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modern browsers offered software engineers the more surprised I became. The standards loosely grouped together as HTML5 offer a wide-ranging set of features from data storage to offline resource storage to file management. In addition, the more I learned about JavaScript the more impressed I became. JavaScript may bear a

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Jquery

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DANE CAMERON is an author and software engineer living in Wellington, New Zealand. He has worked professionally as a software engineer for many years, developing large-scale enterprise systems, and for the last five years has specialized in the development of HTML5 web applications.

Dane Cameron (Author of A Software Engineer Learns HTML5 ...
Jobs in Software Engineering. According to Glassdoor, you can expect an average salary of $115,000 each year as a software engineer. As you advance your career in skills and expertise, you can expect the average wage to go up as well. An entry-level software engineer can start making $95,000 a year while a Principal Software Engineer can make ...

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HTML5 web applications are now capable of matching or exceeding the scale and sophistication of desktop applications, but with the unique advantage of running natively inside the web browsers on billions of desktop computers, phones, TVs and tablets. This revolution (or more correctly - evolution) has happened for a number of reasons: Browsers have introduced new standards-based APIs allowing web applications to (amongst other things) store data offline, retrieve data from the server dynamically, spawn background processes and interact with the filesystem. Software engineers and programmers have begun to think of the much maligned JavaScript language in a new light, and unlock its potential as a rich and expressive language capable of producing large scale, well-structured applications. The jQuery library has eased the pain of interacting with Document Object Model, and therefore writing applications that dynamically respond to user interaction. The HTML markup language has been overhauled and extended to provide more semantic meaning, and many additional elements and attributes. A Software Engineer Learns HTML5, JavaScript and jQuery guides you through the process I went through as an experienced software engineer, writing a large-scale, standards based web-application for the first time. It is intended to teach you the fundamentals of HTML5, JavaScript and jQuery - without presenting you with long lists of APIs, or intricate details of every feature (these can be found in reference manuals). This book is not a simple introduction to the subject matter: it guides you through the process of building a feature-rich web application. The application begins simple, and becomes gradually more complex as additional APIs and features are introduced. This book includes the following content: An introduction to the HTML5 markup language, and how it differs from HTML4 and XHTML. An introduction to JavaScript, including an in-depth look at its use of objects and functions, along with the design patterns that support the development of robust web applications. An introduction to jQuery selection, traversal, manipulation and events. An in-depth look at the Web storage and IndexedDB APIs for client side data storage. A guide to implementing offline web applications with the Application Cache API. An introduction to the ways JavaScript can interact with the users file-system using the FileReader API. A guide to the use of Web Workers in web applications. An introduction to AJAX, and the jQuery API supporting AJAX. An introduction to Server Sent Events and Web Sockets. This book is intended for anyone with at least a superficial knowledge of HTML and programming (in any language).

This updated and expanded second edition of the A Software Engineer Learns HTML5, JavaScript and jQuery: A guide to standards-ba provides a user-friendly introduction to the subject Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

HTML, JavaScript and jQuery 24-Hour Trainer shows programmers how to build real-world HTML and HTML5 apps---both web-based and mobile--in combination with JavaScript, jQuery, and CSS/CSS3. This book consists of a series of hands-on lessons that teach progressively more advanced skills; each lesson is supported by a video-based lesson that demonstrates how to execute each lesson. You will learn: Fundamentals of both HTML and HTML5 Multimedia capabilities of HTML5 and lessons on CSS3 How to store

data offline, use background processes and files, and other important APIs. How to build web-applications for desktops and laptops and adapting them to mobile phones and tablets This comprehensive guide consists of exercises and screencasts that walk you step-by-step through the process of building web-applications, and provide you with the opportunity to experiment and extend the examples to create working web-applications that perform useful function giving you the tools to independently develop interesting HTML5 based web and mobile applications and gain a solid understanding of fundamental technologies.

Ihr Crashkurs in moderner Webprogrammierung Sie haben Programmiergrundwissen und suchen einen Quereinstieg in HTML5, JavaScript und jQuery? Mit dieser konzentrierten Einführung lernen Sie zügig und praxisnah, was Sie zur Entwicklung moderner Webanwendungen wissen müssen. Geschrieben von einem Entwickler für Entwickler, vermittelt dieses Buch die relevanten Konzepte und ihre Anwendung direkt anhand eines Beispielprojekts, ganz ohne theoretischen Ballast. Autor Dane Cameron macht Sie zunächst mit den Elementen und Konzepten von HTML5, JavaScript und jQuery vertraut. Kapitel für Kapitel bauen Sie die Beispielanwendung als Single Page Webanwendung (SPA) auf und implementieren dabei alle benötigten Features. Sie lernen unter anderem, mit jQuery das DOM zu bearbeiten, eigene Plugins zu schreiben, client-seitig Daten zu speichern oder Ihre Webanwendung auch offline nutzbar und mit Web Worker "multithread-fähig" zu machen.

This book is primarily intended for beginners who wants to learn various aspects of software engineering and building web applications using Java programming language. There are many good books available in the market which independently teach Java, Web Servers, MVC based Frameworks, JSP, PL/SQL, AJAX, JavaScript, CSS, HTML5, UML, SDLC etc. This book covers all of these things plus other aspects together while building an actual web application from inception till completion. This books takes a sample web application and builds it from scratch. Each aspect is explained at micro level with real time examples along with the UML diagrams and code. The fundamental concepts of software engineering and programming web applications are covered with high importance. The objective of this book is to teach building modern day business web applications using java and other related technologies. This book teaches everything in details and in simpler way about building web applications with medium to high level of complexity. This book also covers various software engineering concepts that are required for building software solutions. The book takes you through each and every step of building a web application from scratch. The objective is to teach the reader every single aspect of software engineering required for building web applications from inception till deployment and support. In order to achieve the objective, a real life business requirement is taken and the sample project is built step by step from requirements gathering till deployment and support. The book includes building a light weight MVC based Java framework and building the sample web application using it. During the course architecture, SDLC, UML, security, ajax, various patterns, best practices and other related topics are explained. The best way to learn anything is to get the hands dirty. When a developer starts building any software solution, he/she gets lots of doubts and questions while actually doing it. When the reader architects, designs and does the coding hands on, the reader learns every aspect practically. When the reader builds the working application step by step, the confidence of the reader as a developer is boosted.

Beginning WebGL for HTML5 gets you rapidly up to speed with WebGL, a powerful new graphics language within the browser. You'll render realistic scenes with advanced lighting models, shadows, blending and textures. You'll also use mathematics to model fractals and particle systems. Going beyond that, Beginning WebGL for HTML5 presents advanced vertex and fragment shader usage for creating stunning, top-end results. You'll benefit from using modern frameworks to rapidly develop complex scenes, and make use of many tools to help improve rendering performance and debugging. Beginning WebGL for HTML5 builds your critical WebGL development skills while being enjoyable at each step of the way. Quickly get up to speed with WebGL Render realistic scenes Work faster with frameworks Improve rendering performance

The Web Almanac is an annual research project by the web development community to better understand how the web is built and experienced. Industry experts and a team of peer reviewers and data analysts research the state of the web, one chapter at a time, focused in areas of web page composition, user experience, content publishing, and content delivery. The result is a richly detailed report brimming with insightful analysis written by subject matter experts built on a solid foundation of statistics aggregated over millions of top websites.

Beginning jQuery is your step-by-step guide to learning the jQuery library. jQuery is the most popular JavaScript library in the web developer's toolkit. Jack Franklin takes you from the basics of getting you started with jQuery, right through to extending jQuery by writing your own plug-ins. You'll discover best practices you can follow, how you can avoid common mistakes, and you'll learn about so many of the things that jQuery has to offer, including how you can: Use jQuery's powerful tools to dynamically update content on your site, including DOM manipulation. Extend jQuery's capabilities by writing your own plugins on top of the framework. Animate elements and build your own jQuery slider. Employ best practices and avoid common errors made by beginners. JavaScript is a powerful language but every web developer must navigate the tricky issues around cross-browser inconsistencies. Beginning jQuery teaches you how to use jQuery to avoid spending your time fixing these browser bugs - letting you concentrate on what really matters to you. Throughout Beginning jQuery, you'll discover how expressive yet concise jQuery's code is and how much quicker and efficient you can develop with jQuery!

Create games with graphics that pop for the web and mobile devices! HTML5 is the tool game developers and designers have been eagerly awaiting. It simplifies the job of creating graphically rich,

interactive games for the Internet and mobile devices, and this easy-to-use guide simplifies the learning curve. Illustrated in full color, the book takes you step by step through the basics of HTML5 and how to use it to build interactive games with 2D graphics, video, database capability, and plenty of action. Learn to create sports and adventure games, pong games, board games, and more, for both mobile devices and the standard web. Learn to use the new HTML5 technology that makes it easier to create games with lots of action, colorful 2D graphics, and interactivity--for both the web and mobile devices Test and debug your games before deploying them Take advantage of how HTML5 allows for SQL-like data storage, which is especially valuable if you're not well versed in database management Explore creating games suitable for community activity and powerful, profitable games that require large amounts of data Whether you want to build games as a fun hobby or hope to launch a new career, this full-color guide covers everything you need to know to make the most of HTML5 for game design.

A guide to HTML5 covers such topics as markup, Web forms, audio and video, Canvas, CSS3, data storage, offline applications, and JavaScript.

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