

# Sams Teach Yourself Javascript In 24 Hours

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*Sams Teach Yourself Javascript In 24 Hours*

*OMB No. 0926464125308 edited by*

## PHILLIPS RAIDEN

### SAMS TEACH YOURSELF HTML, CSS, AND JAVASCRIPT ALL IN ONE

Sams Publishing

Sams Teach Yourself JavaScript in 24 Hours, Sixth Edition New coverage of ECMAScript 6 In just 24 lessons of one hour or less, Sams Teach Yourself JavaScript in 24 Hours helps you learn the fundamentals of 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. Notes and tips point out shortcuts and solutions. Upgrade to the online Learning Lab edition of this book for just \$10 with purchase. See inside for details. 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 · Access JSON data · Work with HTML5 and CSS3 · Leverage the popular jQuery library · Control CSS with simple JavaScripts · Read and write cookies · Use some of the new ECMAScript features today · Get started with frameworks such as AngularJS · Build browser add-ons and extensions Register your book at [informit.com/register](http://informit.com/register) for convenient access to updates, downloads, and corrections as they become available. Who This Book Is For Those who have at least a basic understanding of HTML and web page design in general and want to move on to adding some extra interactivity to your pages. Those who currently code in another programming language and want to see what additional capabilities JavaScript can add to your armory Someone who has never done any computer programming. Browse through an HTML primer before using this book. You don't need to be an HTML expert to use JavaScript but should have a basic understanding.

*Teach Yourself JavaScript in a Week* Sams Publishing

Learn how to turn Web pages into stunning mobile applications in just 24 hours or less! HTML5 adds a number of new features and APIs to the language that allow web designers to be more descriptive and effective in creating their Web pages. This guide describes how to use the features of this software.

[Sams Teach Yourself JavaScript in 24 Hours](#) Sams Publishing

Here is the quickest way for readers to learn everything they really need to know about Java 2. "Teach Yourself Java 2 in 24 Hours" is a step-by-step tutorial broken up into 24 short, easy one-hour chapters.

[Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours](#) Sams Publishing

A fresh, easy guide to modern JavaScript development. Extensively updated to reflect JavaScript's growing use with HTML5 and CSS3, this book is now even more valuable to inexperienced web developers.

[Sams Teach Yourself Javascript in 24 Hours with Sams Teach Yourself HTML and XHTML in 24 Hours](#)

Sams Publishing

Accompanying CD-ROM has sample source code, ready-to-use scripts, a developer's kit for Windows and Macintosh, and HTML editors and utilities.

### SAMS TEACH YOURSELF BEGINNING PROGRAMMING IN 24 HOURS

Pearson Education

Provides twenty-four lessons about how to use jQuery and JavaScript to build single-page web apps for multiple devices, with designs that incorporate animations, special effects, and image galleries.

### SAMS TEACH YOURSELF CGI IN 24 HOURS

Sams Publishing

In just a short time, you can learn how to use Ajax, JavaScript, and PHP to create interactive interfaces to your web applications by combining these powerful technologies. No previous Ajax programming experience is required. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials of Ajax programming with JavaScript, PHP, and related technologies from the ground up. Regardless of whether you run Linux,

Windows, or Mac OS X, the enclosed CD includes a complete Ajax programming starter kit that gives you all the programming tools, reference information, JavaScript libraries, and server software you need to set up a stable environment for learning, testing, and production. Learn how to... Build better, more interactive interfaces for your web applications Make JavaScript, HTML, XML, and PHP work together to create Ajax effects Compile an Ajax application Create and consume web services with SOAP and REST Avoid common errors and troubleshoot programs Use popular Ajax libraries to speed up and improve common programming tasks On the CD XAMPP for Windows, Mac OS X, and Linux—an easy-to-install package to set up a PHP- and MySQL-enabled Apache server on your computer The jEdit programming editor for Windows, Mac, and Linux Prototype, Scriptaculous, Rico, and XOAD—popular JavaScript libraries for creating Ajax applications and effects A complete Ajax, HTML, XML, and PHP tutorial reference library in searchable PDF format Source code for the examples in the book Phil Ballard is a software engineering consultant and developer specializing in website and intranet design and development for an international portfolio of clients. He has an honors degree from the University of Leeds, England, and has worked for several years in commercial and managerial roles in the high technology sector. Michael Moncur is a freelance webmaster and author. He runs a network of websites and has written several bestselling books about web development, networking, certification programs, and databases. Category: Web Development Covers: Ajax, JavaScript and PHP User Level: Beginning-Intermediate

### SAMS TEACH YOURSELF WINDOWS 8 APPS WITH JAVASCRIPT AND HTML5 IN 24 HOURS

Sams Teach Yourself JavaScript in 24 Hours

JavaScript is one of the easiest, most straightforward ways to enhance a Web site with interactivity. Sams Teach Yourself JavaScript in 24 Hours 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, complete examples. The Third Edition of Sams Teach Yourself JavaScript in 24 Hours includes material on the latest developments in JavaScript and Web scripting. Readers will learn how to use JavaScript to enhance Web pages with interactive forms, objects, and cookies. They will also discover how to use JavaScript to work with games, animation, and multimedia.

**Sams Teach Yourself DHTML in 24 Hours** Sams Publishing

Teaches readers the fundamentals of creating Web pages using DHTML, discussing topics including drop-down menus, cascading style sheets, browser differences, text and font effects, games, forms, and troubleshooting.

**Sams Teach Yourself HTML and CSS in 24 Hours** Sams Publishing

One in a series of Teach Yourself books designed for users with time limitations, this book offers a structured guide to learning how to use JavaScript 1.3.

*Sams Teach Yourself JavaScript in 24 Hours, Fifth Edition* Pearson Education

An overview of XML technology offers exercises on displaying XML files in HTML, embedding XML code into HTML-based Web pages, working with Extensible Style Sheets, querying XSL, and designing an online store.

### ANGULARJS, JAVASCRIPT, AND JQUERY ALL IN ONE, SAMS TEACH YOURSELF

Pearson Education

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 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  
Sams Publishing

Offers an updated tutorial for beginners explaining how to use Java to create desktop and Web programs, applications, and web services.

*Sams Teach Yourself PHP, MySQL & JavaScript All in One* Sams Publishing

"Sams Teach Yourself Beginning Programming in 24 Hours, Second Edition" explains the basics of programming in the successful 24-Hours format. The book begins with the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? It teaches readers how to program the computer and then moves on by exploring the some most popular programming languages in use. The author starts by introducing the reader to the Basic language and finishes with basic programming techniques for Java, C++, and others.

### **SAMS TEACH YOURSELF JAVASCRIPT IN 24 HOURS**

Sams

*Sams Teach Yourself JavaScript in 24 Hours* Sams Publishing

*Sams Teach Yourself Java in 24 Hours* Pearson Education

*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 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.

*JavaScript in 24 Hours, Sams Teach Yourself, Sixth Edition* Sams Publishing

A thorough, tutorial-style introduction to JavaScript 1.5 for the Web-literate, dedicated learner.

Covers JavaScript 1.5 and compatibility issues with older versions, as well as emerging topics such as the use of JavaScript with PDF files, and the scripting of Scalable Vector Graphics (SVG).

**HTML, CSS, and JavaScript All in One** Sams Publishing

Each book provides the basic information that a motivated self-learner needs to study a particular

computer subject. Original.

*Bootstrap in 24 Hours, Sams Teach Yourself* Sams Publishing

In just a short time, you can learn how to use PHP, MySQL, and JavaScript together to create dynamic, interactive websites and applications using three leading web development technologies. No previous programming experience is required. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials of full-stack web application development - from HTML, CSS, and JavaScript on the front end, to PHP scripting and MySQL databases on the server. Regardless of whether you run Linux, Windows, or MacOS, the book includes complete instructions to install all the software you need to set up a stable environment for learning, testing, and production. Step-by-step instructions carefully walk you through the most common web application development 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: • Build web pages with HTML5 and CSS • Use JavaScript to build dynamic, interactive web pages • Get PHP, MySQL, and JavaScript to work together to create modern, standards-compliant web applications • Enhance interactivity with AJAX • Leverage JavaScript libraries such as jQuery • Work with cookies and user sessions • Get user input with web-based forms • Use basic SQL commands • Interact with the MySQL database using PHP • Write maintainable code and get started with version control • Decide when frameworks such as Bootstrap, Foundation, React, Angular, and Laravel can be useful • Create a web-based discussion forum or calendar • Add a storefront and shopping cart to your site Contents at a Glance PART I Web Application Basics 1 Understanding How the Web Works 2 Structuring HTML and Using Cascading Style Sheets 3 Understanding the CSS Box Model and Positioning 4 Introducing JavaScript 5 Introducing PHP PART II Getting Started with Dynamic Web Sites 6 Understanding Dynamic Web Sites and HTML5 Applications 7 JavaScript Fundamentals: Variables, Strings, and Arrays 8 JavaScript Fundamentals: Functions, Objects, and Flow Control 9 Understanding JavaScript Event Handling 10 The Basics of Using jQuery PART III Taking Your Web Applications to the Next Level 11 AJAX: Getting Started with Remote Scripting 12 PHP Fundamentals: Variables, Strings, and Arrays 13 PHP Fundamentals: Functions, Objects, and Flow Control 14 Working with Cookies and User Sessions 15 Working with Web-Based Forms PART IV Integrating a Database into Your Applications 16 Understanding the Database Design Process 17 Learning Basic SQL Commands 18 Interacting with MySQL Using PHP PART V Getting Started with Application Development 19 Creating a Simple Discussion Forum 20 Creating an Online Storefront 21 Creating a Simple Calendar 22 Managing Web Applications PART VI Appendixes A Installation QuickStart with XAMPP B Installing and Configuring MySQL C Installing and Configuring Apache D Installing and Configuring PHP

**Sams Teach Yourself Java 2 in 24 Hours** Sams Publishing

Provides information on using HTML, CSS, and JavaScript to design, create, and maintain Web sites, including formatting text, working with multimedia, and using external and internal links, with practical examples and exercises.

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