

Das Ajax Kompendium Web 2 0 Anwendungen Mit Javas

Anwendungen entwickeln mit Excel Bernd Held.2008

Das Web 2.0 Unter Dem Aspekt Der Barrierefreiheit Kristin G"bel.2009-02 Barrierefreies Internet bezeichnet Web-Angebote, die von allen Nutzern unabh ngig von k rperlichen respektive technischen M glichkeiten uneingeschr nkt genutzt werden k nnen. Hinsichtlich des Web 2.0 gilt es zu herauszufinden, welche Barrieren diese Angebote f r Menschen mit Behinderungen aufbauen. Damit Betroffene die neuen Anwendungen ebenso selbstverst ndlich nutzen k nnen, wie andere barrierefreie Webseiten, sollen die Schwierigkeiten identifiziert und erste L sungsans tze skizziert werden. Im Zentrum der Untersuchung steht die Webanwendung der XING AG. Die Grundlage f r die Analyse auf Barrierefreiheit bietet die Barrierefreie Informationstechnik Verordnung (BITV). Die darin enthaltenen Richtlinien werden in einen Kriterienkatalog umgesetzt, anhand dessen der Webauftritt auf m gliche Barrieren gepr ft wird. Die erkannten M ngel werden ausf hrlich dokumentiert sowie Handlungsempfehlungen zur Verbesserung gegeben.

Ajax, Rich Internet Applications, and Web Development for Programmers Paul J. Deitel,Harvey M. Deitel.2008 Offering an in-depth exploration of AJAX technologies, this book is ideal for programmers with or without a Web programming background. It provides readers with a detailed code-rich walkthrough on writing AJAX programs, and introduces key AJAX techniques and program models.

PHP and MySQL Phrasebook Christian Wenz.2012-10-25 PHP and MySQL Phrasebook gives you the code you need to complete your web programming projects quickly and effectively in PHP, the leading scripting language for creating dynamic web pages. Concise and Accessible Easy to carry and easy to use-lets you ditch all those bulky books for one portable pocket guide Flexible and Functional Packed with more than 100 customizable code snippets-so you can readily code functional PHP and MySQL in just about any situation

Web-2.0-Anwendungen mit Ajax J"rgen Priemer.2012

Untersuchung von Ajax-Nutzen f"ur Business User, Ajax-Frameworks und Prototyp-Entwicklung eines Ajax-basierten Clients f"ur Gesch"af"tsprozesse und ToDos (Human Tasks) Mehmet Akin.2007-10-31 Diplomarbeit aus dem Jahr 2007 im Fachbereich Informatik - Internet, neue Technologien, Note: 1.0, Hochschule Fulda, 43 Quellen im Literaturverzeichnis, Sprache: Deutsch, Abstract: Das Web hat in den in den letzten Jahren einen enormen Wandel durchlaufen. Das Schlagwort Web 2.0 ist in aller Munde. Das Internet wird nicht mehr nur genutzt, um Informationen anzuzeigen, sondern als eine Plattform verwendet, das zur Abwicklung von Gesch"af"ten dient oder die Interaktion, Kom-munikation und Zusammenarbeit von vielen Nutzern f"ordert. Beispiele hierf"ur sind Ebay, Amazon, Google oder Wikipedia. Weitere Bestandteile, die das Web 2.0 kennzeichnen, sind unter anderem Weblogs, RSS-Feeds oder soziales Tagging/Bookmarking. Das Web 2.0 erm"oglicht vollkommen neue Gesch"af"tsmodelle. Ein Unternehmen muss nicht mehr unbedingt ein Produkt neu entwickeln, um eine Aufgabe zu l"osen. Es stellt eine Infra-struktur zur Verf"ugung, in der der Kunde durch Kombination von einzelnen Diensten in einer sogenannten Mashup-Applikation eine L"osung f"ur seine Aufgabe zusammenstellen kann. Weiterhin werden Webseiten angeboten, deren Inhalt nicht durch den Betreiber der Seite, sondern durch die Nutzer der Seite zur Verf"ugung gestellt werden. Der Betreiber bietet ledig-lich das Rahmenwerk an, mit dem Informationen auf die Seite hinzugef"ugt werden k"onnen. Das wohl ber"uhmteste Beispiel hierf"ur ist YouTube. Um Benutzeroberfl"achen f"ur verschiedene Web 2.0-Anwendungen zu entwickeln, die eine hohe Gebrauchstauglichkeit und Reaktionsf"ahigkeit haben, werden auch neue Ans"atze zur Realisierung solcher Oberfl"achen ben"otigt. Ein solcher Ansatz ist Ajax (Asynchronous Ja-vaScript and XML), der es durch das asynchrone Nachladen von Daten erlaubt, Webanwen-dungen mit der Funktionalit"at von Desktopanwendungen zu verwirklichen. Diese Arbeit befasst sich mit der Untersuchung des Ajax-Ansatzes. Anhand der Entwicklung eines Webclients zur Bearbeitung von Gesch"af"tsprozessen wird festgestellt, ob Ajax nur ein Internet-Hype oder ein zukunftsweisender Ansatz ist, welche Mittel aktuell zur Verf"ugung stehen, um die Ajax-Entwicklung zu vereinfachen sowie beschrieben, wann der Einsatz sinn-voll und wann er es nicht ist.

Ajax in practice Dave Crane,Bear Bibeault,Jord Sonneveld.2008

AJAX Tobias Hauser.2007

Automation, Communication and Cybernetics in Science and Engineering 2011/2012 Sabina Jeschke,Ingrid Isenhardt,Frank Hees,Klaus Henning.2012-12-22 The book is the follow-up to its predecessor "Automation, Communication and Cybernetics in Science and Engineering 2009/2010" and includes a representative selection of all scientific publications published between 07/2011 and 06/2012 in various books, journals and conference proceedings by the researchers of the following institute cluster: IMA - Institute of Information Management in Mechanical Engineering ZLW - Center for Learning and Knowledge Management IfU - Associated Institute for Management Cybernetics Faculty of Mechanical Engineering, RWTH Aachen University Innovative fields of application, such as cognitive systems, autonomous truck convoys, telemedicine, ontology engineering, knowledge and information management, learning models and technologies, organizational development and management cybernetics are presented.

Blender Quick Start Guide Allan Brito.2018-09-29 Learn the new Blender 2.8 user interface and make 3D models Key FeaturesFind your way round the new user interface and tools of Blender 2.8Create materials, apply textures and render scenesUse the new cutting-edge real-time render EEVEE in your projectsBook Description Blender is open source 3D creation software. With a long history and an enthusiastic community of users, it is the ideal choice for almost any kind of work with 3D modeling or animation. However, for new users, its power and flexibility can sometimes be daunting, and that's when you need this book! The book starts by showing you round the all-new Blender 2.8 user interface. You'll look at the most commonly-used options and tools, such as navigating in 3D and selecting objects. You will then use and manipulate one of the most important windows of the interface, the 3D View. You'll learn how to use essential tools for working with 3D modeling. To give your models the feel of real-world objects, you'll learn how to create materials and set up surfaces. You'll see how to use Physically-Based Rendering (PBR), which allows you to craft realistic surfaces such as wood, stone, and metal. You will also work with Eevee, a new real-time render engine in Blender. You will see how to add motion to objects, making use of Blender's impressive 3D animation features. Finally, you'll learn how to create scenes and organize them for rendering, and later add titles and effects using built-in Blender tools. By the end of the book, you will be able to use Blender 2.8 new UI, Create 3D Models with textures, Animations, and Render them in real-time using Eevee. What you will learnManipulate and visualize your 3D objects in BlenderUse polygon modeling tools such as extrude, loop cut, and moreApply precision modeling tools like snapping and the 3D CursorRender a scene using the real-time engine EeveeCreate materials for Eevee and CyclesRender a scene with the Eevee real-time engineUse PBR textures to craft realistic surfaces such as wood with the Shader EditorAdd motion and animation using keyframesCreate animation loops using curves and modifiersWho this book is for This book is for anyone interested in taking their steps with Blender. If you're an experienced 3D artists or hobbyist, this book will help you with its features.

Spring Boot: Up and Running Mark Heckler.2021-02-05 With over 75 million downloads per month, Spring Boot is the most widely used Java framework available. Its ease and power have revolutionized application development from monoliths to microservices. Yet Spring Boot's simplicity can also be confounding. How do developers learn enough to be productive immediately? This practical book shows you how to use this framework to write successful mission-critical applications. Mark Heckler from VMware, the company behind Spring, guides you through Spring Boot's architecture and approach, covering topics such as debugging, testing, and deployment. If you want to develop cloud native Java or Kotlin applications with Spring Boot rapidly and effectively--using reactive programming, building APIs, and creating database access of all kinds--this book is for you. Learn how Spring Boot simplifies cloud native application development and deployment Build reactive applications and extend communication across the network boundary to create distributed systems Understand how Spring Boot's architecture and approach increase developer productivity and application portability Deploy Spring Boot applications for production workloads rapidly and reliably Monitor application

and system health for optimal performance and reliability Debug, test, and secure cloud-based applications painlessly

Mobile Web 2.0 Ajit Jaokar, Tony Fish. 2006 Discusses the impact of web 2.0 on mobile and wireless applications. This book covers web 2.0 technologies like AJAX and mobile related issues like MMS, location based services, mobile payments, IMS and the creation and deployment of a new mobile service. It uses examples like mobile multiplayer gaming and mapping to illustrate these concepts.

Head First JavaScript Michael Morrison. 2007-12-20 So you're ready to make the leap from writing HTML and CSS web pages to creating dynamic web applications. You want to take your web skills to the next level. And you're finally ready to add programmer to the resume. It sounds like you're ready to learn the Web's hottest programming language: JavaScript. Head First JavaScript is your ticket to going beyond copying and pasting the code from someone else's web site, and writing your own interactive web pages. With Head First JavaScript, you learn: The basics of programming, from variables to types to looping How the web browser runs your code, and how you can talk to the browser with your code Why you'll never have to worry about casting, overloading, or polymorphism when you're writing JavaScript code How to use the Document Object Model to change your web pages without making your users click buttons If you've ever read a Head First book, you know what to expect -- a visually rich format designed for the way your brain works. Head First JavaScript is no exception. It starts where HTML and CSS leave off, and takes you through your first program into more complex programming concepts -- like working directly with the web browser's object model and writing code that works on all modern browsers. Don't be intimidated if you've never written a line of code before! In typical Head First style, Head First JavaScript doesn't skip steps, and we're not interested in having you cut and paste code. You'll learn JavaScript, understand it, and have a blast along the way. So get ready... dynamic and exciting web pages are just pages away.

Web 2.0 Jens Behrendt, Klaus Zeppenfeld. 2008-01-11 Der Begriff Web 2.0 ist mittlerweile nahezu allgegenwärtig. Doch auch wenn er Einzug in diverse Stellenausschreibungen und Nachrichtenmeldungen hielt, ist noch längst nicht jedem klar, was er zu bedeuten hat. Ziel des ersten Teils dieses Buches ist es, genau diese Frage zu beantworten. Die Autoren gehen auf die jeweiligen Hintergründe der Begriffsbildung ein und geben einen grundlegenden Einblick in die relevanten Technologien. Neben AJAX stellen sie zusätzlich die Grundlagen von RSS und Webservices praktisch vor. Auch unerfahrene Leser werden nach dieser Lektüre die relevanten Aspekte der heutigen Internetlandschaft verstehen.

Interactive TV: A Shared Experience Pablo Cesar, Konstantinos Chorianopoulos, Jens F. Jensen. 2007-06-26 This book constitutes the refereed proceedings of the 5th European Conference on Interactive Television, EuroITV 2007, held in Amsterdam, The Netherlands, May 2007. The volume covers a wide range of areas such as media studies, audiovisual design, multimedia, HCI, and management. The papers are organized in topical sections on social TV systems, user studies, the future of TV, social TV evaluation, personalization, and mobile TV.

JavaScript David Flanagan. 2011-04-25 A revised and updated edition offers comprehensive coverage of ECMAScript 5 (the new JavaScript language standard) and also the new APIs introduced in HTML5, with chapters on functions and classes completely rewritten and updated to match current best practices and a new chapter on language extensions and subsets. Original.

C, C+ Dirk Louis. 2010

Kompendium der Web-Programmierung Thomas Walter. 2007-10-11 Programmierung für das Internet ist die Voraussetzung für Vernetzung. Dieses praxisorientierte Kompendium stellt die ganze Bandbreite der aktuellen Ansätze vor: CGI-Programmierung, Scriptsprachen (Ruby, J2EE-Techniken mit Servlets und JSP), Frameworks bis hin zu Webservices, Datenbankanbindung, Sicherheit, Barrierefreiheit, Content-Management-Systeme und Software-Design für das Web. Hinzu kommen zahlreiche Tipps aus der Praxis und ein durchgehendes Anwendungsbeispiel. Ziel ist es, eine komplexe Web-Anwendung wie eBay oder ein Shopsystem entwickeln zu können. Plus: Quellcodes, Materialien, aktuelle Informationen unter www.webkompendium.de.

Exploring JavaScript Arne Blankerts. 2007

grep Pocket Reference John Bambenek, Agnieszka Klus. 2009-01-14 grep Pocket Reference is the first guide devoted to grep, the powerful Unix content-location utility. This handy book is ideal for system administrators, security professionals, developers, and others who want to learn more about grep and take new approaches with it -- for everything from mail filtering and system log management to malware analysis. With grep Pocket Reference, you will: Learn methods for filtering large files for specific content Acquire information not included in the current grep documentation Get several tricks for using variants such as egrep Keep key information about grep right at your fingertips Find the answers you need about grep quickly and easily. If you're familiar with this utility, grep Pocket Reference will help you refresh your basic knowledge, understand rare situations, and work more efficiently. If you're new to grep, this book is the best way to get started.

Classification of User Tasks by the User Behavior Anne Gutschmidt. 2013-06-15 On-line newspapers have become an important source of information for many people. Readers of on-line newspapers may regularly check the news in general, they may follow the news concerning a certain topic, e.g. when people wanted to get all information that was available on September 11, or they may just check for certain facts such as stock prices or the weather forecast. This thesis deals with the question of whether it is possible to recognize the kind of task a Web user is performing by just looking at the user's behavior. Two studies were conducted to examine whether behavioral aspects, such as mouse and scroll movement, mouse clicks or page view duration, give hint on the surfing mode which may be just browsing, information gathering or fact finding. This thesis is meant to provide a basis for the personalization of Websites such as on-line newspapers where personalization is not only based on the analysis of content information or general topic preferences, but, additionally, on the current context represented by the kind of task a user is performing at the very moment.

Das Web 2.0 unter dem Gesichtspunkt der Barrierefreiheit Kristin Göbel. 2008-08-13 Inhaltsangabe: Einleitung: Die Informationsgesellschaft hat sich in den letzten Jahren weltweit kontinuierlich in zunehmendem Maße etabliert. E-Mail und Internet sind aus der Geschäftswelt nicht mehr wegzudenken und der Breitbandzugang steigt täglich. Dabei spielt Barrierefreiheit im Internet eine immer wichtiger werdende Rolle. Einerseits möchten sich Unternehmen von Konkurrenten durch bessere Benutzbarkeit unterscheiden, andererseits ist es für einen Webauftritt des eGovernment der öffentlichen Hand sogar gesetzlich vorgeschrieben, Barrierefreiheit nach bestehenden Standards zu erfüllen. Auch die Privatwirtschaft kann in diesem Bereich soziale Kompetenz und Verantwortung zeigen. Schließlich ist eine Website, die barrierefrei zugänglich ist, für jeden Nutzer einfacher zu bedienen und bedeutet demzufolge eine Zielgruppenmaximierung. Assistive Technologien helfen dabei, das Web für Menschen mit Behinderungen zu erschließen. Die technischen Vorteile, wie bessere Indizierbarkeit durch Suchmaschinen und Geräteunabhängigkeit im Zeitalter des mobilen Internets dürfen ebenfalls nicht außer Acht gelassen werden. Das Web 2.0, also die Betrachtung des Untersuchungsgegenstands und seiner Nutzer, ist zweifelsohne zum polarisierenden Modewort geworden. Während die Menschen immer mehr vom Web erwarten mehr Information, mehr interaktive Applikationen und ansprechendere Gestaltung wächst parallel dazu die Flut von Technologien, die viele Menschen vom Zugang ausschließen. Wesentlich ist bei dem Konzept des Web 2.0 aber, dass der Mehrwert durch die Partizipation der Nutzer entsteht. Wie aber können alle Nutzer an diesen neuen technologischen und auch gesellschaftlichen Entwicklungen partizipieren, ohne dass gleichzeitig bestimmte Gruppen ausgeschlossen werden? Die Interaktionsmöglichkeiten der Web 2.0-Angebote lassen individuelle Interessen im Mittelpunkt stehen. Das Web 2.0 wird auch das soziale Web genannt, da es für Menschen mit Behinderungen soziale Barrieren abbaut. Die Fragestellung der vorliegenden Arbeit liegt auf dem technischen Aspekt des Web 2.0 unter Berücksichtigung der Barrierefreiheit. Ein Ziel der Arbeit ist es, den Leser für das Thema der Barrierefreiheit zu sensibilisieren und Möglichkeiten zur Umsetzung eines barrierefreien und benutzerfreundlichen Webauftrittes aufzuzeigen. Dank spezieller Hard- und Softwareentwicklungen können auch Menschen mit Behinderung an dieser gesellschaftsumwälzenden Entwicklung teilhaben. Das gilt in ganz besonderem [...]

Evaluation and comparison of Ajax Frameworks regarding applicability, productivity and technical limitations Lukas

Ostermaier. 2008-03-11 Inhaltsangabe: Abstract: For some years the Internet has been dominated by phrases like Web 2.0 and Ajax. The catchword Web 2.0, which was originally established by O Reilly at the first Web 2.0 conference in October 2004, not only describes a new way of perception and usage of the internet (e.g. social software like blogs, wikis, etc.), but also stands for more or less innovative techniques as for instance RSS or Ajax. The latter is a combination of techniques that have been available since the late 1990s, such as JavaScript, asynchronous requests and XML.

However, the term Ajax only exists since Jesse James Garret introduced it in his article in February 2005. Since then Ajax has experienced a real hype. Google Mail, Google Maps or Flickr just serve as examples for the mass of applications that have to attribute their success substantially to Ajax. When it comes to web application development there has also been a lot of progress in the field of Ajax: Ajax frameworks of all kinds massively gained popularity and flooded the development community. From the biggest companies through to small development teams, almost everyone has published his own Ajax framework or library in the last two years. In the meantime there are far more than 150 different frameworks for various programming languages and diverse aims. Because of this uncontrolled growth of frameworks it is quite difficult to say which of those is most suitable for a specific project. There are two key questions that have to be considered in case of Ajax or Rich Internet Applications (RIAs) in general: How can Ajax significantly increase the business value of an application and how can it be applied productively? This thesis mainly focuses on the latter question by evaluating three Ajax frameworks of large companies with a strong background by means of an example application with respect to commercial applicability, productivity, performance as well as enhancement and adaptation possibilities. Furthermore this work discusses the technical limitations and problems of Ajax and provides an outlook on future developments in this area. As example application for the evaluation a web-based tracking system for public transportation is implemented. Each single vehicle is visualized on a street map according to its current position. By the implementation of this application with each of the three chosen Ajax frameworks their applicability, productivity and performance is illustrated as well as [...]

Reactive Programming with RxJava Tomasz Nurkiewicz, Ben Christensen. 2016-10-06 In today's app-driven era, when programs are asynchronous and responsiveness is so vital, reactive programming can help you write code that's more reliable, easier to scale, and better-performing. With this practical book, Java developers will first learn how to view problems in the reactive way, and then build programs that leverage the best features of this exciting new programming paradigm. Authors Tomasz Nurkiewicz and Ben Christensen include concrete examples that use the RxJava library to solve real-world performance issues on Android devices as well as the server. You'll learn how RxJava leverages parallelism and concurrency to help you solve today's problems. This book also provides a preview of the upcoming 2.0 release. Write programs that react to multiple asynchronous sources of input without descending into callback hell Get to that aha! moment when you understand how to solve problems in the reactive way Cope with Observables that produce data too quickly to be consumed Explore strategies to debug and to test programs written in the reactive style Efficiently exploit parallelism and concurrency in your programs Learn about the transition to RxJava version 2

SharePoint Kompendium - Bd. 2: Design Mirko Schrempp. 2015-01-14 Das neue SharePoint Kompendium möchte die diversen Aspekte der aktuellen Einsatzmöglichkeiten von SharePoint vorstellen und spannt den Bogen von Business Solutions, Managementkonzepten über die Entwicklung bis hin zur Administration. Aktuell wird viel von UI und UX, von Mobile und Web gesprochen. Der Nutzer muss die Oberfläche problemlos bedienen können, zum anderen soll diese auf unterschiedlichsten Formfaktoren funktionieren sowie ein modernes Image, einen wichtigen Brand oder ein Unternehmen präsentieren. Der zweite Band des Kompendiums geht hier ins Detail, damit die Oberfläche letztlich ästhetisch auf den Benutzer wirkt und funktional ist. Was hierbei besonders wichtig ist, wie der Benutzer die Oberfläche einfach und korrekt bedient und so eine gelungene Performance kreiert, möchten die Schwerpunktartikel dieser Ausgabe veranschaulichen.

History of Computer Art Thomas Dreher. 2020 The development of the use of computers and software in art from the Fifties to the present is explained. As general aspects of the history of computer art an interface model and three dominant modes to use computational processes (generative, modular, hypertextual) are presented. The History of Computer Art features examples of early developments in media like cybernetic sculptures, computer graphics and animation (including music videos and demos), video and computer games, reactive installations, virtual reality, evolutionary art and net art. The functions of relevant art works are explained more detailed than usual in such histories.

Modern Java Recipes Ken Kousen. 2017-08-11 The introduction of functional programming concepts in Java SE 8 was a drastic change for this venerable object-oriented language. Lambda expressions, method references, and streams fundamentally changed the idioms of the language, and many developers have been trying to catch up ever since. This cookbook will help. With more than 70 detailed recipes, author Ken Kousen shows you how to use the newest features of Java to solve a wide range of problems. For developers comfortable with previous Java versions, this guide covers nearly all of Java SE 8, and includes a chapter focused on changes coming in Java 9. Need to understand how functional idioms will change the way you write code? This cookbook—chock full of use cases—is for you. Recipes cover: The basics of lambda expressions and method references Interfaces in the java.util.function package Stream operations for transforming and filtering data Comparators and Collectors for sorting and converting streaming data Combining lambdas, method references, and streams Creating instances and extract values from Java's Optional type New I/O capabilities that support functional streams The Date-Time API that replaces the legacy Date and Calendar classes Mechanisms for experimenting with concurrency and parallelism

The Google Story (2018 Updated Edition) David A. Vise, Mark Malseed. 2005-11-15 The definitive, bestselling account of the company that changed the way we work and live, updated for the twentieth anniversary of Google's founding with analysis of its most recent bold moves to redefine the world—and its even more ambitious plans for the future. Moscow-born Sergey Brin and Midwest-born Larry Page dropped out of graduate school at Stanford University to, as they said, "change the world" through a powerful search engine that would organize every bit of information on the Web for free. The Google Story takes you deep inside the company's wild ride from an idea that struggled for funding in 1998 to a firm that today rakes in billions in profits. Based on scrupulous research and extraordinary access to Google, this fast-moving narrative reveals how an unorthodox management style and a culture of innovation enabled a search-engine giant to shake up Madison Avenue, clash with governments that accuse it of being a monopoly, deploy self-driving cars to forever change how we travel, and launch high-flying Internet balloons. Unafraid of controversy, Google is surging ahead with artificial intelligence that could cure diseases but also displace millions of people from their jobs, testing the founders' guiding mantra: DON'T BE EVIL. Praise for The Google Story "[The authors] do a fine job of recounting Google's rapid rise and explaining its search business."—The New York Times "An intriguing insider view of the Google culture."—Harvard Business Review "An interesting read on a powerhouse company . . . If you haven't read anything about one of today's most influential companies, you should. If you don't read The Google Story, you're missing a few extra treats."—USA Today "Fascinating . . . meticulous . . . never bogs down."—Houston Chronicle

JavaScript Pocket Reference David Flanagan. 2002-10-29 JavaScript—the powerful, object-based scripting language that can be embedded directly into HTML pages—has earned its place in the web developer's toolkit, to the extent that it's now considered required knowledge for web developers. You can use JavaScript to create dynamic, interactive applications that run completely within a web browser. JavaScript is also the language of choice for developing Dynamic HTML content. Because its syntax is based on the popular programming languages C, C++, and Java, JavaScript is familiar and easy to learn for experienced programmers. At the same time, it's an interpreted scripting language, providing a flexible, forgiving programming environment for new programmers. The JavaScript Pocket Reference, 2nd Edition, provides a complete overview of the core JavaScript language and client-side scripting environment, as well as quick-reference material on core and client-side objects, methods, and properties. The new edition has been revised to cover JavaScript 1.5, and is particularly useful for developers working with the standards-compliant web browsers, such as Internet Explorer 6, Netscape 7, and Mozilla. Ideal as an introduction for beginners and a quick reference for advanced developers, this pocket-sized book is easy to take anywhere and serves as the perfect companion volume to the bestselling JavaScript: The Definitive Guide, 4th Edition. O'Reilly's Pocket References have become a favorite among developers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point and need to get to the answer quickly, the new JavaScript Pocket Reference is the book you'll want close at hand.

Node.js, MongoDB and AngularJS Web Development Brad Dayley. 2014 Provides information for building dynamic, high performance websites and Web applications completely in JavaScript, from server to client, using the Node.js, MongoDB, and AngularJS Web development technologies.

Full Stack Development with JHipster Deepu K Sasidharan, Sendil Kumar N. 2018-03-23 Discover the world of Full Stack Development with real-world examples. Key Features Leverage the full power of the JHipster platform to build complex web applications Create microservices from scratch and

convert JHipster monolith apps into microservices Build and deploy applications locally, in Docker and on various cloud platforms. Book Description JHipster is a development platform to generate, develop, and deploy Spring Boot and Angular/React applications and Spring microservices. It provides you with a variety of tools that will help you quickly build modern web applications. This book will be your guide to building full stack applications with Spring and Angular using the JHipster tool set. You will begin by understanding what JHipster is and the various tools and technologies associated with it. You will learn the essentials of a full stack developer before getting hands-on and building a monolithic web application with JHipster. From here you will learn the JHipster Domain Language with entity modeling and entity creation using JDL and JDL studio. Moving on, you will be introduced to client side technologies such as Angular and Bootstrap and will delve into technologies such as Spring Security, Spring MVC, and Spring Data. You will learn to build and package apps for production with various deployment options such as Heroku and more. During the course of the book, you will be introduced to microservice server-side technologies and how to break your monolithic application with a database of your choice. Next, the book takes you through cloud deployment with microservices on Docker and Kubernetes. Going forward, you will learn to build your client side with React and master JHipster best practices. By the end of the book, you will be able to leverage the power of the best tools available to build modern web applications. What you will learn Build business logic by creating and developing entity models us the JHipster Domain Language Customize web applications with Angular, Bootstrap and Spring Tests and Continuous Integration with Jenkins Utilize the JHipster microservice stack, which includes Netflix Eureka, Spring Cloud config, HashiCorp Consul, and so on. Understand advanced microservice concepts such as API rout, load balancing, rate limit, circuit break, centralized configuration server, JWT authentication, and more Run microservices locally using Docker and Kubernetes (in production) Who this book is for This book will appeal to developers who would like to build modern web applications quickly. A basic knowledge of the Spring ecosystem would be an added advantage.

Programming ASP.NET AJAX Christian Wenz.2007-09-18 Delivering rich, Web 2.0-style experiences has never been easier. This book gives you a complete hands-on introduction to Microsoft ASP.NET AJAX 1.0, the new framework that offers many of the same benefits for Ajax development that ASP.NET provides for server-side development. With Programming ASP.NET AJAX, you'll learn how to create professional, dynamic web pages with Ajax in no time. Loaded with code and examples that demonstrate key aspects of the framework, this book is ideal not only for ASP.NET developers who want to take their applications a step further with Ajax, but for any web developers interested in ASP.NET AJAX, no matter what technology they use currently. That includes JavaScript programmers who would like to avoid the headaches of writing cross-browser code. Programming ASP.NET AJAX offers you: A high-level overview of the ASP.NET AJAX framework Functional code that you can cut and paste for use in your own applications The essentials of JavaScript and Ajax to help you understand individual technologies used by the framework An organization that reflects the framework's packages, including Extensions, Control Toolkit, the Futures CTP, and the AJAX Library Sidebars throughout the book that identify and propose solutions to potential security breaches Ways to use the standards-based AJAX Library with other platforms, such as PHP A complete chapter on the UpdatePanel control for making individual parts of a web page independently updateable -- one of the framework's most important elements Released previously as Programming Atlas to cover the beta version of the Microsoft framework, this edition is fully up-to-date and expanded for the official 1.0 release of ASP.NET AJAX. Written by Christian Wenz -- Microsoft MVP for ASP/ASP.NET and AJAX Control Toolkit Contributor -- Programming ASP.NET AJAX contains many hard-to-find details, along with a few unofficial ways to accomplish things.

Grundlagen der Mediengestaltung Christian Fries.2016 Mediengestaltung ist mehr als nur Design. Deshalb liegt der Fokus dieses Buches auf der konzeptionellen Gestaltung. Dabei stehen Grundidee und ein umfassendes Konzept im Vordergrund. Gestalttechniken und formales Design werden als unverzichtbarer Hintergrund umfassend behandelt. Viele praktische Übungen und Checklisten schaffen dabei die Basis für erste eigene Schritte und motivieren zum Ausprobieren. Das Buch macht Mediengestalter fit für die Herausforderungen unserer Zeit, in der ideenreiche Allrounder für Online- und Offline-Medien gefordert sind. Das Buch richtet sich an Medienstudenten, Grafiker, Web-Designer, Werbe- und PR-Fachleute sowie an alle anderen, die im Job mit Gestaltung und Kommunikation zu tun haben oder diese beurteilen müssen.

Ajax Design Patterns: Creating Web 2.0 Sites With Programming And Usability Patterns Michael Mahemoff.2006-01-01 Ajax, or Asynchronous JavaScript and XML, exploded onto the scene in the spring of 2005 and remains the hottest story among web developers. With its rich combination of technologies, Ajax provides a strong foundation for creating interactive web applications with XML or JSON-based web services by using JavaScript in the browser to process the web server response.

Wikipatterns Stewart Mader.2008-01-07 This book provides practical, proven advice for encouraging adoption of your wiki project and growing it into a useful collaboration tool or vibrant online community Gives wiki users a toolbox of thriving wiki patterns, which enable newcomers to avoid making common mistakes or fumbling around for the solutions to the same problems as their predecessors Explains the major stages of wiki adoption and explores patterns that apply to each stage Presents concrete, proven examples of techniques that have helped people grow vibrant collaborative communities and change the way they work for the better Reviews the overall process, including setting up initial content, encouraging people to contribute, dealing with disruptive elements, fixing typos and broken links, making sure pages are in their correct categories, and more

Continuous Integration, Delivery, and Deployment Sander Rossel.2017-10-30 Getting started with the processes and the tools to continuously deliver high-quality software About This Book Incorporate popular development practices to prevent messy code Automate your build, integration, release, and deployment processes with Jenkins, Git, and Gulp?and learn how continuous integration (CI) can save you time and money Gain an end-to-end overview of Continuous Integration using different languages (JavaScript and C#) and tools (Gulp and Jenkins) Who This Book Is For This book is for developers who want to understand and implement Continuous Integration and Delivery in their daily work. A basic knowledge of at least JavaScript and HTML/CSS is required. Knowing C# and SQL will come in handy. Most programmers who have programmed in a (compiled) C-like language will be able to follow along. What You Will Learn Get to know all the aspects of Continuous Integration, Deployment, and Delivery Find out how Git can be used in a CI environment Set up browser tests using Karma and Selenium and unit tests using Jasmine Use Node.js, npm, and Gulp to automate tasks such as linting, testing, and minification Explore different Jenkins jobs to integrate with Node.js and C# projects Perform Continuous Delivery and Deployment using Jenkins Test and deliver a web API In Detail The challenge faced by many teams while implementing Continuous Deployment is that it requires the use of many tools and processes that all work together. Learning and implementing all these tools (correctly) takes a lot of time and effort, leading people to wonder whether it's really worth it. This book sets up a project to show you the different steps, processes, and tools in Continuous Deployment and the actual problems they solve. We start by introducing Continuous Integration (CI), deployment, and delivery as well as providing an overview of the tools used in CI. You'll then create a web app and see how Git can be used in a CI environment. Moving on, you'll explore unit testing using Jasmine and browser testing using Karma and Selenium for your app. You'll also find out how to automate tasks using Gulp and Jenkins. Next, you'll get acquainted with database integration for different platforms, such as MongoDB and PostgreSQL. Finally, you'll set up different Jenkins jobs to integrate with Node.js and C# projects, and Jenkins pipelines to make branching easier. By the end of the book, you'll have implemented Continuous Delivery and deployment from scratch. Style and approach This practical book takes a step-by-step approach to explaining all the concepts of Continuous Integration and delivery, and how it can help you deliver a high-quality product.

Building iPhone Apps with HTML, CSS, and JavaScript Jonathan Stark.2010-01-08 What people are saying about Building iPhone Apps w/ HTML, CSS, and JavaScript The future of mobile development is clearly web technologies like CSS, HTML and JavaScript. Jonathan Stark shows you how to leverage your existing web development skills to build native iPhone applications using these technologies. --John Allsopp, author and founder of Web Directions Jonathan's book is the most comprehensive documentation available for developing web applications for mobile Safari. Not just great tech coverage, this book is an easy read of purely fascinating mobile tidbits in a fun colloquial style. Must have for all PhoneGap developers. -- Brian LeRoux, Nitobi Software It's a fact: if you know HTML, CSS, and JavaScript, you already have the tools you need to develop your own iPhone apps. With this book, you'll learn how to use these open source web technologies to design and build apps for the iPhone and iPod Touch on the platform of your choice-without using Objective-C or Cocoa. Device-agnostic mobile apps are the wave of the future, and this book shows you how to create one product for several platforms. You'll find guidelines for converting your product into a native iPhone app using the free PhoneGap

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Java Cookbook Ian F. Darwin. 2014-06-25 From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

Digital Heritage Marinos Ioannides, Dieter Fellner, Andreas Georgopoulos, Diofantos Hadjimitsis. 2010-11-02 This volume comprises the proceedings of the Third International Euro-Mediterranean Conference (EuroMed 2010) on the historical island of Cyprus. The focal point of this conference was digital heritage, which all of us involved in the documentation of cultural heritage continually strive to implement. The excellent selection of papers published in the proceedings reflects in the best possible way the benefits of exploiting modern technological advances for the restoration, preservation and e-documentation of any kind of cultural heritage. Above all, we should always bear in mind that what we do now may be used by people in another century to repair, rebuild or conserve the buildings, monuments, artifacts and landscapes that seem important. Recent events like earthquakes, tsunamis, volcanic eruptions, fires and insurrections show that we can never be too prepared for damage to, and loss of, the physical and, non-tangible elements of our past and, in general, our cultural heritage. To reach this ambitious goal, the topics covered included experiences in the use of innovative recording technologies and methods, and how to take best advantage of the results obtained to build up new instruments and improved methodologies for documenting in multimedia formats, archiving in digital libraries and managing a cultural heritage. Technological advances are very often reported in detail in specialized fora. This volume of proceedings establishes bridges of communication and channels of cooperation between the various disciplines involved in cultural heritage preservation.

Professional ASP.NET 3.5 Bill Evjen, Scott Hanselman, Devin Rader. 2011-01-11 In this book, you'll be introduced to the features and capabilities of ASP.NET 3.5, as well as the foundation that ASP.NET provides. Updated for the latest release of Visual Studio, this new edition adds five hundred pages of great new content compared to the original 2.0 version of the book. Including both printed and downloadable VB and C# code examples, this edition focuses even more on experienced programmers and advanced web development. New coverage includes new chapters on IIS 7 development, LINQ, ASP.NET, Silverlight, and many others.

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