

Sams Teach Yourself Node Js In 24 Hours

AngularJS, JavaScript, and jQuery All in One, Sams Teach Yourself Adobe Photoshop CS6 Bible JavaScript in 24 Hours, Sams Teach Yourself Sams Teach Yourself C++ in One Hour a Day Learning Node.js Building Enterprise JavaScript Applications The Node Beginner Book Go in 24 Hours, Sams Teach Yourself Sams Teach Yourself JQuery Mobile in 24 Hours Sams Teach Yourself C++ in 24 Hours Node: Up and Running Learning Angular Beginning JavaScript with DOM Scripting and Ajax AngularJS for .NET Developers in 24 Hours, Sams Teach Yourself Node.js, MongoDB and Angular Web Development NoSQL with MongoDB in 24 Hours, Sams Teach Yourself JavaScript for .NET Developers Learning JavaScript Web Development with Node and Express JavaScript Recipes Sams Teach Yourself Node.js in 24 Hours Rapid Prototyping with JS Sams Teach Yourself JavaScript in 24 Hours HTML, CSS & JavaScript Web Publishing in One Hour a Day, Sams Teach Yourself Sams Teach Yourself HTML, CSS, and JavaScript All in One DOM Scripting iOS 8 Application Development in 24 Hours, Sams Teach Yourself Node.js, MongoDB and AngularJS Web Development Learning AngularJS Sams Teach Yourself XML in 21 Days Coding with JavaScript For Dummies React Quickly Sams Teach Yourself Django in 24 Hours Mastering JavaScript Building Hypermedia APIs with HTML5 and Node Sams Teach Yourself Node.js in 24 Hours NoSQL with MongoDB in 24 Hours, Sams Teach Yourself Sams Teach Yourself NoSQL with MongoDB in 24 Hours Node.js Design Patterns Visual Basic 2015 in 24 Hours, Sams Teach Yourself

AngularJS, JavaScript, and jQuery All in One, Sams Teach Yourself

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

Adobe Photoshop CS6 Bible

Learn AngularJS, JavaScript and jQuery Web Application Development In just a short time, you can learn the basics of the JavaScript language, jQuery library, and AngularJS framework - and find out how to use them to build well-designed, reusable components for web applications. Sams Teach Yourself AngularJS, JavaScript, and jQuery All in One assumes absolutely no previous knowledge of JavaScript or jQuery. The authors begin by helping students gain the relevant JavaScript skills they need, introducing JavaScript in a way specifically designed for modern AngularJS web development. Each short, easy lesson builds on all that's come before, teaching new concepts and techniques from the ground up, through practical examples and hands-on problem solving. As you complete the lessons in this book, you'll gain a practical understanding of how to provide rich user interactions in your web pages, adding dynamic code that allows web pages to instantly react to mouse clicks and finger swipes, and interact with back-end services to store and retrieve data from the web server. Learn how to: Create powerful, highly interactive single-page web applications Leverage AngularJS's innovative MVC approach to web development Use JavaScript in modern frameworks Implement JavaScript, jQuery, and AngularJS together in web pages Dynamically modify page elements in the browser Use browser events to interact with the user directly Implement client-side services that interact with web servers Integrate rich user interface components, including zoomable images and

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expandable lists Enhance user experience by creating AngularJS templates with built-in directives Bind user interface elements and events to the data model to add flexibility and support more robust interactivity Define custom AngularJS directives to extend HTML's capabilities Build dynamic browser views to provide richer user interaction Create custom services you can integrate into many AngularJS applications Develop a well-structured code base that's easy to reuse and maintain

Contents at a Glance

Part I: An Introduction to AngularJS, jQuery, and JavaScript Development

- 1 Introduction to Dynamic Web Programming
- 2 Debugging JavaScript in Web Pages
- 3 Understanding Dynamic Web Page Anatomy
- 4 Adding CSS/CSS3 Styles to Allow Dynamic Design and Layout
- 5 Jumping into jQuery and JavaScript Syntax
- 6 Understanding and Using JavaScript Objects

Part II: Implementing jQuery and JavaScript in Web Pages

- 7 Accessing DOM Elements Using JavaScript and jQuery Objects
- 8 Navigating and Manipulating jQuery Objects and DOM Elements with jQuery
- 9 Applying JavaScript and jQuery Events for Richly Interactive Web Pages
- 10 Dynamically Accessing and Manipulating Web Pages with JavaScript and jQuery
- 11 Working with Window, Browser, and Other Non-Web Page Elements

Part III: Building Richly Interactive Web Pages with jQuery

- 12 Enhancing User Interaction Through jQuery Animation and Other Special Effects
- 13 Interacting with Web Forms in jQuery and JavaScript
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- 15 Accessing Server-Side Data via JavaScript and jQuery AJAX Requests

Part IV: Utilizing jQuery UI

- 16 Introducing jQuery UI
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- 19 Using

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jQuery UI Widgets to Add Rich Interactions to Web Pages Part V: Building Web Applications with AngularJS 20 Getting Started with AngularJS 21 Understanding AngularJS Application Dynamics 22 Implementing the Scope as a Data Model 23 Using AngularJS Templates to Create Views 24 Implementing Directives in AngularJS Views 25 Creating Your Own Custom Directives to Extend HTML 26 Using Events to Interact with Data in the Model 27 Implementing AngularJS Services in Web Applications 28 Creating Your Own Custom AngularJS Services 29 Creating Rich Web Application Components the AngularJS Way

JavaScript in 24 Hours, Sams Teach Yourself

Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications

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with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

Sams Teach Yourself C++ in One Hour a Day

Rapid Prototyping with JS: Agile JavaScript Development is a hands-on book which introduces you to agile JavaScript web and mobile software development using the latest cutting-edge front-end and back-end technologies including: Node.js, Backbone.js, MongoDB and others. More information at <http://rpjs.co>. This book was borne out of frustration. I have been in software engineering for many years, and when I started learning Node.js and Backbone.js, I learned the hard way that their official documentation and the Internet lack in quick start guides and examples. Needless to say, it was virtually impossible to find all of the tutorials for JS-related modern technologies in one place. The best way to learn is to do, right? Therefore, I've used the approach of small simple examples, i.e., quick start

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guides, to expose myself to the new cool tech. After I was done with the basic apps, I needed some references and organization. I started to write this manual mostly for myself, so I can understand the concepts better and refer to the samples later. Then StartupMonthly and I taught a few 2-day intensive classes on the same subject -- helping experienced developers to jump-start their careers with agile JavaScript development. The manual we used was updated and iterated many times based on the feedback received. The end result is this book. What to Expect A typical reader of RPJS should expect a collection of quick start guides, tutorials and suggestions (e.g., Git workflow). There is a lot of coding and not much theory. All the theory we cover is directly related to some of the practical aspects, and essential for better understanding of technologies and specific approaches in dealing with them, e.g., JSONP and cross-domain calls. In addition to coding examples, the book covers virtually all setup and deployment step-by-step. You'll learn on the examples of Chat web/mobile applications starting with front-end components. There are a few versions of these applications, but by the end we'll put front-end and back-end together and deploy to the production environment. The Chat application contains all of the necessary components typical for a basic web app, and will give you enough confidence to continue developing on your own, apply for a job/promotion or build a startup! Who This Book is For The book is designed for advanced-beginner and intermediate-level web and mobile developers: somebody who has been (or still is) an expert in other languages like Ruby on Rails, PHP, Perl, Python or/and Java. The type of a developer who wants to

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learn more about JavaScript and Node.js related techniques for building web and mobile application prototypes fast. Our target user doesn't have time to dig through voluminous (or tiny, at the other extreme) official documentation. The goal of Rapid Prototyping with JS is not to make an expert out of a reader, but to help him/her to start building apps as soon as possible. Rapid Prototyping with JS: Agile JavaScript Development, as you can tell from the name, is about taking your idea to a functional prototype in the form of a web or a mobile application as fast as possible. This thinking adheres to the Lean Startup³⁰ methodology; therefore, this book would be more valuable to startup founders, but big companies' employees might also find it useful, especially if they plan to add new skills to their resumes. What This Book is Not Rapid Prototyping with JS is neither a comprehensive book on several frameworks, libraries or technologies (or just a particular one), nor a reference for all the tips and tricks of web development. Examples similar to ones in this book might be publicly available online. Even more so, if you're not familiar with fundamental programming concepts like loops, if/else statements, arrays, hashes, object and functions, you won't find them in Rapid Prototyping with JS.

Learning Node.js

Go from beginner to builder quickly with this hands-on JavaScript guide Coding with JavaScript For Dummies provides easy, hands-on instruction for anyone looking to learn this popular client-side language. No experience? No problem! This

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friendly guide starts from the very beginning and walks you through the basics, then shows you how to apply what you've learned to real projects. You'll start building right away, including web page elements and simple applications, so you can immediately see how JavaScript is used in the real world. Online exercises allow you to test your code and expand your skills, and the easy-to-follow instruction provides step-by-step guidance toward understanding the JavaScript syntax, applications, and language. JavaScript enhances static web pages by providing dynamic elements that can adapt and react to user action. It's a need-to-know tool for aspiring web designers, but anyone can benefit from understanding this core development language. Coding with JavaScript For Dummies takes you from beginner to builder quickly as you: Learn what JavaScript does, how it works, and where to use it Master the core elements of JavaScript and immediately put it to work Build interactive web elements and try out your code online Create basic applications as you apply JavaScript to the app development workflow Anytime a website responds to your movement around the screen, that's JavaScript. It makes websites more functional, more beautiful, and more engaging, and your site visitors will demand nothing less. If you want to build a better website, you need JavaScript. If you need JavaScript, Coding with JavaScript For Dummies gets you started off quickly and painlessly, with plenty of hands-on practice.

Building Enterprise JavaScript Applications

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Presents lessons on how to build server-side applications using the Node.js platform.

The Node Beginner Book

In just 24 sessions of one hour or less, you'll learn how to build complete, reliable, and modern Windows applications with Microsoft® Visual Basic® 2015. Using a straightforward, step-by-step approach, each lesson builds on what you've already learned, giving you a strong foundation for success with every aspect of VB 2015 development. Notes present interesting pieces of information. Tips offer advice or teach an easier way to do something. Cautions advise you about potential problems and help you steer clear of disaster. Learn How To Master VB 2015 by building a complete feature-rich application Navigate VB 2015 and discover its new shortcuts Work with objects, collections, and events Build attractive, highly-functional user interfaces Make the most of forms, controls, modules, and procedures Efficiently store data and program databases Make decisions in code Use powerful object-oriented techniques Work with graphics and text files Manipulate filesystems and the Registry Add email support Create efficient modules and reusable procedures Interact effectively with users Write code to preview and print documents Debug with VB 2015's improved breakpoint features Distribute your software Download all examples and source code presented in this book from informit.com/title/9780672337451 as they become available. Who

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Should Read This Book Those who have little or no programming experience or who might be picking up Visual Basic as a second language. Bug Alert Description: Changing the startup form's name in a VB WinForms app does not update the "Startup form" #4517 Explanation: In the latest Visual Basic update on GitHub, Microsoft accidentally introduced a significant bug that you should be aware of. In the Visual Basic project properties dialog on one of the tabs (Application), is a drop down box for selecting the "startup object". This can be either a Main method or a System.Windows.Forms instance (or System.Windows.Window for WPF). When you do a rename on a form (say from the code editor in source or from the solution explorer) currently set as the startup form the rename doesn't cascade to the startup object project property cause the project to enter an invalid state where the user must now manually reset this project property from the now nonexistent Form to the new name. This is a huge annoyance. The fix for the bug (until Microsoft addresses) can be found here: <http://www.jamesfoxall.com/teach-visual-basic-2015-errata/>

Go in 24 Hours, Sams Teach Yourself

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.

Sams Teach Yourself JQuery Mobile in 24 Hours

In just 24 sessions of one hour or less, you will be up and running with AngularJS in your Microsoft .NET environment. Using a straightforward, step-by-step approach, each lesson builds on your .NET skills and knowledge, helping you quickly learn the essentials of AngularJS, and use it to streamline any web development project. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. Q&A sections, quizzes, and exercises help you build and test your knowledge. By The Way notes present interesting pieces of information. Try it Yourself sidebars offer advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Dennis Sheppard is a Front-End Architect at NextTier Education in Chicago, IL. He has delivered enterprise solutions for the private equity, insurance, healthcare, education, and distribution industries. Christopher Miller is an Architect at West Monroe Partners. He has built solutions for the higher education, private equity, and renewable energy industries. AJ Liptak, is a Senior Consultant at West Monroe Partners specializing in modern web application development. He has delivered transformative solutions for the telecom, healthcare, finance, and distribution industries. Learn how to Build AngularJS web apps from scratch, or integrate with existing .NET code Organize, reuse, and test JavaScript web application code far more effectively Discover key JavaScript design patterns that support AngularJS (and their similarities to C#) Use AngularJS modules, controllers, views, data-

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binding, and event handling Implement AngularJS services efficiently Work with directives, custom directives, and dependency injection Set up AngularJS routing Apply best practices for organizing AngularJS applications Master sophisticated AngularJS techniques, including filters, advanced patterns, and communication between controllers Deploy AngularJS code to the Microsoft Azure cloud Unit-test and debug your single page applications Integrate AngularJS with .NET Web Forms and .NET MVC Build REST APIs in .NET and consume their services in AngularJS Combine AngularJS with .NET SignalR to build real-time web apps Extend AngularJS development with bower, gulp, and webstorm Preview the future of AngularJS: Version 2.0 and beyond

Sams Teach Yourself C++ in 24 Hours

Sams Teach Yourself XML in 21 Days, written by expert author Steve Holzner, offers hundreds of real-world examples demonstrating the uses of XML and the newest tools developers need to make the most of it. In Week One, he starts from basic syntax, and discusses XML document structure, document types, and the benefits of XML Schema. Week Two covers formatting using either CSS or the Extensible Stylesheet Language, and working with XHTML and other tools for presenting XML data on the Web, or in multimedia applications. The final chapter of week two discusses XForms, the newest way to process forms in XML applications. Week Three applies XML to programming with Java, .NET or

JavaScript, and building XML into database or Web Service applications with SOAP. Along the way, Steve shows readers the results of every lesson and provides both the "how" and "why" of the inner working of XML technologies.

Node: Up and Running

Get the best out of Node.js by mastering its most powerful components and patterns to create modular and scalable applications with ease About This Book Create reusable patterns and modules by leveraging the new features of Node.js . Understand the asynchronous single thread design of node and grasp all its features and patterns to take advantage of various functions. This unique guide will help you get the most out of Node.js and its ecosystem. Who This Book Is For The book is meant for developers and software architects with a basic working knowledge of JavaScript who are interested in acquiring a deeper understanding of how to design and develop enterprise-level Node.js applications. Basic knowledge of Node.js is also helpful to get the most out of this book. What You Will Learn Design and implement a series of server-side JavaScript patterns so you understand why and when to apply them in different use case scenarios Become comfortable with writing asynchronous code by leveraging constructs such as callbacks, promises, generators and the async-await syntax Identify the most important concerns and apply unique tricks to achieve higher scalability and modularity in your Node.js application Untangle your modules by organizing and

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connecting them coherently Reuse well-known techniques to solve common design and coding issues Explore the latest trends in Universal JavaScript, learn how to write code that runs on both Node.js and the browser and leverage React and its ecosystem to implement universal applications In Detail Node.js is a massively popular software platform that lets you use JavaScript to easily create scalable server-side applications. It allows you to create efficient code, enabling a more sustainable way of writing software made of only one language across the full stack, along with extreme levels of reusability, pragmatism, simplicity, and collaboration. Node.js is revolutionizing the web and the way people and companies create their software. In this book, we will take you on a journey across various ideas and components, and the challenges you would commonly encounter while designing and developing software using the Node.js platform. You will also discover the "Node.js way" of dealing with design and coding decisions. The book kicks off by exploring the basics of Node.js describing it's asynchronous single-threaded architecture and the main design patterns. It then shows you how to master the asynchronous control flow patterns, and the stream component and it culminates into a detailed list of Node.js implementations of the most common design patterns as well as some specific design patterns that are exclusive to the Node.js world. Lastly, it dives into more advanced concepts such as Universal Javascript, and scalability' and it's meant to conclude the journey by giving the reader all the necessary concepts to be able to build an enterprise grade application using Node.js. Style and approach This book takes its intended readers

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through a comprehensive explanation to create a scalable and efficient real-time server-side apps.

Learning Angular

In just 24 lessons of one hour or less, Sams Teach Yourself JavaScript in 24 Hours helps you learn the fundamentals of web programming using the JavaScript language. Designed for beginners with no previous programming experience, this book's straightforward, step-by-step approach shows you how to use JavaScript to add a wide array of interactive features and effects to your web pages. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common JavaScript programming tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to...

- Use JavaScript to build dynamic, interactive web pages
- Debug scripts
- Create scripts that work in all browsers
- Write clear, reliable, and reusable code
- Use object-oriented programming techniques
- Script with the DOM
- Manipulate JSON data
- Work with HTML5 and CSS3
- Control CSS with simple JavaScript code
- Read and write cookies
- Use some of the new ECMAScript features today
- Match patterns using regular expressions
- Understand and use closures
- Organize your code with modules

Beginning JavaScript with DOM Scripting and Ajax

"Now, in just 24 lessons of one hour or less, you can learn how to leverage MongoDB's immense power. Each short, easy lesson builds on all that's come before, teaching NoSQL concepts and MongoDB techniques from the ground up."--

AngularJS for .NET Developers in 24 Hours, Sams Teach Yourself

Strengthen your applications by adopting Test-Driven Development (TDD), the OpenAPI Specification, Continuous Integration (CI), and container orchestration. Key Features Create production-grade JavaScript applications from scratch Build microservices and deploy them to a Docker container for scaling applications Test and deploy your code with confidence using Travis CI Book Description With the over-abundance of tools in the JavaScript ecosystem, it's easy to feel lost. Build tools, package managers, loaders, bundlers, linters, compilers, transpilers, typecheckers - how do you make sense of it all? In this book, we will build a simple API and React application from scratch. We begin by setting up our development environment using Git, yarn, Babel, and ESLint. Then, we will use Express, Elasticsearch and JSON Web Tokens (JWTs) to build a stateless API service. For the front-end, we will use React, Redux, and Webpack. A central theme in the book is

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maintaining code quality. As such, we will enforce a Test-Driven Development (TDD) process using Selenium, Cucumber, Mocha, Sinon, and Istanbul. As we progress through the book, the focus will shift towards automation and infrastructure. You will learn to work with Continuous Integration (CI) servers like Jenkins, deploying services inside Docker containers, and run them on Kubernetes. By following this book, you would gain the skills needed to build robust, production-ready applications. What you will learn Practice Test-Driven Development (TDD) throughout the entire book Use Cucumber, Mocha and Selenium to write E2E, integration, unit and UI tests Build stateless APIs using Express and Elasticsearch Document your API using OpenAPI and Swagger Build and bundle front-end applications using React, Redux and Webpack Containerize services using Docker Deploying scalable microservices using Kubernetes Who this book is for If you're a JavaScript developer looking to expand your skillset and become a senior JavaScript developer by building production-ready web applications, then this book is for you.

Node.js, MongoDB and Angular Web Development

Node.js, MongoDB and Angular Web Development The definitive guide to using the MEAN stack to build web applications Node.js is a leading server-side programming environment, MongoDB is the most popular NoSQL database, and Angular is the leading framework for MVC-based front-end development. Together, they provide

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an easy-to-implement, fully integrated web development stack that allows web programmers to create high-performance sites and applications built completely in JavaScript, from server to client. Updated for Angular 2, Angular 4, and subsequent versions, this new edition of Node.js, MongoDB and Angular Web Development shows you how to integrate these three technologies into complete working solutions. It begins with concise, crystal-clear tutorials on each technology and then quickly moves on to building common web applications. You'll learn how to use Node.js and MongoDB to build more scalable, high-performance sites, how to leverage Angular's innovative MVC approach to structure more effective pages and applications, and how to use all three together to deliver outstanding next-generation Web solutions. Implement a highly scalable and dynamic web server using Node.js and Express Implement a MongoDB data store for your web applications Access and interact with MongoDB from Node.js JavaScript code Learn the basics of TypeScript Define custom Angular directives that extend the HTML language Build server-side web services in JavaScript Implement client-side services that can interact with the Node.js web server Build dynamic browser views that provide rich user interaction Add authenticated user accounts and nested comment components to your web applications and pages Contents at a Glance Part I: Getting Started 1 Introducing the Node.js-to-Angular Stack 2 JavaScript Primer Part II: Learning Node.js 3 Getting Started with Node.js 4 Using Events, Listeners, Timers, and Callbacks in Node.js 5 Handling Data I/O in Node.js 6 Accessing the File System from Node.js 7 Implementing HTTP Services in Node.js 8

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NoSQL with MongoDB in 24 Hours, Sams Teach Yourself

Quickly discover solutions to common problems, best practices you can follow, and everything JavaScript has to offer. Using a problem-solution approach, this book takes you from language basics like built-in objects and flow control all the way to advanced optimization techniques, frameworks and Node.js. With JavaScript Recipes you will learn language fundamentals like types, conversions, execution contexts, expressions, operators, statements, and built-in objects. You'll explore

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and make the most of your script's host environment and how to create your own JavaScript host using Google's V8 engine. Employ advanced optimization techniques to create scripts that execute as fast, or faster, than native executables. JavaScript Recipes shows you how to avoid wasting development time and concentrate on developing cutting-edge applications. You'll see how much quicker and efficient it is to develop with JavaScript. Start becoming a JavaScript pro with JavaScript Recipes today. What You'll Learn Learn JavaScript language fundamentals and what they can do for you Use JavaScript's powerful features to develop next-generation applications Explore your script's host environment and extend it with your own objects Learn how to use Google's V8 Engine to create your own JavaScript environment Learn advanced optimization techniques Implement advanced techniques like closures, namespaces, and reflection How to use Node.js efficiently Who This Book Is For JavaScript developers who need to get development tasks accomplished quickly.

JavaScript for .NET Developers

NoSQL database usage is growing at a stunning 50% per year, as organizations discover NoSQL's potential to address even the most challenging Big Data and real-time database problems. Every NoSQL database is different, but one is the most popular by far: MongoDB. Now, in just 24 lessons of one hour or less, you can learn how to leverage MongoDB's immense power. Each short, easy lesson builds on all

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that's come before, teaching NoSQL concepts and MongoDB techniques from the ground up. Sams Teach Yourself NoSQL with MongoDB in 24 Hours covers all this, and much more: Learning how NoSQL is different, when to use it, and when to use traditional RDBMSes instead Designing and implementing MongoDB databases of diverse types and sizes Storing and interacting with data via Java, PHP, Python, and Node.js/Mongoose Choosing the right NoSQL distribution model for your application Installing and configuring MongoDB Designing MongoDB data models, including collections, indexes, and GridFS Balancing consistency, performance, and durability Leveraging the immense power of Map-Reduce Administering, monitoring, securing, backing up, and repairing MongoDB databases Mastering advanced techniques such as sharding and replication Optimizing performance

Learning JavaScript

Concise lessons explain how to use jQuery mobile to create mobile sites that display on different devices, covering how to style user interfaces, use scannable QRs and tag codes, and work with device emulators.

Web Development with Node and Express

Explore and master modern JavaScript techniques in order to build large-scale web

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applications About This Book Write powerful code with the high-level functions that JavaScript offers Test and debug issues with JavaScript code using various modern mechanisms Offers an expert's eye on the latest ES6 features and how these advanced tasks fit together in JavaScript as a whole Who This Book Is For This book is ideal for web developers who are looking to master modern JavaScript concepts and design principles. You should already have an intermediate level of JavaScript knowledge before starting this book. What You Will Learn Get a run through of the basic JavaScript language constructs Get familiar with the Functions and Closures of JavaScript Explore Regular Expressions in JavaScript Code using the powerful object-oriented feature in JavaScript Test and debug your code using JavaScript strategies Master DOM manipulation, cross-browser strategies, and ES6 Understand the basic concurrency constructs in Javascript and best performance strategies Learn to build scalable server application in JavaScript using Node.js In Detail JavaScript is a high-level, dynamic, untyped, lightweight, and interpreted programming language. Along with HTML and CSS, it is one of the three essential technologies of World Wide Web content production, and is an open source and cross-platform technology. The majority of websites employ JavaScript, and it is well supported by all modern web browsers without plugins. However, the JavaScript landscape has changed dramatically in recent years, and you need to adapt to the new world of JavaScript that people now expect. Mastering modern JavaScript techniques and the toolchain are essential to develop web-scale applications. Mastering JavaScript will be your companion as you master JavaScript

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and build innovative web applications. To begin with, you will get familiarized with the language constructs and how to make code easy to organize. You will gain a concrete understanding of variable scoping, loops, and best practices on using types and data structures, as well as the coding style and recommended code organization patterns in JavaScript. The book will also teach you how to use arrays and objects as data structures. You will graduate from intermediate-level skills to advanced techniques as you come to understand crucial language concepts and design principles. You will learn about modern libraries and tools so you can write better code. By the end of the book, you will understand how reactive JavaScript is going to be the new paradigm. Style and approach This is a comprehensive guide with a clear focus on practical use cases and patterns. Each chapter consists of best practices, useful advice, and a bunch of easy-to-follow examples that will build up your skills as you advance through the book.

JavaScript Recipes

Provides information on how to create interactive web applications using AngularJS, including how to define modules and utilize dependency injection, build dynamic browser views, and create custom directives to extend HTML.

Sams Teach Yourself Node.js in 24 Hours

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Thoroughly revised and updated with examples rewritten to conform to HTML5, CSS3, and contemporary web development practices, this easy-to-understand, step-by-step tutorial helps you quickly master the basics of HTML and CSS before moving on to more advanced topics such as graphics, video, and interactivity with JavaScript and jQuery. In just one hour a day, you'll learn the skills you need to design, create, and maintain a professional-looking website. No previous experience required. By following each short, one-hour lesson in this book, anyone can learn the basics of web development. Learn at your own pace. You can work through each lesson sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each lesson ends with a Workshop section filled with questions, answers, and exercises for further study.

Learn how to Fully implement the HTML5 and CSS3 standards
Work with text and create links
Add images and graphics to your page
Use CSS to style a site and position elements on a page
Structure a page with HTML5
Use responsive web design to make your pages look good on different-sized screens
Use JavaScript to add dynamic elements and interactivity on your pages
Leverage jQuery to add JavaScript features to your pages
Design for the mobile web
Get your site online and let people know it's there
Optimize your site for search engines

Contents at a Glance
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2 Getting Your Tools in Order
3 Introducing HTML and CSS
PART II: Creating Web Pages
4 Learning the Basics of HTML
5 Organizing Information with Lists
6 Working with Links
PART III:

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Doing More with HTML and CSS 7 Formatting Text with HTML and CSS 8 Using CSS to Style a Site 9 Using Images on Your Web Pages 10 Building Tables 11 Using CSS to Position Elements on a Page 12 Designing Forms 13 Structuring a Page with HTML5 14 Integrating Multimedia: Video and Sound 15 Advanced CSS: Page Layout in CSS 16 Using Responsive Web Design PART IV: Using JavaScript and jQuery 17 Introducing JavaScript 18 Using jQuery 19 Using JavaScript in Your Pages 20 Working with Frames and Linked Windows PART V: Designing for Everyone 21 Designing for the Mobile Web 22 Designing for User Experience PART VI: Going Live on the Web 23 How to Publish Your Site 24 Taking Advantage of the Server 25 Search Engines and SEO

Rapid Prototyping with JS

In just 24 sessions of one hour or less, Sams Teach Yourself Go in 24 Hours will help new and experienced programmers build software that's simpler, more reliable, and far more scalable. This book's straightforward, step-by-step approach guides you from setting up your environment through testing and deploying powerful solutions. Using practical examples, expert Go developer George Ornbo walks you through Go's fundamental constructs, demonstrates its breakthrough features for concurrent and network programming, and illuminates Go's powerful new idioms. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you

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through the most common Go programming tasks and techniques Quizzes and exercises help you test your knowledge and stretch your skills Practical, hands-on examples show you how to apply what you learn Notes and Tips point out shortcuts, solutions, and problems to avoid Two bonus chapters available online: Hour 25, “Creating a RESTful JSON API,” and Hour 26 “Creating a TCP Chat Server” Learn how to... · Get productive quickly with Go development tools and web servers · Master core features, including strings, functions, structs, and methods · Work with types, variables, functions, and control structures · Make the most of Go’s arrays, slices, and maps · Write powerful concurrent software with Goroutines and channels · Handle program errors smoothly · Promote code reuse with packages · Master Go’s unique idioms for highly effective coding · Use regular expressions and time/date functions · Test and benchmark Go code · Write basic command-line programs, HTTP servers, and HTTP clients · Efficiently move Go code into production · Build basic TCP chat servers and JSON APIs Register your book at informit.com/register for convenient access to the two bonus chapters online, downloads, updates, and/or corrections as they become available.

Sams Teach Yourself JavaScript in 24 Hours

The comprehensive, soup-to-nuts guide to Photoshop, fully updated Photoshop CS6, used for both print and digital media, is the industry leader in image-editing software. The newest version adds some exciting new features, and this bestselling

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guide has been revised to cover each of them, along with all the basic information you need to get started. Learn to use all the tools, including the histogram palette, Lens Blur, Match Color, and the color replacement tool, as well as keyboard shortcuts. Then master retouching and color correction, work with Camera Raw images, prepare photos for print or the web, and much more. Photoshop has the broadest user base of any professional-level graphics application, ranging from photo hobbyists to professionals in graphic design, publishing, video editing, animation, and broadcasting This comprehensive guide has what beginners need to know as well as intermediate-level information on key tools and procedures Features a 16-page full-color insert and a companion website with tutorials, including JPEG and PSD files of images from the book Covers image-editing basics, the File Browser, histogram palette, Lens Blur, Match Color, the color replacement tool, and customizable keyboard shortcuts Delves into techniques for working with Camera Raw images; how to retouch, color-correct, manipulate, and combine images; and all the new features and enhancements in the latest version Photoshop CS6 Bible is the one reference book every Photoshop user needs.

HTML, CSS & JavaScript Web Publishing in One Hour a Day, Sams Teach Yourself

Learning Angular, Second Edition A Hands-On Guide to Angular 2 and Angular 4

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Learning Angular teaches modern application development with Angular 2 and Angular 4. It begins with the basics of Angular and the technologies and techniques used throughout the book, such as key features of TypeScript, newer ES6 syntax and concepts, and details about the tools needed to write professional Angular applications. The reader will next build an Angular application from scratch while learning about the primary pieces of an Angular application and see how they work together. Using lots of examples, the core parts of Angular will be introduced, such as Components, the Router, and Services. The book also covers techniques like server-side rendering and how to incrementally add Angular 2+ features to existing AngularJS applications. Finally, the reader will gain insight into advanced skills that should be part of any professional Angular developer's toolkit such as testing, tooling options, and performance tuning. Understand how Angular is organized and learn best practices for designing Angular applications Quickly build Angular templates with built-in directives that enhance the user experience Bind UI elements to your data model, so changes to your model and UI occur automatically in tandem Define custom Angular directives that extend HTML Implement zoomable images, expandable lists, and other rich UI components Implement client-side services that interact with web servers Build dynamic browser views to provide even richer user interaction Create custom services you can easily reuse Implement rich UI components as custom Angular directives Contents at a Glance Introduction What is Angular Why Use Angular Who this Book is For How to Use this Book Getting the Source Code Chapter 1: Jumping into JavaScript Setting Up a

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JavaScript Development Environment Defining Variables Understanding JavaScript Data Types Using Operators Implementing Looping Creating Functions Understanding Variable Scope Using JavaScript Objects Manipulating Strings Working with Arrays Adding Error Handling Chapter 2: Jumping into TypeScript Learning the Different Types Understanding Interfaces Implementing Classes Implementing Modules Understanding Functions Chapter 3: Getting Started with Angular Why Angular? Understanding Angular Separation of Responsibilities Adding Angular to Your Environment Using the Angular CLI Creating a Basic Angular Application Chapter 4: Angular Components Component Configuration Building the Template Using Constructors Using External Templates Implementing Directives Chapter 5: Expressions Using Expressions Using Pipes Building a Custom Pipe Chapter 6: Data Binding Understanding Data Binding Interpolation Property Binding Attribute Binding Class Binding Style Binding Event Binding Two-Way Binding Chapter 7: Built-in Directives Understanding Directives Using Built-in Directives Structural Directives Attribute Directives Chapter 8: Custom Directives Creating a Custom Attribute Directive Creating a Custom Directive with a Component Chapter 9: Events and Change Detection Using Browser Events Emitting Custom Events Using Observables Chapter 10: Implementing Angular Services in Web Applications Understanding Angular Services Using the Built in Services Sending HTTP GET and PUT Requests with the http Service Implementing a Simple Mock Server Using the http Service Changing Views with the router Service Implementing a Router with a Navigation Bar Implementing a Router with Parameters Chapter 11: Creating Your

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Own Custom Angular Service Integrating Custom Services into Angular Applications
Implementing a Simple Application That Uses a Constant Data Service
Implementing a Data Transform Service Implementing a Variable Data Service
Implementing a Service that Returns a Promise Implementing a Shared Service
Chapter 12: Having Fun with Angular Implementing an Angular Application That
Uses the Animation Service Implementing an Angular Application That Zooms in on
Images Implementing an Angular Application That Enables Drag and Drop
Implementing a Star Rating Angular Component

Sams Teach Yourself HTML, CSS, and JavaScript All in One

Learning Node.js A Hands-On Guide to Building Web Applications in JavaScript
Node.js makes it far easier to create fast, compact, and reliable web/network
applications and web servers, and is rapidly becoming indispensable to modern
web developers. Learning Node.js brings together the knowledge and JavaScript
code you need to build master the Node.js platform and build server-side
applications with extraordinary speed and scalability. You'll start by installing and
running Node.js, understanding the extensions it uses, and quickly writing your
first app. Next, building on the basics, you'll write more capable application servers
and extend them with today's most powerful Node.js tools and modules. Finally,
you'll discover today's best practices for testing, running Node.js code on
production servers, and writing command-line utilities. Throughout the book,

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author Marc Wandschneider teaches by walking you line-by-line through carefully crafted examples, demonstrating proven techniques for creating highly efficient applications and servers. Build Node.js solutions that leverage your current JavaScript skills Master Node.js nonblocking IO and async programming Handle more requests and increase your application's flexibility Use and write your own modules Perform common JSON/web server tasks Use browsers to generate pages on the fly via Ajax calls and template libraries Simplify development with the express framework Create database back-ends using popular NoSQL and relational databases Deploy and run Node.js apps on Unix/OS X or Windows servers Take advantage of multiprocessor hardware Support virtual hosts and SSL/HTTPS security Test Node.js programs that mix synchronous, async, and RESTful server API functionality

DOM Scripting

Starter Kit Includes C++ compiler and IDE for Windows, Mac & Linux In just 24 lessons of one hour or less, you can learn the basics of programming with C++-one of the most popular and powerful programming languages ever created. Using a straightforward, step-by-step approach, this fast and friendly tutorial teaches you everything you need to know, from installing and using a compiler, to debugging the programs you've created, to what's coming in C++0x, the next version of C++. Each lesson builds on what you've already learned, giving you a

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solid understanding of the basics of C++ programming concepts and techniques. Step-by-step instructions carefully walk you through the most common C++ programming tasks Quizzes and Exercises at the end of each chapter help you test yourself to make sure you're ready to go on Starter Kit software provides everything you need to create and compile C++ programs on any platform—Windows, Mac or Linux Learn how to... Install and use a C++ compiler for Windows, Mac OS X or Linux Build object-oriented programs in C++ Master core C++ concepts such as functions, classes, arrays, and pointers Add rich functionality with linked lists and templates Debug your programs for flawless code Learn exception and error-handling techniques Discover what's new in C++0x, the next version of C++ Jesse Liberty is the author of numerous books on software development, including best selling titles on C++ and .NET. He is the president of Liberty Associates, Inc. where he provides custom programming, consulting, and training. Rogers Cadenhead is a web application developer who has written many books on Internet-related topics, including Teach Yourself Java in 24 Hours. He maintains this book's official website at <http://cplusplus.cadenhead.org>. CD-ROM Includes C++ compiler Visual development environment for Windows, Mac and Linux Source code for the book's examples Register your book at informit.com/register for convenient access to updates and corrections as they become available.

iOS 8 Application Development in 24 Hours, Sams Teach

Yourself

NoSQL database usage is growing at a stunning 50% per year, as organizations discover NoSQL's potential to address even the most challenging Big Data and real-time database problems. Every NoSQL database is different, but one is the most popular by far: MongoDB. Now, in just 24 lessons of one hour or less, you can learn how to leverage MongoDB's immense power. Each short, easy lesson builds on all that's come before, teaching NoSQL concepts and MongoDB techniques from the ground up. Sams Teach Yourself NoSQL with MongoDB in 24 Hours covers all this, and much more: Learning how NoSQL is different, when to use it, and when to use traditional RDBMSes instead Designing and implementing MongoDB databases of diverse types and sizes Storing and interacting with data via Java, PHP, Python, and Node.js/Mongoose Choosing the right NoSQL distribution model for your application Installing and configuring MongoDB Designing MongoDB data models, including collections, indexes, and GridFS Balancing consistency, performance, and durability Leveraging the immense power of Map-Reduce Administering, monitoring, securing, backing up, and repairing MongoDB databases Mastering advanced techniques such as sharding and replication Optimizing performance

Node.js, MongoDB and AngularJS Web Development

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React is a JavaScript library developed for one main reason—to build reusable UI components that present ever-changing data. The React philosophy is to focus solely on the user interface. In model-view-controller (MVC) terminology, React is the view. Because it has to work with models and other libraries, it's designed to play nicely with pretty much any other framework, router, style, and model library. And it's well-supported—React emerged from Instagram and is now used by Facebook, Asana, Khan Academy, and Atom among many more. React Quickly is for anyone who wants to learn React.js fast. This hands-on book teaches needed concepts by using lots of examples, tutorials, and a large main project that gets built throughout. It starts with the basics, including how React fits into applications, JSX, and handling states, and events. Next, it explores core topics like components, forms, and data. Finally, the book dives into React integration topics, like unit testing and isomorphic JavaScript with Express.js, and Gulp. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Learning AngularJS

JavaScript is one of the easiest, most straightforward ways to enhance a website with interactivity. Sams Teach Yourself JavaScript in 24 Hours, 4th Edition serves as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and personable style with an extensive use of practical,

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complete examples. It also includes material on the latest developments in JavaScript and web scripting. You will learn how to use JavaScript to enhance web pages with interactive forms, objects, and cookies, as well as how to use JavaScript to work with games, animation, and multimedia.

Sams Teach Yourself XML in 21 Days

This is an exciting time to learn JavaScript. Now that the latest JavaScript specification—ECMAScript 6.0 (ES6)—has been finalized, learning how to develop high-quality applications with this language is easier and more satisfying than ever. This practical book takes programmers (amateurs and pros alike) on a no-nonsense tour of ES6, along with some related tools and techniques. Author Ethan Brown (*Web Development with Node and Express*) not only guides you through simple and straightforward topics (variables, control flow, arrays), but also covers complex concepts such as functional and asynchronous programming. You'll learn how to create powerful and responsive web applications on the client, or with Node.js on the server. Use ES6 today and transcompile code to portable ES5

Translate data into a format that JavaScript can use
Understand the basic usage and mechanics of JavaScript functions
Explore objects and object-oriented programming
Tackle new concepts such as iterators, generators, and proxies
Grasp the complexities of asynchronous programming
Work with the Document Object Model for browser-based apps
Learn Node.js fundamentals for developing

server-side applications

Coding with JavaScript For Dummies

React Quickly

With this second edition of the popular DOM Scripting: Web Design with JavaScript and the Document Object Model comes a modern revision to update best practices and guidelines. It includes full coverage of HTML5 in a new, dedicated chapter, and details on JavaScript libraries and how they can help your scripting. The book provides everything you'll need to start using JavaScript and the Document Object Model to enhance your web pages with client-side dynamic effects and user-controlled animation. It shows how JavaScript, HTML5, and Cascading Style Sheets (CSS) work together to create usable, standards-compliant web designs. We'll also cover cross-browser compatibility with DOM scripts and how to make sure they degrade gracefully when JavaScript isn't available. DOM Scripting: Web Design with JavaScript and the Document Object Model focuses on JavaScript for adding dynamic effects and manipulating page structure on the fly using the Document Object Model. You'll start with a crash course in JavaScript and the DOM, then move on to several real-world examples that you'll build from scratch, including

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dynamic image galleries and dynamic menus. You'll also learn how to manipulate web page styles using the CSS DOM, and create markup on the fly. If you want to create websites that are beautiful, dynamic, accessible, and standards-compliant, this is the book for you!

Sams Teach Yourself Django in 24 Hours

In just 24 sessions of one hour or less, Sams Teach Yourself Node.js in 24 Hours will help you master the Node.js platform and use it to build server-side applications with extraordinary speed and scalability. Using this text's straightforward, step-by-step approach, you'll move from basic installation, configuration, and programming all the way through real-time messaging between browser and server, testing and deployment. Every lesson and case-study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Node.js development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present valuable additional information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to...

- Create end-to-end applications entirely in JavaScript
- Master essential Node.js concepts like callbacks and quickly create your first program
- Create basic sites with the HTTP module and Express

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web framework · Manage data persistence with Node.js and MongoDB · Debug and test Node.js applications · Deploy Node.js applications to thirdparty services, such as Heroku and Nodester · Build powerful real-time solutions, from chat servers to Twitter clients · Create JSON APIs using JavaScript on the server · Use core components of the Node.js API, including processes, child processes, events, buffers, and streams · Create and publish a Node.js module

Mastering JavaScript

A structured tutorial presenting the C++ language in a series of short, easy-to-understand lessons.

Building Hypermedia APIs with HTML5 and Node

"Node: Up and Running" shows users how Node scales up to support large numbers of simultaneous connections across multiple servers, and scales down to create one-off applications with minimal infrastructure.

Sams Teach Yourself Node.js in 24 Hours

Unlock the potential of evergreen browsers and increase the efficiency of your

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ASP.NET applications by learning how to write JavaScript About This Book Boost your skillset and start bringing JavaScript into your web development projects Leverage your existing ASP.NET knowledge to develop dynamic and responsive SPAs Learn effective design patterns for sustainable, and scalable web development Who This Book Is For This book is for ASP.NET developers that want to bring JavaScript into their skillset to build applications that are truly dynamic and responsive. It's for developers who are focused on developing for users who want to deliver a great end product and a fantastic experience. What You Will Learn Get to grips with the basic to advanced concepts of JavaScript Learn how to use JavaScript on server side using Node.js Develop web applications in ASP.NET using JavaScript Get to know with industry-wide best practices and design patterns that provide maintainability and scalability Build an ASP.NET application using Angular 2 with TypeScript and Web API Explore WinJS and see how to use mobile capabilities from web applications Use JavaScript to develop scalable ASP.NET applications See how to test and debug JavaScript In Detail If you want to improve responsiveness or the UX in your ASP.NET applications, JavaScript can be a life saver. In an age where server-side operations have shifted to the client, being able to handle JavaScript with confidence and fluency is vital for ASP.NET developers. There's no point trying to fight it, so start learning with this book. Make sure your projects exceed user expectations. Begin by getting stuck into the basics of JavaScript, and explore the language in the context of ASP.NET Core. You'll then find out how to put the principles into practice, as you learn how to develop a basic

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ASP.NET application using Angular 2 and TypeScript. You'll also develop essential skills required to develop responsive apps, with a little help from AJAX, ensuring that you're building projects that can be easily accessed across different devices. With guidance on Node.js and some neat techniques to test and debug a range of JavaScript libraries in Visual Studio, you'll soon be well on your way to combining JavaScript with ASP.NET in a way that's capable of meeting the challenges of modern web development head-on. Style and approach This book will build the skillset of every .NET developer, so they can build stronger and more responsive web apps with confidence.

NoSQL with MongoDB in 24 Hours, Sams Teach Yourself

In just 24 lessons of one hour or less, you will be able to build full-featured production websites using Django, the powerful web development framework based on Python. Designed for experienced website developers who have at least some familiarity with the Python programming language, this book uses a straightforward, step-by-step approach. Each lesson builds on the previous ones, enabling you to learn the essentials of implementing the Django framework on a website from the ground up. Step-by-step instructions carefully walk you through the most common Django tasks. Q&As, quizzes, and exercises at the end of each lesson help you test your knowledge. Notes and tips point out shortcuts and solutions. Learn how to... Install and configure the Django web development

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framework Cleanly separate data, logic, and view layers Implement site interfaces with build templates and views Utilize templates and views to store, access, and retrieve data Use the Django forms library Define custom tags and filters to minimize coding Secure sites with registration, authorization, logins, and permissions Manage sessions and cookies Implement middleware for request and response handling Create sitemaps to inform search engines of your content Internationalize your site Optimize performance with caching Deploy Django in multiple configurations Maintain sites with Django's administrator interface

Introduction 1 Part I: Creating the Website Framework Hour 1: Understanding Django 7 Hour 2: Creating Your First Website 19 Hour 3: Adding Models and Objects to Your Website 37 Hour 4: Creating the Initial Views 63 Part II: Implementing the Website Interface Hour 5: Using Data from the Database in Views 81 Hour 6: Configuring Web Page Views 103 Hour 7: Implementing Django Templates to Create Custom Views 117 Hour 8: Using Built-in Template Tags to Enhance Views 139 Hour 9: Using Built-in Template Filters to Enhance Views 155 Hour 10: Adding Forms to Views 185 Hour 11: Using Views to Add and Update Data in the Database 209 Hour 12: Utilizing Generic Views 231 Hour 13: Advanced View Configurations 269 Part III: Implementing a Full-Featured Website Hour 14: Managing Site Users 295 Hour 15: Adding Website Security 313 Hour 16: Managing Sessions and Cookies 333 Hour 17: Customizing Models in the Admin Interface 347 Hour 18: Customizing the Admin Interface 365 Part IV: Implementing Advanced Website Components Hour 19: Implementing Middleware 383 Hour 20:

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Internationalization and Localization 407 Hour 21: Creating Sitemaps 423 Hour 22: Implementing Multiple Websites 437 Hour 23: Configuring Caching 451 Hour 24: Deploying Django 465 Appendixes Appendix A: Django Resources 477 Appendix B: Django Form Field Objects 481 Appendix C: Formatting Dates and Times 491 Index 493

Sams Teach Yourself NoSQL with MongoDB in 24 Hours

With this concise book, you'll learn the art of building hypermedia APIs that don't simply run on the Web, but that actually exist in the Web. You'll start with the general principles and technologies behind this architectural approach, and then dive hands-on into three fully-functional API examples. Too many APIs rely on concepts rooted in desktop and local area network patterns that don't scale well—costly solutions that are difficult to maintain over time. This book shows system architects and web developers how to design and implement human- and machine-readable web services that remain stable and flexible as they scale. Learn the H-Factors for representing application metadata across all media types and formats Understand the four basic design elements for authoring hypermedia types Convert a simple read-only XML-based media type into a successful API design Examine the challenges and advantages of designing a hypermedia type with JSON Use HTML5's rich set of hypermedia controls in the API design process Learn the details of documenting, publishing, and registering media type designs

and link-relation types

Node.js Design Patterns

In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color—figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get

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started quickly with Apple's new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run

Visual Basic 2015 in 24 Hours, Sams Teach Yourself

This is the most up-to-date book on JavaScript available, covering current standards, techniques, and practices. It provides all you need to know to hit the ground running, without making you trawl through hundreds of pages of syntax. The book contains multiple chapters on Ajax and DOM Scripting, which are two of the hottest web development and design tools available today. Using a pragmatic and thorough approach, the book ensures that even the most novice JavaScript programmers will become familiar and comfortable using the tools presented.

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