech - Vinay Trivedi 2013-12-27

"A great book everyone can use to understand how tech startups work." —Rene Reinsberg, GM/VP at GoDaddy, CEO and Co-founder at Locu "Finally a book non-techies can use to understand the web technologies that are changing our lives." —Paul Bottino, Executive Director, Technology and Entrepreneurship Center, Harvard University "Through the simplicity of his presentation, Vinay shows that the basics of technology can be straightforwardly understood by anyone who puts in the time and effort to learn." —Joseph Lassiter, Professor of Management Science, Harvard Business School and Harvard Innovation Lab In a way that anyone can understand, *How to Speak Tech: The Non-Techie's Guide to Tech Basics in Business* spells out the essential technical terms and technologies involved in setting up a company's website or web application. Nontechnical business readers will find their digital literacy painlessly improved with each ten-minute chapter of this illustrative story of one successful technology startup building its Web-based business from scratch. Vinay Trivedi—a private equity analyst and startup entrepreneur who works at the intersection of business and tech—employs the startup story line as his frame for explaining in plain language the technology behind our daily user experiences, the successful strategies of social media giants, the bold aspirations of tiny startups, and the competitive adaptations of ordinary businesses of all sizes and sectors. Along the way, he demystifies all those tech buzzwords in our business culture whose precise meanings are so often elusive even to the people using them. Internet hardware, application software, and business process: the working premise of this book is that none of it is beyond the basic understanding of nontechnical business readers. Trivedi peels back the mystery, explains it all in simplest terms, and gives his readers the wherewithal to listen intelligently and speak intelligibly when the subject turns to technology in business. What you'll learn Website hosts and programming languages for web apps on the backend Performance and scalability APIs, open-source programs, feeds, and database management Design and display on the front end Who this book is for Primary readership: nontechnical business people who want to firm up their understanding of the technology of the Internet and their fluency with technical terms in widespread use in the business world. Secondary readership: Digital immigrants in the general-interest mainstream who are looking for a short, accessible, and comprehensive treatment of Internet technology and business to inform their personal experience as consumers and generators of Internet content and value. Table of Contents Chapter 1. The Internet Chapter 2. Hosting and the Cloud Chapter 3. The Back End: Programming Languages Chapter 4. The Front End: Presentation Chapter 5. Databases: The Model Chapter 6. Leveraging Existing Code: APIs, Libraries, Web Services, and Open-Source Projects Chapter 7. Software Development: Working in Teams Chapter 8. Software Development: The Process Chapter 9. Software Development: Debugging and Testing Chapter 10. Promotion and Tracking: Attracting and Understanding Your Users Chapter 11. Performance and Scalability Chapter 12. Security Threats: To Defend and Protect

Safari and WebKit Development for iPhone OS-3 Richard Wagner 2009-11-03

The must-have reference for building and optimizing Web applications for Safari on iPhone 3.0 The iPhone offers a compelling Web-based application development platform revolving around its built-in browser, Safari, which is built upon the open source WebKit framework. This must-have book serves as a hands-on guide to developing iPhone and iPod touch Web applications. Beginning with an introduction to Web application development for iPhone, this unique book then covers invaluable information on working with mobile and touch technologies, utilizing iPhone UI frameworks, and designing, styling, and programming the interface. You'll discover how to move Web apps to native apps and much, much more. Walks you through the process of developing Web applications for iPhone and iPod touch Covers how to design and develop applications that emulate the look and feel of native iPhone apps. Instructs on how your Web app can respond to finger touch events that are a core part of the iPhone event model. Shows you how to create Web-based offline applications using the latest HTML 5 cache technologies Explains the unique process of

moving Web apps to native apps Features a bonus chapter on optimizing and developing for third-party browsers Completely compliant with the new iPhone OS 3.0, as well as latest enhancements to Safari on iPhone, this indispensable book is a must-have resource. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

JavaScript Projects for Kids - Syed Omar Faruk Towaha 2016-01-30

Gear up for a roller-coaster ride into the world of JavaScript and programming with this easy-to-follow, fun, and entertaining project-based guide About This Book Get to know the concepts of HTML and CSS to work with JavaScript Explore the concepts of object-oriented programming Follow this step-by-step guide on the fundamentals of JavaScript programming Who This Book Is For If you've never written code before or you are completely new to the world of web programming, then this book is the right choice for you. This book is for kids of age 10 years and above and parents who are completely new to the world of programming and want to get introduced to programming. What You Will Learn Learn how to work with Google Developer tools to iterate, debug and profile your code Develop a Battleship game using the basic concepts of HTML and CSS Get to know the fundamentals of JavaScript programming Create our own version of Pac Man game. Discover the vital concepts of object-oriented programming In Detail JavaScript is the most widely-used programming language for web development and that's not all! It has evolved over the years and is now being implemented in an array of environments from websites to robotics. Learning JavaScript will help you see the broader picture of web development. This book will take your imagination to new heights by teaching you how to work with JavaScript from scratch. It will introduce you to HTML and CSS to enhance the appearance of your applications. You'll then use your skills to build on a cool Battleship game! From there, the book will introduce you to jQuery and show you how you can manipulate the DOM. You'll get to play with some cool stuff using Canvas and will learn how to make use of Canvas to build a game on the lines of Pacman, only a whole lot cooler! Finally, it will show you a few tricks with OOP to make your code clean and will end with a few road maps on areas you can explore further. Style and approach This is an easy-to-follow, informative, and fun guide that takes a project-based approach to teaching programming in JavaScript. You will learn everything you need to get started with serious web application development.

Making Use of JavaScript Shweta Bhasin 2002-09-18

JavaScript is a versatile language that can be used to enhance client-side and server-side scripting. JavaScript is also widely used for its abilities to manage user input, show text, play sounds, display images, and communicate with a plug-in response. * JavaScript, unlike many other programming languages, is relatively easy to master, even for those who have no programming experience * Mastery of JavaScript allows Web masters and Web site developers to easily add interactivity, moving beyond static HTML pages

Odoo Development Cookbook - Holger Brunn 2016-04-29

Build effective applications by applying Odoo development best practices About This Book Each recipe stands by itself as much as possible, so that you can jump straight into the topics you prefer The recipes included cover all the major development areas of Odoo and the most important techniques explained through real-life projects From seasoned authors, learn the tricks of becoming a productive developer with the Odoo framework Who This Book Is For If you are a Python developer who wants to learn or consolidate your Odoo development skills, then this book is for you! Some experience with the JavaScript programming language and web development is required to fully benefit from the front-end chapters. What You Will Learn Install and manage Odoo environments and instances Use Models to define your application's data structures Add business logic to your applications Implement automated tests and debug Odoo apps Use back-end views to create a user interface Get to know about the access security model and internationalization features Develop front-end website features Extend the web client with new widgets and features In Detail Odoo is a full-featured open source ERP with a focus on extensibility. The flexibility and sustainability of open source is also a key selling point of Odoo. It is built on a powerful framework for rapid application development, both for back-end applications and front-end websites. The book starts by covering Odoo installation and administration, and provides a gentle introduction to application development. It then dives deep into several of the areas that an experienced developer will need to use. You'll learn implement business logic, adapt the UI, and extend existing features. Style and Approach These practical and easy-to-follow recipes are presented step-by-step, with dozens of hands-on recipes to boost

your Odoo skills. This book can also be used as a reference guide for your daily work.

HTML5 Game Engines - Dan Nagle 2014-04-28

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

Advanced Node.js Development - Andrew Mead 2018-03-30

Takes you through creating your own API, building a full real-time web app, securing your Node systems, and practical applications of the latest Async and Await technologies. It maps out everything in a comprehensive, easy-to-follow package designed to get you up and running quickly. Key Features Entirely project-based and practical Explains the "why" of Node.js features, not just the "how", providing with a deep understanding and enabling you to easily apply concepts in your own applications Covers the full range of technologies around Node.js - npm, MongoDB, version control with Git, and many more Book Description Advanced Node.js Development is a practical, project-based book that provides you with all you need to progress as a Node.js developer. Node is a ubiquitous technology on the modern web, and an essential part of any web developer's toolkit. If you're looking to create real-world Node applications, or you want to switch careers or launch a side-project to generate some extra income, then you're in the right place. This book was written around a single goal: turning you into a professional Node developer capable of developing, testing, and deploying real-world production applications. There's no better time to dive in. According to the 2018 Stack Overflow Survey, Node is in the top ten for back-end popularity and back-end salary. This book is built from the ground up around the latest version of Node.js (version 9.x.x). You'll be learning all the cutting-edge features available only in the latest software versions. This book delivers advanced skills that you need to become a professional Node developer. Along this journey you'll create your own API, you'll build a full real-time web app and create projects that apply the latest Async and Await technologies. Andrew Mead maps everything out for you in this book so that you can learn how to build powerful Node.js projects in a comprehensive, easy-to-follow package designed to get you up and running quickly. What you will learn Develop, test, and deploy real-world Node.js applications Master Node.js by building practical, working examples Use awesome third-party Node modules such as MongoDB, Mongoose, Socket.io, and Express Create real-time web applications Explore async and await in ES7 Who this book is for This book is for anyone looking to launch their own Node applications, switch careers, or freelance as a Node developer. You should have a basic understanding of JavaScript in order to follow this book. This book follows directly on from Learning Node.js Development, but more advanced readers can benefit from this book without having read the first part.

Vue.js 2 Web Development Projects - Guillaume Chau 2017-11-30

A project-based, practical guide to get hands-on into Vue.js 2.5 development by building beautiful, functional and performant web applications About This Book Build exciting real world web projects from scratch and become proefficient with Vue.js Web Development Take your app to the next level with animation, routing, state management, server-side rendering and i18n Learn professional web programming techniques to supercharge your Vue.js projects Who This Book Is For If you are a web developer who now wants to create rich and interactive professional applications using Vue.js, then this book is for you. Prior knowledge of JavaScript is assumed. Familiarity with HTML, Node.js, and tools such as npm and webpack will be helpful but not necessary. What You Will Learn Set up a full Vue.js npm project with the webpack build tool and the official scaffolding tool, vue-cli Write automatically updated templates with directives to create a dynamic web application Structure the app with reusable and maintainable

components Create delightful user experiences with animations Use build tools and preprocessor to make larger professional applications Create a multi-page application with the official Vue.js routing library Integrate non-Vue.js elements into your apps like Google Maps Use the official state-management library to prevent errors Optimize your app for SEO and performance with server-side rendering and internationalization In Detail Do you want to make your web application amazingly responsive? Are you unhappy with your app's performance and looking forward to trying out ways to make your app more powerful? Then Vue.js, a framework for building user interfaces, is a great choice, and this book is the ideal way to put it through its paces. This book's project-based approach will get you to build six stunning applications from scratch and gain valuable insights in Vue.js 2.5. You'll start by learning the basics of Vue.js and create your first web app using directives along with rich and attractive user experiences. You will learn about animations and interactivity by creating a browser-based game. Using the available tools and preprocessor, you will learn how to create multi-page apps with plugins. You will create highly efficient and performant functional components for your app. Next, you will create your own online store and optimize it. Finally, you will integrate Vue.js with the real-time Meteor library and create a dashboard showing real-time data. By the end of this book you will have enough skills and will have worked through enough examples of real Vue.js projects to create interactive professional web applications with Vue.js 2.5. Style and approach Project-based guide that will help you start building applications immediately with an easy to follow approach. Our book will have 6 concrete projects. It will take readers through clear and logical steps, with screenshots and tips along the way to help you follow the guide and learn how to get more from Vue.js.

Dart: Scalable Application Development - Davy Mitchell 2017-06-09

Master the art of designing web client and server with Google's bold and productive language - Dart About This Book Create robust applications with unit tests, documentation, and diagnostic logging Master the core Dart language, type system, and key development tools Connect to existing web services, process JSON, and create your own framework for the data display Use mixins, reflections, annotations, and other metadata programming techniques to create powerful app Who This Book Is For If you are familiar with web development and are looking to learn, or even just evaluate, Dart as a multipurpose language, this learning path is for you. No familiarity with the Dart language is assumed. For beginners, it will serve as a guide to rapidly accelerate from a novice level to the master level; for intermediate to advanced developers it will quickly fill in the gaps on Dart and can explore a range of application types and powerful packages that are demonstrated in a practical manner. What You Will Learn Handle form data and encryption Set up your Dart environment to achieve the highest productivity Run and debug the Dart server and web applications and compile them in JavaScript Work with PostgreSQL—an industry standard relational database system Create robust applications with unit tests, documentation, and diagnostic logging Develop command-line applications, and explore the key data structures and libraries Detect and use HTML5 features that will help you deliver rich, cross-platform content Demonstrate the power of Polymer web components for binding data and structuring your web pages In Detail Designed to create next generation apps, Google's Dart offers a much more robust framework and also supersedes JavaScript in several aspects. Familiar yet innovative, compact yet scalable, it blows away the accumulated JavaScript legacy limitations. Dart was designed for great tool-ability and developer productivity, allowing you to create better application faster than before. Google chose it for their billion dollar advertising business and you have its power for your projects too. The first module will introduce you the Dart language starting from its conception to its current form, and where it headed is through engaging substantial practical projects. You will be taken through building typical applications and exploring the exciting new technologies of HTML5. The second module will show you how to add internalization support to your web applications and how i18n and i10n access can be embedded into your code to design applications that can be localized easily. You will be shown how to organize client-to-server communication and how different HTML5 features can be used in Dart. Finally, this module will show you how you can store data locally, break the storage limit, and prevent security issues in your web application. The third module is a pragmatic guide that will increase your expertise in writing all kinds of applications, including web apps, scripts, and server-side apps. It provides rich insights on how to extend your Dart programming skills. Altogether, this course provides you

the power to create powerful applications with Dart, without worrying about your knowledge leading to you having to make compromises to the end product! This Learning Path has been curated from three Packt products: Dart By Example By Davy Mitchell Mastering Dart By Sergey Akopkokhyants Dart Cookbook By Ivo Balbaert Style and approach This is an enticing learning path that starts from the very basics to gradually pick up pace as the story unfolds. Each topic is explained with the help of recipes that solves a real-world problem involving hands-on work thus giving you a deep insight into the world of DART.

[Learning Dart](#) - Ivo Balbaert 2015-09-25

Learn to develop high performance applications with Dart 1.10 About This Book Develop apps for the modern web using Dart and HTML5 Clarify and shorten your Dart code using enums Build a complex UI for business applications with Dart's Polymer framework, based on web components Who This Book Is For If you want to become a developer for the modern web, or wish to add Dart to your tool belt, then this book is for you. The book assumes you have basic HTML experience and know how web applications work. Some previous programming experience, preferably in a modern language like C#, Java, Python, Ruby or JavaScript, will give you a head start. You can work with Dart on your preferred platform, be it Linux, Mac OS X or Windows. What You Will Learn Structure your code using functions, classes, generics, packages and libraries Use the power of modern browsers to process and store data Make games by drawing, and using audio and video in the browser Develop an application with a model-driven and spiral-paced approach Discover the Observatory tools for profiling memory and CPU usage of Dart programs Store your app's data in MySQL and MongoDB through Dart Build powerful HTML5 forms, validate and store data in local storage, and use web components to build your own user interface Run your Dart server on an App Engine Managed VM In Detail Dart is an open source programming language for the web, developed at Google, with a steadily growing community. It is a single language for both client and server, appropriate for the full range of devices on the web - including phones, tablets, laptops, and servers. It encompasses the lessons of the last two decades of web programming. This book will give you a thorough overview of Dart, taking you through its ecosystem, syntax, and development principles. With this book, you will build web games using HTML5, audio, and video, and also dive into processing and displaying data in HTML5 forms with Dart. You will also learn how web components fit together with HTML5, and how to apply them in business web applications of the future. You will discover how to store data on the client, communicate data between client and server with JSON, and store JSON data with MongoDB and MySQL. Stop solving new challenges with the same old tools - let Dart show you a whole new way. Style and approach This book provides you a project-based approach, with everything you need to start or enhance your career in the future of web development with Dart. It follows the spiral approach: each project builds up in successive spirals, adding new features in each step.

[Programming JavaScript Applications](#) Eric Elliott 2014-06-26

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

[Pro MERN Stack](#) - Vasan Subramanian 2019-05-11

Assemble the complete stack required to build a modern web app using MongoDB, Express, React, and Node. This book also covers many other complementary tools: React Router, GraphQL, React-Bootstrap, Babel, and Webpack. This new edition will use the latest version of React (React 16) and the latest React Router (React Router 4), which has a significantly different approach to routing compared to React Router

2 which was used in the first edition of the book. Though the primary focus of Pro MERN Stack is to equip you with all that is required to build a full-fledged web application, a large portion of the book will be devoted to React 16. The popular MEAN (MongoDB, Express, AngularJS, Node) stack introduced Single Page Apps (SPAs) and front-end Model-View-Controller (MVC) as new and efficient paradigms. Facebook's React is a technology that competes indirectly with AngularJS. It is not a full-fledged MVC framework. It is a JavaScript library for building user interfaces (in some sense the View part). Yet, it is possible to build a web app by replacing AngularJS with React - hence the term MERN stack What You Will Learn Discover the features of React 16 to get the maximum out of this library Gain the basics of MongoDB, Express, and Node to build a web app Work with other libraries complementary to React, including React-Bootstrap, React Router, and GraphQL Use tools such as Babel and Webpack required to build JavaScript-based SPAs Tie all the components together to build a complete web app. Who This Book Is For Developers and architects who have prior experience in any web app stack other than the MERN stack will find the book useful to learn about this modern stack. Prior knowledge of JavaScript, HTML, and CSS is required.

[Apache Cordova 4 Programming](#) - John M. Wargo 2015-03-26

Using Apache Cordova 4, you can leverage native technologies and web standards to quickly build cross-platform apps for most mobile devices. You can deliver a high-end user experience where it matters, while radically simplifying code maintenance and reuse. Apache Cordova 4 Programming is the most concise, accessible introduction to this remarkable technology. In this essential guide, expert mobile developer John Wargo quickly gets you up to speed with all the essentials, from installation, configuration, and tools, to building plugins and using Cordova's powerful APIs. Wargo helps you make the most of Cordova 4's major enhancements, while offering practical guidance for all versions, including Adobe PhoneGap. Full chapters are dedicated to five major mobile platforms: Android, iOS, Windows Phone, Firefox OS, and Ubuntu. Using rich, relevant examples, Wargo guides you through both the anatomy of a Cordova app and its entire lifecycle, including cross-platform testing and debugging. Throughout, he illuminates Cordova development best practices, streamlining your development process and helping you write high-quality apps right from the start. Topics include Installing and configuring Cordova's development environment Working with the Cordova command line interfaces Creating Cordova plugins, using Plugman and the PhoneGap CLI Cordova's support for Firefox OS and Ubuntu devices Automation (Grunt and Gulp) and Cordova CLI hooks Microsoft's hybrid toolkit for Visual Studio Third-party tools, such as AppGyver, GapDebug, THyM, and more Beautifying Cordova apps with third-party HTML frameworks, such as Bootstrap, OpenUI5, Ionic, and Onsen UI Running, testing, and debugging Cordova apps on each major mobile platform Access the full code examples at cordova4programming.com, where you'll also find updates reflecting Cordova's continuing evolution. This book is an ideal companion to Wargo's authoritative collection of Apache Cordova code recipes for each Cordova API, Apache Cordova API Cookbook (Addison-Wesley, 2015).

[Building Web Apps with Python and Flask](#) - Malhar Lathkar 2021-03-12

A practical guide for the rapid web application development with Flask KEY FEATURES _ Expert-led coverage of core capabilities of Flask, key extensions and its implementation. _ Explore the Werkzeug toolkit and Jinja Template engine and see how Flask interacts with JavaScript and CSS. _ Detailed modules on building and deploying RESTful applications using Flask. _ DESCRIPTION _ This book teaches the reader the complete workflow of developing web applications using Python and its most outperforming microframework, Flask. The book begins with getting you up to speed in developing a strong understanding of the web application development process and how Python is used in developing the applications. You will learn how to write your own first Flask-based web application in Python. You will learn about web gateway interfaces, including CGI and WSGI along with various tools like the Jinja 2 engine, Werkzeug toolkit, and Click toolkit. _ You will learn and practice the core features of Flask such as URL routing, rendering, handling static assets of a web application, how to handle cookies and sessions, and other HTTP objects. Once you have developed a strong knowledge of Flask, you will now dive deeper into advanced topics that includes Flask extensions for working with relational and NoSQL databases, Flask_WTF, and Flask-Bootstrap. You will explore design patterns, various blueprints on how to build modular and scalable applications, and finally how to deploy the RESTful APIs successfully on your own. WHAT YOU WILL LEARN _ Get to know everything about the core capabilities of Flask. _ Understand the basic building

blocks of Flask. _ Get familiar with advanced features of Flask, including blueprints, Flask extensions, and database connectivity. _ Get ready to design your own Flask-based web applications and RESTful APIs. _ Learn to build modular and scalable applications and how to deploy them successfully. WHO THIS BOOK IS FORÊÊÊ This book is ideal for Python enthusiasts, open source contributors, and web app developers who intend to add Python web technologies in their skillsets and startup companies. The understanding of the core Python language with intermediate level expertise is required and experience of working with SQL, HTML, CSS, and JavaScript is an added advantage. TABLE OF CONTENTS 1. Python for CGI 2. WSGI 3. Flask Fundamentals 4. URL Routing 5. Rendering Templates 6. Static Files 7. HTTP Objects 8. Using Databases 9. More Flask Extensions 10. Blueprints and Contexts 11. Web API with Flask 12. Deploying Flask Applications 13. Appendix

Practical Node.js - Azat Mardan 2018-08-17

Learn how to build a wide range of scalable real-world web applications using a professional development toolkit. If you already know the basics of Node.js, now is the time to discover how to bring it to production level by leveraging its vast ecosystem of packages. With this book, you'll work with a varied collection of standards and frameworks and see how all those pieces fit together. Practical Node.js takes you from installing all the necessary modules to writing full-stack web applications. You'll harness the power of the Express.js and Hapi frameworks, the MongoDB database with Mongoose and MongoLab. You'll also work with Pug and Handlebars template engines, Stylus and LESS CSS languages, OAuth and Everyauth libraries, and the Socket.IO and Derby libraries, and everything in between. This exciting second edition is fully updated for ES6/ES2015 and also covers how to deploy to Heroku and AWS, daemonize apps, and write REST APIs. You'll build full-stack real-world Node.js apps from scratch, and also discover how to write your own Node.js modules and publish them on NPM. You already know what Node.js is; now learn what you can do with it and how far you can take it! What You'll Learn Manipulate data from the mongo console Use the Mongoose MongoDB libraries Build REST API servers with Express and Hapi Deploy apps to Heroku and AWS Test services with Mocha, Expect and TravisCI Utilize sessions for authentication Implement a third-party OAuth strategy with Everyauth Apply Redis, domains, WebSockets, and clusters Write your own Node.js module, and publish it on NPM Who This Book Is For Web developers who have some familiarity with the basics of Node.js and want to learn how to use it to build apps in a professional environment.

The Essential Guide to Open Source Flash Development - John Grden 2008-09-02

Explore the world of open source Flash and discover which tools are available. Learn how to identify which tool you need and how to best fit it into your workflow. Step-by-step walk-throughs guide you through development with the most popular open source Flash tools. Written by the project leads and open source Flash aficionados. The Essential Guide to Open Source Flash Development is a practical development guide to creating Flash applications with open source Flash tools and workflows. You will walk away with an understanding of what tools will best suit your current situation, making your development easier and more productive, and with the knowledge of how to install and set up some of the best tools available, including the following: Papervision3D: to create 3D in Flash Red5: to stream video over the internet SWF: to build data-driven mashups and mobile apps Fuse: to make ActionScript animation a cinch Go: to build your own animation tools in ActionScript 3.0 haXe: to create Flash files and more AMFPHP: to communicate between Flash and php Open source Flash has been a revolution for Flash and has made a major impact on how people build Flash content. The open source tools available expand on Flash's existing tool set, enabling you to perform such tasks as easily create full 3D in Flash or hook up to an open source video-streaming server. Many of these useful tools are powerful yet lack documentation. This book explains in step-by-step detail how to use the most popular open source Flash tools. If you want to expand your Flash tool set and explore the open source Flash community, then this book is for you. If you already use some open source Flash tools, then you will find this book a useful documentation resource as well as an eye-opener to the other tools that are available.

Web Coding & Development All-in-One For Dummies - Paul McFedries 2018-04-16

Speak the languages that power the web With more high-paying web development jobs opening every day, people with coding and web/app building skills are having no problems finding employment. If you're a

would-be developer looking to gain the know-how to build the interfaces, databases, and other features that run modern websites, web apps, and mobile apps, look no further. Web Coding & Development All-in-One For Dummies is your go-to interpreter for speaking the languages that handle those tasks. Get started with a refresher on the rules of coding before diving into the languages that build interfaces, add interactivity to the web, or store and deliver data to sites. When you're ready, jump into guidance on how to put it all together to build a site or create an app. Get the lowdown on coding basics Review HTML and CSS Make sense of JavaScript, jQuery, PHP, and MySQL Create code for web and mobile apps There's a whole world of opportunity out there for developers—and this fast-track boot camp is here to help you acquire the skills you need to take your career to new heights!

Mastering JavaScript Object-Oriented Programming - Andrea Chiarelli 2016-06-29

Unleash the true power of JavaScript by mastering Object-Oriented programming principles and patterns About This Book Covering all the new Object-Oriented features introduced in ES6, this book shows you how to build large-scale web apps Build apps that promote scalability, maintainability, and reusability Learn popular Object-Oriented programming (OOP) principles and design patterns to build robust apps Implement Object-Oriented concepts in a wide range of front-end architectures Who This Book Is For This book is ideal for you if you are a JavaScript developers who wants to gain expertise in OOP with JavaScript to improve your web development skills and build professional quality web applications. What You Will Learn Master JavaScript's OOP features, including the one's provided by ES6 specification Identify and apply the most common design patterns such as Singleton, Factory, Observer, Model-View-Controller, and Mediator Patterns Understand the SOLID principles and their benefits Use the acquired OOP knowledge to build robust and maintainable code Design applications using a modular architecture based on SOLID principles In Detail ECMAScript 6 introduces several new Object-Oriented features that drastically change the way developers structure their projects. Web developers now have some advanced OOP functionality at their disposal to build large-scale applications in JavaScript. With this book, we'll provide you with a comprehensive overview of OOP principles in JavaScript and how they can be implemented to build sophisticated web applications. Kicking off with a subtle refresher on objects, we'll show you how easy it is to define objects with the new ES6 classes. From there, we'll fly you through some essential OOP principles, forming a base for you to get hands-on with encapsulation. You'll get to work with the different methods of inheritance and we'll show you how to avoid using inheritance with Duck Typing. From there, we'll move on to some advanced patterns for object creation and you'll get a strong idea of how to use interesting patterns to present data to users and to bind data. We'll use the famous promises to work with asynchronous processes and will give you some tips on how to organize your code effectively. You'll find out how to create robust code using SOLID principles and finally, we'll show you how to clearly define the goals of your application architecture to get better, smarter, and more effective coding. This book is your one-way ticket to becoming a JavaScript Jedi who can be counted on to deliver flexible and maintainable code. Style and approach This comprehensive guide on advanced OOP principles and patterns in JavaScript is packed with real-world use cases, and shows you how to implement advanced OOP features to build sophisticated web applications that promote scalability and reusability.

Google Apps Script - James Ferreira 2014-03-24

Learn how to create dynamic web applications with Google Apps Script and take full advantage of your Google-hosted services. If you have basic coding skills and some JavaScript experience, this practical book shows you how Apps Script works, and provides step-by-step guidance for building applications you can use right away. Apps Script is handy for automating Google Apps tasks, but it also serves as a complete application platform. With this book, you'll learn how to build, store, run, and share data-driven web apps right on Google Drive. You'll have access to complete code and working examples that show you how everything fits together. Build an interactive Web App UI that runs on most web and mobile browsers Create a sample product catalog that displays custom data from a spreadsheet Develop an application to generate web forms from templates Use Apps Script to build a simple web-based database application Design a document workflow builder that users can quickly customize Create a Google form that lets you select and send email responses Debug your code and keep track of script problems after deployment

MSDN Magazine - 2008

WebSocket Essentials - Building Apps with HTML5 WebSockets - Varun Chopra 2015-05-06

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

Google Apps Script - James Ferreira 2014-03-24

Learn how to create dynamic web applications with Google Apps Script and take full advantage of your Google-hosted services. If you have basic coding skills and some JavaScript experience, this practical book shows you how Apps Script works, and provides step-by-step guidance for building applications you can use right away. Apps Script is handy for automating Google Apps tasks, but it also serves as a complete application platform. With this book, you'll learn how to build, store, run, and share data-driven web apps right on Google Drive. You'll have access to complete code and working examples that show you how everything fits together. Build an interactive Web App UI that runs on most web and mobile browsers Create a sample product catalog that displays custom data from a spreadsheet Develop an application to generate web forms from templates Use Apps Script to build a simple web-based database application Design a document workflow builder that users can quickly customize Create a Google form that lets you select and send email responses Debug your code and keep track of script problems after deployment

PhoneGap Essentials John M. Wargo 2012-06-21

PhoneGap is Adobe's distribution of the free and open source framework (originally developed by Nitobi) that is now also available from the Apache Foundation as Apache Cordova™. Using PhoneGap, developers can build native mobile apps using standard HTML5, JavaScript, and CSS, and then deploy those apps to every leading mobile platform with little or no recoding. Up to now, though, PhoneGap was lacking complete, practical documentation. PhoneGap Essentials fills that void: It's the first concise, yet complete, tutorial for succeeding with PhoneGap in real-world development. Experienced mobile developer John M. Wargo thoroughly introduces the PhoneGap platform, explaining what it is, what it does, and how it works. He then guides you through configuring PhoneGap environments—creating complete mobile apps—and building them for the Google Android™, Samsung bada, BlackBerry® devices, Apple® iOS, Symbian™ OS, and Windows® Phone. Through realistic examples, you'll master key PhoneGap APIs for everything from GPS to the file system, contacts to camera, device to events, and more. Wargo also demonstrates how to take full advantage of PhoneGap Build, PhoneGap's cloud-based packaging utility. Coverage includes The anatomy of a PhoneGap application (what makes an application a PhoneGap application) Understanding the impact of cross-platform development issues Exploring the entire PhoneGap development process, including testing and debugging Expanding PhoneGap's capabilities with third-party development tools and plug-ins Building cross-platform apps that use the device camera, compass, accelerometer, and other hardware Reading from and writing to the contacts database and the device file system Installing tools needed to develop PhoneGap apps for Android, bada, BlackBerry, iOS, Symbian, and Windows Phone Reacting to events and notifying users Using the Media API to record and play media files Building for multiple platforms simultaneously using PhoneGap Build About the Website Downloadable code projects, additional information, and errata are available at phonegapessentials.com.

Web Application Security, A Beginner's Guide - Bryan Sullivan 2011-12-06

Security Smarts for the Self-Guided IT Professional "Get to know the hackers—or plan on getting hacked. Sullivan and Liu have created a savvy, essentials-based approach to web app security packed with immediately applicable tools for any information security practitioner sharpening his or her tools or just starting out." —Ryan McGeehan, Security Manager, Facebook, Inc. Secure web applications from today's most devious hackers. Web Application Security: A Beginner's Guide helps you stock your security toolkit, prevent common hacks, and defend quickly against malicious attacks. This practical resource includes chapters on authentication, authorization, and session management, along with browser, database, and file security—all supported by true stories from industry. You'll also get best practices for vulnerability detection and secure development, as well as a chapter that covers essential security fundamentals. This book's templates, checklists, and examples are designed to help you get started right away. Web Application Security: A Beginner's Guide features: Lingo--Common security terms defined so that you're in the know on the job IMHO--Frank and relevant opinions based on the authors' years of industry experience Budget Note--Tips for getting security technologies and processes into your organization's budget In Actual

Practice--Exceptions to the rules of security explained in real-world contexts Your Plan--Customizable checklists you can use on the job now Into Action--Tips on how, why, and when to apply new skills and techniques at work

Mistering Front-End Web Development (HTML, Bootstrap, CSS, SEO, Cordova, SVG, ECMAScript, JavaScript, WebGL, Web Design and many more) Chong Lip Phang 2020-11-20

As opposed to back-end web development which deals with servers, front-end web development focuses on the end users' interactions with a website on a browser. A skillful front-end web developer knows more than just the basics of HTML, CSS and JavaScript. Going beyond the major web-based languages, this book represents an attempt to compile all the knowledge needed to become a professional front-end web developer. The reader will be introduced to more than 200 web extensions, frameworks, tools, and libraries, along with a complete illustration of all Web APIs known to the world today. Overview: Chapter 1: Development Environments Chapter 2: HTML 5.2 Chapter 3: Bootstrap 5 Chapter 4: CSS 3 Chapter 5: SEO Chapter 6: Cordova Chapter 7: SVG Chapter 8: ECMAScript 2020 / ES11 Chapter 9: HTML DOM Chapter 10: Advanced Web APIs Chapter 11: jQuery 3.5 Chapter 12: Extensions and Tools Chapter 13: Canvas Chapter 14: WebGL ** special note: this book partially overlaps with two books by the same author: 1) Web Coding Bible (18 Books in 1) 2) An Effective Guide to Modern JavaScript (ECMAScript 2017 / ES8)

Progressive Web Application Development by Example - Chris Love 2018-07-24

Leverage the full potential of the web to make your web sites better than native applications for every platform. Key Features Explore different models and patterns required to develop progressive web applications Create applications requiring shorter runtime for attracting more users Study different projects to understand the fundamentals of progressive web applications Book Description Are you a developer that wants to create truly cross-platform user experiences with a minimal footprint, free of store restrictions and features customers want? Then you need to get to grips with Progressive Web Applications (PWAs), a perfect amalgamation of web and mobile applications with a blazing-fast response time. Progressive Web Application Development by Example helps you explore concepts of the PWA development by enabling you to develop three projects, starting with a 2048 game. In this game, you will review parts of a web manifest file and understand how a browser uses properties to define the home screen experience. You will then move on to learning how to develop and use a podcast client and be introduced to service workers. The application will demonstrate how service workers are registered and updated. In addition to this, you will review a caching API so that you have a firm understanding of how to use the cache within a service worker, and you'll discover core caching strategies and how to code them within a service worker. Finally, you will study how to build a tickets application, wherein you'll apply advanced service worker techniques, such as cache invalidation. Also, you'll learn about tools you can use to validate your applications and scaffold them for quality and consistency. By the end of the book, you will have walked through browser developer tools, node modules, and online tools for creating high-quality PWAs. What you will learn Explore the core principles of PWAs Study the three main technical requirements of PWAs Discover enhancing requirements to make PWAs transcend native apps and traditional websites Create and install PWAs on common websites with a given HTTPS as the core requirement Get acquainted with the service worker life cycle Define service worker caching patterns Apply caching strategies to three different website scenarios Implement best practices for web performance Who this book is for Progressive Web Application Development by Example is for you if you're a web developer or front-end designer who wants to ensure improved user experiences. If you are an application developer with knowledge of HTML, CSS, and JavaScript, this book will help you enhance your skills in order to develop progressive web applications, the future of app development.

Core Python Applications Programming Wesley J Chun 2012-03-07

Already know Python but want to learn more? A lot more? Dive into a variety of topics used in practice for real-world applications. Covers regular expressions, Internet/network programming, GUIs, SQL/databases/ORMs, threading, and Web development. Learn about contemporary development trends such as Google+, Twitter, MongoDB, OAuth, Python 3 migration, and Java/Jython. Presents brand new material on Django, Google App Engine, CSV/JSON/XML, and Microsoft Office. Includes Python 2 and 3 code samples to get you started right away! Provides code snippets, interactive examples, and practical

exercises to help build your Python skills. The Complete Developer's Guide to Python Python is an agile, robust, and expressive programming language that continues to build momentum. It combines the power of the compiled languages with the simplicity and rapid development of scripting languages. In Core Python Applications Programming, Third Edition, leading Python developer and corporate trainer Wesley Chun helps you take your Python knowledge to the next level. This book has everything you need to become a versatile Python developer. You will be introduced to multiple areas of application development and gain knowledge that can be immediately applied to projects, and you will find code samples in both Python 2 and 3, including migration tips if that's on your roadmap too. Some snippets will even run unmodified on 2.x or 3.x. Learn professional Python style, best practices, and good programming habits Build clients and servers using TCP, UDP, XML-RPC, and be exposed to higher-level libraries like SocketServer and Twisted Develop GUI applications using Tkinter and other available toolkits Improve application performance by writing extensions in C/C++, or enhance I/O-bound code with multithreading Discover SQL and relational databases, ORMs, and even non-relational (NoSQL) databases like MongoDB Learn the basics of Web programming, including Web clients and servers, plus CGI and WSGI Expose yourself to regular expressions and powerful text processing tools for creating and parsing CSV, JSON, and XML data Interface with popular Microsoft Office applications such as Excel, PowerPoint, and Outlook using COM client programming Dive deeper into Web development with the Django framework and cloud computing with Google App Engine Explore Java programming with Jython, the way to run Python code on the JVM Connect to Web services Yahoo! Finance to get stock quotes, or Yahoo! Mail, Gmail, and others to download or send e-mail Jump into the social media craze by learning how to connect to the Twitter and Google+ networks Core Python Applications Programming, Third Edition, delivers Broad coverage of a variety of areas of development used in real-world applications today Powerful insights into current and best practices for the intermediate Python programmer Dozens of code examples, from quick snippets to full-fledged applications A variety of exercises at the end of every chapter to help hammer the concepts home

Learning Web App Development - Semmy Purewal 2014-02-13

Grasp the fundamentals of web application development by building a simple database-backed app from scratch, using HTML, JavaScript, and other open source tools. Through hands-on tutorials, this practical guide shows inexperienced web app developers how to create a user interface, write a server, build client-server communication, and use a cloud-based service to deploy the application. Each chapter includes practice problems, full examples, and mental models of the development workflow. Ideal for a college-level course, this book helps you get started with web app development by providing you with a solid grounding in the process. Set up a basic workflow with a text editor, version control system, and web browser Structure a user interface with HTML, and include styles with CSS Use JQuery and JavaScript to add interactivity to your application Link the client to the server with AJAX, JavaScript objects, and JSON Learn the basics of server-side programming with Node.js Store data outside your application with Redis and MongoDB Share your application by uploading it to the cloud with CloudFoundry Get basic tips for writing maintainable code on both client and server

Server/workstation Expert 2000

Beginning PhoneGap - Rohit Ghatol 2012-06-12

PhoneGap is a growing and leading open-source mobile web apps development framework that lets developers build JavaScript and HTML5-based web applications with native wrappers for more than six mobile platforms, including iOS, Android, and BlackBerry. This framework lets you build HTML- and JavaScript-based apps and still take advantage of native mobile device capabilities like camera, localStorage, geolocation, storage and much more, irrespective of the mobile platform you target. It also lets you use more specialized JavaScript frameworks like jQuery Mobile and more. Beginning PhoneGap is a definitive, one-of-a-kind book that teaches the fundamentals and strategies behind cross-platform mobile application development. Instead of learning languages like Objective-C, focus on building apps from day one for Android, iOS, BlackBerry, WebOS and Symbian—without the complexities of these platforms. This book shows how to build apps which makes use of Google Local Search to create a Restaurant finder apps (which uses Maps to layout locations and uses internal database to store your favorite restaurants.

Furthermore, you'll learn how to extend PhoneGap's functionality by using PhoneGap plugins to write apps like Dropbox (syncing files in the background outside HTML/JavaScript code and in native code). By the time you finish Beginning PhoneGap, you'll know PhoneGap inside and out, and, consequently, be able to develop mobile web apps faster and more efficiently than ever before. Make more money in less time!

Google Script: Enterprise Application Essentials - James Ferreira 2012-01-30

How can you extend Google Apps to fit your organization's needs? This concise guide shows you how to use Google Scripts, the JavaScript-based language that provides a complete web-based development platform—with no downloads, configuration, or compiling required. You'll learn how to add functionality to Gmail, spreadsheets, and other Google services, or build data-driven apps that run from a spreadsheet, in a browser window, or within a Google Site. If you have some JavaScript experience, getting started with Google Scripts is easy. Through code examples and step-by-step instructions, you'll learn how to build applications that authenticate users, display custom data from a spreadsheet, send emails, and many more tasks. Learn Google Script's built-in debugger, script manager, and other features Create a user interface as a pop-up window, a web page, or a Google Sites gadget Use data objects and CSS to build effective product pages Automatically generate web forms from key values you specify in your Google Docs Create a database UI that works as a mobile app and Google Site gadget Use Google Docs and Gmail to create a document revision workflow

Smashing Mobile Web Development - G. Avola 2012-11-05

Developers, here's what you need to migrate your skills to mobile If you're a devoted reader of Smashing Magazine, you know that all development roads now lead to mobile, so desktop-browser-based web developers need to get up to speed and soon. Start migrating your abilities to mobile with this terrific book. It first helps you make the switch to HTML5 and CSS3, before teaching you how to apply those skills to build websites that work across all mobile devices and mobile browsers. Topics include using wireframes and templates, understanding frameworks such as jQuery Mobile, getting up to speed on newer technologies such as Boilerplate, and more. Essential guide for web developers who want to build websites that work across all mobile devices and mobile browsers Explains the essential tools you'll need for web mobile, including HTML5, CSS3, and JQuery Mobile Brings you up to speed on newer tools such as Boilerplate Keeps your professional skills up to date with today's technology trends By the time you finish Smashing Mobile Web Development, you'll have built your own mobile website that incorporates geolocation, social media, and more.

High Performance Web Sites - Steve Souders 2007-09-11

Presents a collection of fourteen "rules" to help optimize the performance of a Web site.

Learn Arcore - Fundamentals of Google Arcore - Micheal Lanham 2018-03-30

Create next-generation Augmented Reality and Mixed Reality apps with the latest version of Google ARCore Key Features Harness the power of the Google's new augmented reality (AR) platform ARCore to build cutting-edge Augmented reality apps Learn core concepts of Environmental Understanding, Immersive Computing, and Motion Tracking with ARCore Extend your application by combining ARCore with OpenGL, Machine Learning and more. Book Description Are you a mobile developer or web developer who wants to create immersive and cool Augmented Reality apps with the latest Google ARCore platform? If so, this book will help you jump right into developing with ARCore and will help you create a step by step AR app easily. This book will teach you how to implement the core features of ARCore starting from the fundamentals of 3D rendering to more advanced concepts such as lighting, shaders, Machine Learning, and others. We'll begin with the basics of building a project on three platforms: web, Android, and Unity. Next, we'll go through the ARCore concepts of motion tracking, environmental understanding, and light estimation. For each core concept, you'll work on a practical project to use and extend the ARCore feature, from learning the basics of 3D rendering and lighting to exploring more advanced concepts. You'll write custom shaders to light virtual objects in AR, then build a neural network to recognize the environment and explore even grander applications by using ARCore in mixed reality. At the end of the book, you'll see how to implement motion tracking and environment learning, create animations and sounds, generate virtual characters, and simulate them on your screen. What you will learn Build and deploy your Augmented Reality app to the Android, Web, and Unity platforms Implement ARCore to identify and visualize objects as point clouds,

planes, surfaces, and/or meshes Explore advanced concepts of environmental understanding using Google ARCore and OpenGL ES with Java Create light levels from ARCore and create a C# script to watch and propagate lighting changes in a scene Develop graphics shaders that react to changes in lighting and map the environment to place objects in Unity/C# Integrate motion tracking with the Web ARCore API and

Google Street View to create a combined AR/VR experience Who this book is for This book is for web and mobile developers who have broad programming knowledge on Java or JavaScript or C# and want to develop Augmented Reality applications with Google ARCore. To follow this book no prior experience with AR development, 3D, or 3D math experience is needed.