

JavaScript On Things

JavaScript on Things JavaScript on Things JavaScript: The Good Parts Making Things Smaller Learning JavaScript JavaScript Robotics Professional JavaScript for Web Developers JavaScript Techniques JavaScript Cookbook Programming JavaScript Applications ES32 Programming for the Internet of Things Set of Things Programming with JavaScript JavaScript Allonges Speaking JavaScript The Joy of JavaScript Simply JavaScript JavaScript Bible JavaScript for Kids Secrets of the JavaScript Ninja The Internet of Things Programming with JavaScript Creative JavaScript Object-Oriented JavaScript - Second Edition The First JavaScript Programming Node.js in Action Node.js 8 the Right Way You Don't Know JS: Scope & Closures JavaScript For Kids For Dummies Functional Programming in JavaScript JavaScript for Impatient Programmers The Principles of Object-Oriented JavaScript Scripting JavaScript Design Patterns Node.js for Embedded Systems Practical Internet of Things with JavaScript JavaScript Pro JavaScript Techniques Mastering Modular JavaScript High Performance JavaScript JavaScript Patterns JavaScript for You Don't Know JS: Up & Going

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JavaScript: The Good Parts Sep 04 2022 Most programming languages contain good and bad parts, but JavaScript 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, maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. As 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 function typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with 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. 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 work. If you develop sites or applications for the Web, this book is an absolute must.

Making Things Smarter Aug 03 2022 Making Things Smart teaches the fundamentals of the powerful ARM microcontroller by walking beginners and experienced users alike through easily assembled projects comprised of inexpensive, hardware-store parts. Current ARM programming books take a bland, textbook approach focused on complex, beginner-unfriendly languages like C or ARM Assembler. Making Things Smart uses Espruino (JavaScript on Hardware), flattening the learning curve.

JavaScript Cookbook Feb 26 2022 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 apps that work in any browser. Just copy and paste the code samples into your project—you'll get the job done 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,

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

Node.js for Embedded Systems Mas O6 2020 How can we build bridges from the digital world of the Internet to the physical world that surrounds us? By bringing accessibility to embedded components such as sensors and microcontrollers, JavaScript and Node.js might shape the world of physical computing as they did for web browsers. This practical book shows hardware and software engineers, makers, and web developers how to talk in JavaScript with a variety of embedded platforms. Authors Patrick Mulder and Kelsey Breseman also delve into the basics of microcontrollers, single-board computers, and other hardware components. Use JavaScript to program microcontrollers with Arduino and Espressif. Prototype IoT devices with the Tessel 2 development platform Learn about electronic input and output components including sensors Connect microcontrollers to the Internet with the Particle Photon toolchain Run Node.js on single-board computers such as Raspberry Pi and Intel Edison Talk to embedded devices with Node.js libraries such as mqtt.js, Five, and remotely control the devices with Bluetooth Use MQTT as a message broker to connect devices across networks Explore ways to use robots as building blocks for shared experiences

Simply JavaScript Ful 22 2021 A guide to the JavaScript programming language covers such topics as document object model, events, animation, form enhancements, errors and debugging, and Ajax.

Node.js 8 the Right Way Wyt 13 2020 Node.js is the platform of choice for creating modern web services. This fast-paced book gets you up to speed on server-side programming with Node.js 8, as you develop real programs that are simple, low-profile, and useful. Take JavaScript beyond the browser, explore dynamic language features, and embrace event-driven programming. Harness the power of the event loop and non-blocking I/O to create highly parallel microservices and web applications. This expanded and updated second edition showcases the latest ECMAScript features, current best practices, and modern development techniques. JavaScript is the backbone of the modern web, powering nearly every web application interface. Node.js is JavaScript for the server. This greatly expanded second edition introduces new language features while dramatically increasing coverage of core topics. Each hands-on chapter offers progressively more challenging topics and techniques, broadening your skill set and enabling you to think in Node.js. Write asynchronous, non-blocking code using Node.js's style and patterns. Cluster and load balance services with Node.js core features and third-party modules. Harness the power of databases such as Elasticsearch and Redis. Work with many protocols, create RESTful web services, TCP socket clients and servers, and more. Test your code's functionality with Mocha, and manage its life cycle with PM2. Discover how Node.js pairs a server-side event loop with a JavaScript runtime to produce screaming fast, non-blocking concurrency. Through a series of practical programming domains, use the latest available ECMAScript features and harness key Node.js classes and popular modules. Create rich command-line tools and a web-based UI using modern development techniques. Join the smart and diverse community that's rapidly advancing the state of the art in JavaScript development. What You Need: Node.js 8.x Operating system with bash-like shell OMQ (pronounced "Zero-M-Q") library version 3.2 or higher Elasticsearch version 5.0 or higher jq version 1.5 or higher Redis version 3.2 or higher

JavaScript for Kids Wyt 20 2021 JavaScript is the programming language of the Internet, the secret sauce that makes the Web awesome, your favorite sites interactive, and online games fun! JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like building interactive web pages with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Treasure, Hangman, and Snake. You'll also learn how to: –Create functions to organize and reuse your code –Write JavaScript to modify HTML to create dynamic web pages –Use the DOM and jQuery to make your web pages react to user input –Use the Canvas element to draw and animate graphics –Program real user-controlled games with collision detection and physics keeping With visual examples like bouncing balls, animated bees, and racing cars, you can really see what you're doing programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs. Make something cool with JavaScript today! Ages 10+ (and their parents!)

Secrets of the JavaScript Ninja Wyt 18 2021 More than ever, the web is a universal platform for all types of applications, and JavaScript is the language of the web. For anyone serious about web development, it's not enough to be a competent JavaScript coder. They need to be ninja-stealthy, efficient, and ready for anything. Secrets of the JavaScript Ninja, 3rd Edition dives below the surface and helps readers understand the deceptively-complex world of JavaScript and browser-based application development. It skips the basics, and dives into core JavaScript concepts such as functions, closures, objects, prototypes, promises, and so on. With examples, illustrations, and insightful explanations, readers will benefit from the collective wisdom of seasoned experts John Resig, Bear Bibeault, and Josip Maras. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

support, including information on Internet Explorer 7; Object-Oriented JavaScript; testing and debugging; unobtrusive JavaScript techniques using DOM Scripting; Ajax; creating and using blocks of reusable code, and the future of JavaScript. All the concepts expressed in this up-to-the-minute reference are thoroughly backed up with real world examples and full-scale case studies. The book offers reusable functions for readers to use in their own projects, a significant time-saver. Also included are several reference sections that allow developers to look up details quickly and easily.

Learning JavaScript Jul 02 2022 Get Started Fast with Modern JavaScript Web Development! With the arrival of HTML5, jQuery, and Ajax, JavaScript web development skills are more valuable than ever! This complete, hands-on JavaScript tutorial covers everything you need to know now. Using line-by-line code walkthroughs and end-of-chapter exercises, top web developer and speaker Tim Wright will help you get results fast, even if you've never written JavaScript before. Smart, friendly, enthusiastic, and packed with modern examples, Learning JavaScript covers both design-level and development-level JavaScript. You'll find expert knowledge and best practices for everything from jQuery and interface design to code organization and front-end templating. Wright's focused coverage includes real-world break points and clear reviews that make modern JavaScript easier to learn—and easier to use! Learning JavaScript is your fastest route to success with JavaScript—whether you're entirely new to the language or you need to sharpen and upgrade skills you first learned a decade ago! Coverage includes • Mastering all of the JavaScript concepts and terminology you need to write new programs or efficiently modify existing code • Creating robust, secure code at design and development levels • Maximizing usability, reusability, accessibility, clarity, security, and performance • Taking full advantage of the browser environments your code will run in • Accessing the DOM to create behavior and data interactions • Storing data for easy and efficient access • Using variables, functions, loops, and other core JavaScript features • Interacting with users through events • Communicating with servers through Ajax • Improving your productivity with JavaScript libraries

You Don't Know JS: Up & Going Jun 28 2019 It's easy to learn parts of JavaScript, but much harder to learn it completely—or even sufficiently—whether you're new to the language or have used it for years. With the "You Don't Know JS" book series, you'll get a more complete understanding of JavaScript, including trickier parts of the language that many experienced JavaScript programmers simply avoid. The series' first book, Up & Going, provides the necessary background for those of you with limited programming experience. By learning the basic building blocks of programming as well as JavaScript's core mechanisms, you'll be prepared to dive into the other, more in-depth books in the series and be well on your way toward true JavaScript. With this book you will: Learn the essential programming building blocks including operators, types, variables, conditionals, loops, and functions Become familiar with JavaScript's core mechanisms such as values, function closures, this, and prototypes Get an overview of other books in the series and why it's important to understand all parts of JavaScript

Object-Oriented JavaScript - Second Edition Jun 16 2021 You will first be introduced to object-oriented programming, then to the basics of objects in JavaScript. This book takes a do-it-yourself approach when it comes to writing code because the best way to really learn a programming language is by writing code. You are encouraged to type code into Firebug's console, see how it works and then tweak it and play around with it. There are practice questions at the end of each chapter to help you review what you have learned. For new to intermediate JavaScript developer who wants to prepare themselves for web development problems solved by smart JavaScript.

JavaScript Bible Jun 20 2021 The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most comprehensive book on the market, the JavaScript Bible is a classic bestseller that keeps you up-to-date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. In this tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a desk reference for the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the most updated code listings that reflect new code. You'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tool JavaScript Essentials Your First JavaScript Script Browser and Document Objects Scripts and HTML Documents JavaScript Programming Fundamentals Window and Document Objects Forms and Form Elements Strings, Math, and Dates JavaScript Scripting Frames and Multiple Windows Images and Dynamic HTML The String Object The Math, Number, and Boolean Objects The Date Object The Array Object JSON - Native JavaScript Object Notation E4X - Native XML Processing Control Structures and Exception Handling JavaScript Operators Function Objects and Custom Objects Global Functions and Statements Document Object Model Essentials Generic HTML Element Objects Window and Frame Objects Location and History Objects Document and Body Objects Link and Anchor Objects Image, Area, Map, and Canvas Objects Event Objects Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly.

Pro JavaScript Techniques Dec 03 2019 Pro JavaScript Techniques is the ultimate JavaScript book for today's web developer. It provides everything you need to know about modern JavaScript, and teaches you what JavaScript can do for your web sites. This book doesn't waste any time looking at things you already know, but instead concentrates on fundamental, vital topics—what modern JavaScripting is (and isn't), and pitfalls to be wary of. You will learn about 'this' keyword, as well as new object tools. You will be able to create reusable code with encapsulation, overloading, and inheritance. The most recent techniques for debugging and testing are covered comprehensively, with information on Chrome developer tools, Jasmine, PhantomJS and Protractor. This update finishes with chapters on constructing single-page web applications that dominate the modern web. The book is filled with real-world examples and case studies, as well as numerous reusable functions and classes to save you time in your development. You will learn the practical skills needed to build professional, dynamic web applications. Pro JavaScript Techniques is an indispensable reference for every professional JavaScript web developer—enhance your JavaScript development today.

Javascript for R Jul 30 2019 Little known to many, R works just as well with JavaScript—this book delves into the ways both languages can work together. The ultimate aim of this work is to put the reader at ease with inviting JavaScript into their data science workflow. In that respect the book is not teaching one JavaScript but rather we show how JavaScript can greatly support and enhance R code. Therefore, the focus is on integrating external JavaScript libraries and no prior knowledge of JavaScript is required. Key Features: ? Easy to pick up. ? An entry way to learning JavaScript for R. ? Covers topics not covered anywhere else. ? Easy to follow along.

Internet of Things Programming with JavaScript Sep 25 2021 Learn the art of bringing the Internet of Things into your projects with the power of JavaScript About This Book This is a practical guide to help you configure and build a complete distributed IoT system from scratch using JavaScript Utilize the power of Node and HTML5 to develop web services and a centralized web server, enabling high-level communication between connected devices Control all connected devices from the browser by setting up a common dashboard Who This Book Is For This book is for developers who are interested in learning how to communicate with connected devices in JavaScript to set up an IoT system basic knowledge of JavaScript is expected. Hobbyists who want to explore the potential of IoT in JavaScript will find this book useful. What You Will Learn Develop the skills to connect devices prepared the field to interact with devices in a network system Internet of Things Find out how to connect sensors and actuators to the devices Set up a web server connected devices Understand Internet of things using web services and database Configure a dashboard using HTML5 and JavaScript Control devices connected from a dashboard Monitor different devices from the dashboard Build an app for a smartphone to control different devices In Detail The Internet of Things (IoT) is an entirely new platform for developers and engineers, but one thing that remains consistent as we move into this new world, is programming languages. JavaScript is the most widely used language over the Internet, and with IoT gaining momentum you will learn how to harness the power of JavaScript to interact with connected devices. This book will teach you how to interact with endpoint devices by developing web services in JavaScript and also set up an interface to control all connected devices. This book begins with setting up a centralized web server that serves as a hub for all connected devices. The book then progresses further towards building web services to facilitate high-level communication between devices. Using Arduino and Raspberry Pi Zero as endpoint devices, the book will show you how devices can communicate with each other, perform a wide range of tasks, and also be controlled from a centralized location using JavaScript. The book ends with creating a hybrid app to control the devices that can be run from a browser or installed on a smartphone. Style and approach This book offers step-by-step guidance on how to set up a distributed IoT system using JavaScript. It will teach you how to interact with endpoint devices by developing web services in JavaScript and also set up an interface for controlling all connected devices.

Internet of Things Programming with JavaScript Sep 18 2021 Learn the art of bringing the Internet of Things into your projects with the power of JavaScript About This Book- This is a practical guide to help you configure and build a complete distributed IoT system from scratch using JavaScript- Utilize the power of Node and HTML5 to develop web services and a centralized web server, enabling high-level communication between connected devices- Control all connected devices from the browser by setting up a common dashboard Who This Book Is For This book is for developers who are interested in learning how to communicate with connected devices in JavaScript to set up an IoT system basic knowledge of JavaScript is expected. Hobbyists who want to explore the potential of IoT in JavaScript will find this book useful. What You Will Learn- Develop the skills to connect devices prepared the field to interact with devices in a network system Internet of Things- Find out how to connect sensors and actuators to the devices- Set up a web server connected devices- Understand Internet of things using web services and database- Configure a dashboard using HTML5 and JavaScript- Control devices connected from a dashboard- Monitor different devices from the dashboard- Build an app for a smartphone to control different devices In Detail The Internet of Things (IoT) is an entirely new platform for developers and engineers, but one thing that remains consistent as we move into this new world, is programming languages. JavaScript is the most widely used language over the Internet, and with IoT gaining momentum

you will learn how to harness the power of JavaScript to interact with connected devices. This book will teach you how to interact with endpoint devices by developing web services in JavaScript and also set up an interface to control all connected devices. This book begins with setting up a centralized web server that serves as a hub for all connected devices. The book then progresses further towards building web services to facilitate high-level communication between devices. Using Arduino and Raspberry Pi Zero as endpoint devices, the book will show you how devices can communicate with each other, perform a wide range of tasks, and also be controlled from a centralized location using JavaScript. The book ends with creating a hybrid app to control the devices that can be run from a browser or installed on a smartphone. **Style and approach** This book offers step-by-step guidance on how to set up a distributed IoT system using JavaScript. It will teach you how to interact with endpoint devices by developing web services in JavaScript and also set up an interface for controlling all connected devices.

Functional Programming in JavaScript Oct 2020 In this book, you will find how to use JavaScript as a functional programming language. It turns out that JavaScript has everything it needs to be used as a functional language. You don't have to remove features from the language starting with the 'this' keyword. Functions are values. Functions can be passed on other functions. Inner functions can access variables from the outer functions even after the outer functions have been executed. Functional programming makes code easier to read, understand, test, and debug. Here are some of the things you will learn: How to disable 'this' and enable immutable data objects using a linter How to work with immutability and collections How to do data transformations using core operations like filter, map, sort, or reduce How to use conditional statements like if and switch in a functional way How to create pipelines and use currying to pass additional data How to create and use functors and monads How to work with promises and observables Understand the Elm Architecture

Learning JavaScript Design Patterns Apr 2020 With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to name code effectively, and other essential topics. Learn the structure of design patterns and how they are written. Understand different pattern categories, including creational, structural, and behavioral. Walk through more than 20 classical and modern design patterns in JavaScript. Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS. Discover design patterns implemented in the jQuery library. Learn popular design patterns for writing maintainable jQuery plug-ins. "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

The Principles of Object-Oriented JavaScript May 2020 If you've used a more traditional object-oriented language, such as C++ or Java, JavaScript probably doesn't seem object-oriented at all. It has no concept of classes, and you don't even need to define any objects in order to write code. But don't be fooled—JavaScript is an incredibly powerful and expressive object-oriented language that puts many design decisions right into your hands. In The Principles of Object-Oriented JavaScript, Nicholas C. Zakas thoroughly explores JavaScript's object-oriented nature, revealing the language's unique implementation of inheritance and other key characteristics. You'll learn: –The difference between primitive and reference values –What makes JavaScript functions so unique –The various ways to create objects –How to define your own constructors –How to work with and understand prototypes –Inheritance patterns for types and objects The Principles of Object-Oriented JavaScript will leave even experienced developers with a deeper understanding of JavaScript. Discover the secrets behind how objects work in JavaScript so you can write clearer, more flexible, and more efficient code.

Head First JavaScript Programming Dec 2020 What will you learn from this book? This brain-friendly guide teaches you everything from JavaScript language fundamentals to advanced topics, including objects, functions, and the browser's document object model. You won't just be reading—you'll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript in ways you never imagined. And you'll write real code, lots of it, so you can start building your own web applications. Prepare to open your mind as you learn (and nail) key topics including: –The inner details of JavaScript How JavaScript works with the browser The secrets of JavaScript types Using arrays to the power of functions How to work with objects Making use of prototypes Understanding closures Writing and testing JavaScript applications What's so special about this book? We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First JavaScript Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep. This book replaces Head First JavaScript, which is now out of print.

JavaScript Robotics Jan 2022 JavaScript Robotics is on the rise. Rick Waldron, the lead author of this book and creator of the Johnny-Five platform, is at the forefront of this movement. Johnny-Five is an open source JavaScript

Arduino programming framework for robotics. This book brings together fifteen innovative programmers, each creating a unique Johnny-Five robot step-by-step, and offering tips and tricks along the way. Experience with JavaScript is a prerequisite.

Pure JavaScript Jan 04 2020 Pure JavaScript, Second Edition is a substantial and focused reference for experienced developers. This book begins with an accelerated introduction to the newest features of JavaScript so that experienced Web developers can quickly understand the concepts of JavaScript and begin developing their own JavaScript software immediately. Pure JavaScript, Second Edition contains concise descriptions of JavaScript forms, cookies, window layers. Beyond the brief descriptions and short syntax snippets found in most references, this book also provides well-commented JavaScript examples for each documented object, property, method, and event handler. This notation helps the reader's understanding of the syntax, but also provides a contextual aid in determining how and why a particular object or method may be used. It also includes a special reference section dedicated to server-side JavaScript, client-side JavaScript and Active Scripting, and a complete reference to browser-supported JavaScript.

JavaScript for Impatient Programmers Nov 08 2020 This book makes JavaScript less challenging to learn for newcomers by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on core features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program.

Effective JavaScript Feb 14 2021 Provides information on how to write better JavaScript programs, covering such topics as functions, arrays, library and API design, and concurrency.

Node.js in Action Nov 13 2020 Summary Node.js in Action, Second Edition is a thoroughly revised book based on the bestselling first edition. It starts at square one and guides you through all the features, techniques, and concepts you need to build production-quality Node applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You already know JavaScript. The trick to mastering Node.js is learning how to build applications that fully exploit its powerful asynchronous event handling and non-blocking I/O features. The Node server radically simplifies event-driven real-time apps like chat, games, and live data analytics. With its incredibly rich ecosystem of modules, tools, and libraries, it's hard to beat! About the Book Based on the bestselling first edition, Node.js in Action, Second Edition is a completely new book. Packed with practical examples, it teaches you how to create high-performance web servers using JavaScript and Node. You'll master key design concepts such as asynchronous programming, state management, and event-driven programming. And you'll learn to put those skills to work building MVC servers using Express and Connect, design web APIs, and set up the perfect production environment to build, deploy, and test. What's Inside Mastering non-blocking I/O The Node event loop Testing and deploying Web application templating About the Reader Written for web developers with intermediate JavaScript skills. About the Authors The Second Edition author team includes Node masters Alex Young, Bradley Meck, Mike Cantelon, and Tim Oxley, along with original authors Marc Harter, T.J. Holowaychuk, and Nathan Rajlich. Table of contents PART 1 - WELCOME TO NODE Welcome to Node.js Node programming fundamentals What is a Node web application? PART 2 - WEB DEVELOPMENT WITH NODE Front-end build systems Server-side frameworks Connect and Express in depth Web application templating Storing application data Testing Node applications Deploying Node applications and maintaining uptime PART 3 - BEYOND WEB DEVELOPMENT Writing command-line applications Conquering the desktop with Electron

Practical Internet of Things with JavaScript Sep 03 2020 End to end solutions for IoT enthusiasts and web developers. About This Book Leverage the capability of IoT with the combination of Raspberry Pi 3 and JavaScript (ES5/ES6) to develop a health monitoring device along with some cool projects like Smart Agriculture & Raspberry Pi 3 based surveillance. A practical book which will help you build Mobile/Web/Desktop apps that will show how to manage and monitor data from sensors and actuators in real time. Who This Book Is For This book targets IoT enthusiasts and developers who would like to build IoT-based applications with Raspberry Pi, Arduino and JavaScript. Some knowledge about electronics and familiarity with programming concepts (JavaScript - ES5/ES6) is expected. What You Will Learn Integrate sensors and actuators with the cloud and control them for your Smart Weather Station. Develop your own Amazon Alexa integrating with your IoT solution Define custom rules and execute jobs on certain data events using IFTTT Build a simple surveillance solutions using Amazon Recognition & Raspberry Pi 3 Design a fall detection system and build a notification system for it. Use Amazon Rekognition for face detection and face recognition in your Surveillance project In Detail In this world of technology upgrades, IoT is currently leading with its promise to make the world a more smarter and efficient place. This book will show you how to build simple IoT solutions that will help you understand how this technology works. We would not only explore the IoT solution stack, but we will also see how to work with the world's most misunderstood programming language - JavaScript. Using Raspberry Pi 3 and JavaScript (ES5/ES6) as the base to build all the projects, you will begin with learning about the fundamentals of IoT and then

a standard framework for developing all the applications covered in this book. You will then move on to build a v station with temperature, humidity and moisture sensors and further integrate Alexa with it. Further, you will bu smart wearable for understanding the concept of fall detection. You will then extend it with the 'If This Then Th (IFTTT) rules engine to send an email on fall detection. Finally, you will be working with the Raspberry Pi 3 camer module and surveillance with a bit of facial detection using Amazon Rekognition platform. At the end of the book not only be able to build standalone exciting IoT applications but also learn how you can extend your projects to level. Style and Approach This book will follow a project based approach where each chapter will teach the reader build a standalone project. It will not only guide you to build exciting projects but will also teach you to extend y project to another level.

Mastering Modular JavaScript Nov 01 2019 If you have a working knowledge of JavaScript and ECMAScript 6 (ES6) this practical guide will help you tackle modular programming to produce code that's readable, maintainable, and scalable. You'll learn the fundamentals of modular architecture with JavaScript and the benefits of writing self-c code at every system level, including the client and server. Nicolás Bevacqua, author of Practical Modern JavaScript demonstrates how to scale out JavaScript applications by breaking codebases into smaller modules. By following design practices in this book, senior developers, technical leaders, and software architects will learn how to cre that are simple and flexible while keeping internal complexity in check. Learn modular design essentials, including your application will be consumed and what belongs on the interface Design module internals to keep your code and its intent clear Reduce complexity by refactoring code and containing and eliminating state Take advantage modern JavaScript features to write clear programs and reduce complexity Apply Twelve-Factor App principles to frontend and backend JavaScript application development

JavaScript on Things Nov 06 2022 JavaScript can be used to control hordes of small robots, creative maker proje IoT devices. With the Node.js ecosystem at hand, hardware prototyping gets fun, intuitive and fast. JavaScript on is the first step into the exciting world of programming for small electronics. This fully-illustrated, hands-on book readers how to get going with platforms like Arduino, Tessel, and Raspberry Pi. Purchase of the print book inclu eBook in PDF, Kindle, and ePub formats from Manning Publications.

You Don't Know JS: Scope & Closures Sep 11 2020 No matter how much experience you have with JavaScript, odds you don't fully understand the language. This concise yet in-depth guide takes you inside scope and closures, tw concepts you need to know to become a more efficient and effective JavaScript programmer. You'll learn how ar they work, and how an understanding of closures can be a powerful part of your development skillset. Like other the "You Don't Know JS" series, Scope and Closures dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can achieve true JavaScript mastery. Learn about sc of rules to help JavaScript engines locate variables in your code Go deeper into nested scope, a series of contain variables and functions Explore function- and block-based scope, "hoisting", and the patterns and benefits of sc hiding Discover how to use closures for synchronous and asynchronous tasks, including the creation of JavaScript libraries

JavaScript For Kids For Dummies Aug 11 2020 Have big dreams? Kick start them with JavaScript! If we've learned c thing from the Millennial generation, it's that no one is too young to make history online. JavaScript For Kids For Dummies introduces pre-teens and early teens alike to the world of JavaScript, which is an integral programming language that drives the functionality of websites and apps. This informative, yet engaging text guides you thro basics of coding with JavaScript, and is an essential resource if you want to expand your technology skills while easy, step-by-step instructions. Through small, goal-oriented projects, you learn key coding concepts, while actu creating apps, games, and more. This hands-on experience, coupled with the presentation of ideas in a simple st, you to both learn and retain JavaScript fundamentals. JavaScript has been heralded as 'the programming language web,' and many kids are interested in learning how to use it; however, most schools don't offer coding classes a and most families can't afford the high cost of coding classes through a summer camp. But this can't stop you developing your JavaScript coding skills! This fun text is all you need to get started on your JavaScript journey. E the basics of JavaScript through the creation of a calculator app Deepen your understanding of HTML, arrays, ar variables by building a grocery shopping app Learn conditional logic through the development of a choose your o adventure game Discover loops and strings by creating a lemonade stand app and MadLibs-style game JavaScript Kids For Dummies brings pre-teens and early teens into the world of coding by teaching them one of the key W languages.

Programming JavaScript Applications Jan 28 2022 Take advantage of JavaScript's power to build robust web-scale enterprise applications that are easy to extend and maintain. By applying the design patterns outlined in this pra book, experienced JavaScript developers will learn how to write flexible and resilient code that's easier—yes, eas work with as your code base grows. JavaScript may be the most essential web programming language, but in th

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 application. 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

JavaScript Patterns Aug 30 2019 What's the best approach for developing an application with JavaScript? This book helps you answer that question with numerous JavaScript coding patterns and best practices. If you're an experienced developer looking to solve problems related to objects, functions, inheritance, and other language-specific categories, the abstractions and code templates in this guide are ideal—whether you're using JavaScript to write a client-side, server-side, or desktop application. Written by JavaScript expert Stoyan Stefanov—Senior Yahoo! Technical and architect of Yahoo! UI 2.0, the web page performance optimization tool—JavaScript Patterns includes practical advice for implementing each pattern discussed, along with several hands-on examples. You'll also learn about anti-patterns: common programming approaches that cause more problems than they solve. Explore useful habits for writing high-quality JavaScript code, such as avoiding globals, using single var declarations, and more Learn why literal notation patterns are simpler alternatives to constructor functions Discover different ways to define a function in JavaScript Create objects to go beyond the basic patterns of using object literals and constructor functions Learn the options available for code reuse and inheritance in JavaScript Study sample JavaScript approaches to common design patterns such as Singleton, Factory, Decorator, and more Examine patterns that apply specifically to the client-side browser environment

Esp32 Programming for the Internet of Things Dec 27 2021 It is estimated that trillions of devices will be interconnected over the next decade through the Internet of Things, demanding a huge effort from developers. The emergence of low-cost, low-power ESP8266 and ESP32 microcontrollers, with WiFi connectivity, allows independent developers to quickly become part of this revolution. This book is not intended to comprehensively teach you the theory, but to give you practical and fully functional code examples in the form of complete programs. Much of the theory is already known by some of the readers, or may be found in other textbooks. However, the programs presented here include great effort and have many original solutions for solving real-world problems. One of the basic paradigms of programming: "Keep it simple". In addition, the most important thing for such a book is that all the programs have already been verified by third parties, in this case students from Hyperion University, who provided a very valuable feedback.

The Joy of JavaScript Aug 23 2021 The Joy of JavaScript introduces techniques that turn JavaScript programmers into JavaScript pros. Summary Whether building interactive browser-based applications or creating server-side applications with Node, JavaScript is the most widely used language for web programming. With new features, language improvements, and potential use cases appearing regularly, there's never been a more exciting time to be a JavaScript developer. In The Joy of JavaScript, author and JavaScript expert Luis Atencio teaches you key design concepts to write clean, lean, modular, and easy-to-maintain code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology JavaScript is at the heart of web applications on the browser side and, via the popular Node.js runtime, it often powers the server side too. Simply put, the web runs JavaScript. About the book The Joy of JavaScript introduces techniques that turn JavaScript programmers into JavaScript pros. You'll work with cutting edge APIs, language features, and coding styles to tackle tricky problems in an elegant manner. Along the way, you'll practice good object design, drive business logic with functional thinking, and untangle complex data flows. What's inside JavaScript's objects and module system Working with higher order functions Identifying and creating composable software Preparing for upcoming JavaScript features About the reader Written for experienced and passionate JavaScript developers. About the author Luis Atencio is a software engineer for Citrix Systems, author of Manning's Functional Programming in JavaScript, and co-author of Manning's RxJS in Action. Table of Contents 1 JavaScript reloaded PART 1 - OBJECTS 2 Inheritance-based object modeling 3 Linked, compositional object models PART 2 - FUNCTIONS 4 Writing composable, pure code 5 Higher-kinded composition PART 3 - CODE 6 ECMAScript Modules 7 Hooked on metaprogramming PART 4 - DATA 8 Linear async flows 9 Streams and programming

JavaScript on Things Oct 05 2022 Summary JavaScript on Things is your first step into the exciting and downright entertaining world of programming for small electronics. If you know enough JavaScript to hack a website together, you'll be making things go bleep, blink, and spin faster than you can say "nodebot." Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Are you ready to make things move? If you can build a web app, you can create robots, weather stations, and other funky gadgets! In this incredibly fun, project-based guide, JavaScript hardware hacker Lyza Danger Gardner takes you on an incredible journey from your first flashing LED through atmospheric sensors, motorized rovers, Bluetooth doorbells, and more. With

JavaScript, some easy-to-get hardware, and a bit of creativity, you'll be beeping, spinning, and glowing in no time. The book JavaScript on Things introduces the exciting world of programming small electronics! You'll start building things immediately, beginning with basic blinking on Arduino. This fully illustrated, hands-on book surveys JavaScript toolkits like Johnny-Five along with platforms including Raspberry Pi, Tessel, and BeagleBone. As you build projects on an interesting project, you'll learn to wire in sensors, hook up motors, transmit data, and handle user input. So be warned: once you start, you won't want to stop. What's Inside Controlling hardware with JavaScript Designing and assembling robots and gadgets A crash course in electronics Over a dozen hands-on projects! About the Reader Written for developers with intermediate JavaScript and Node.js skills. No experience with electronics required. About the Author Lyza Gardner has been a web developer for over 20 years. She's part of the NodeBots community and a contributor to the Johnny-Five Node.js library. Table of Contents PART 1 - A JAVASCRIPTER'S INTRODUCTION TO HARDWARE Bringing JavaScript and hardware together Embarking on hardware with Arduino How to build circuits PART 2 - PROJECT BASICS: INPUT AND OUTPUT WITH JOHNNY-FIVE Sensors and input Output: making things happen Output: making things move PART 3 - MORE SOPHISTICATED PROJECTS Serial communication Projects without wires Building your own thing PART 4 - USING JAVASCRIPT WITH HARDWARE IN OTHER ENVIRONMENTS JavaScript and constrained hardware Building with Node.js and tiny computers In the cloud, in the browser, and